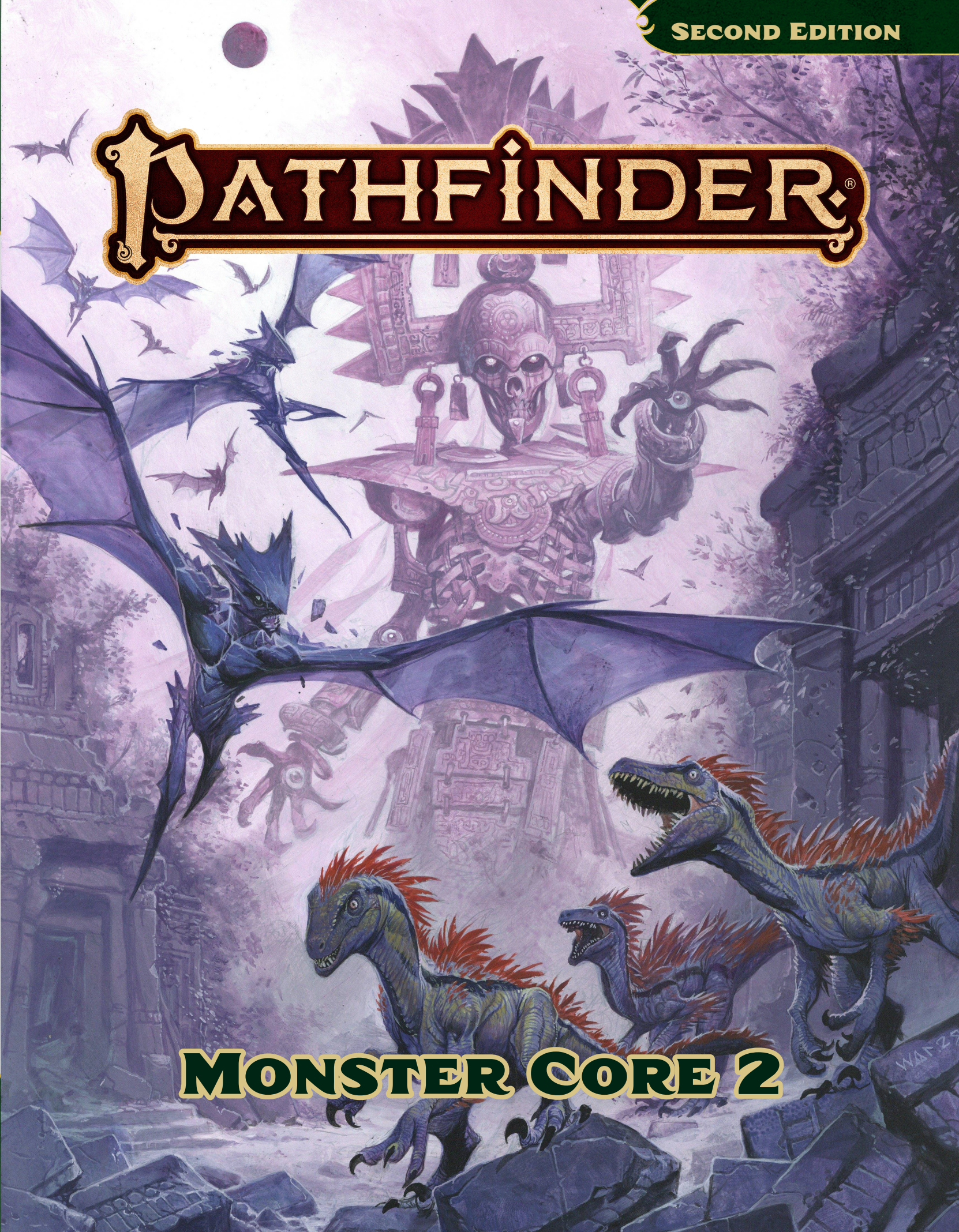
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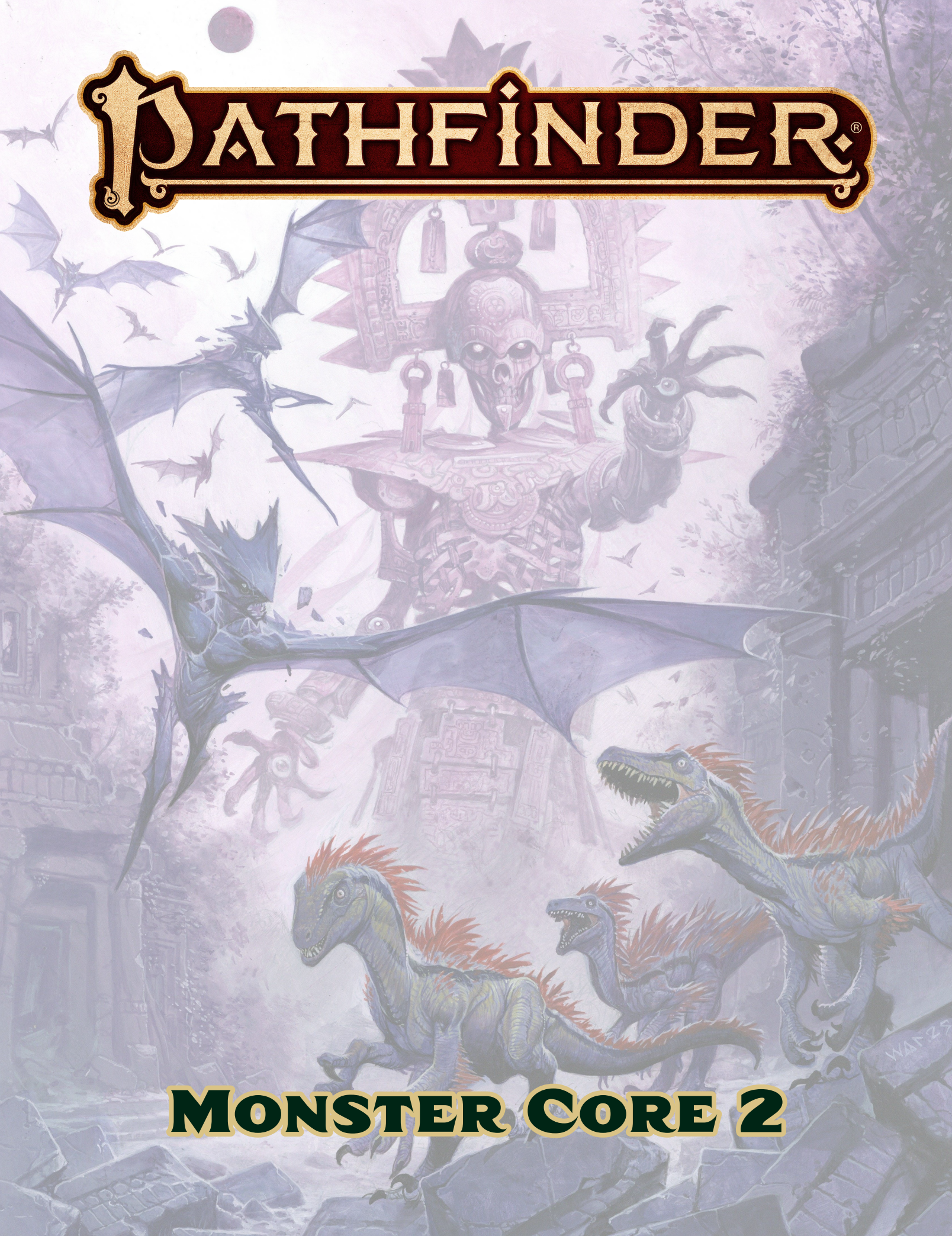
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Monster Core 2

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Ability Glossary and Traits
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Introduction

Welcome to *Pathfinder Monster Core 2*! Inside this tome of creatures, you'll find fickle fey and grotesque fiends, legendary beasts and powerful animals, new allies to interact with and horrid monsters to hunt down. And while this book details hundreds of monsters, it's only a portion of the myriad interesting creatures that populate the world of Pathfinder.

To use this book, you'll need *Pathfinder Player Core* and *Pathfinder GM Core*, which contain the rules of the game and give you further understanding of each creature's rules and its place in the world. Using these books allows you as the Game Master (or GM) to create stories of grand adventure and populate them with fearsome foes, possible allies, and friendly guides.

Most of the sections of this book describe a creature or a group of related creatures, present their game statistics, illustrate their place within the game world, and provide details about their behavior or society.

In this introduction, you can find advice on how to play these creatures in the game, including how to read and use their statistics, recommendations regarding roleplaying their interactions with player characters, and guidance on adjusting creature statistics to the needs of your setting.

Lastly, the appendix in the back of the book contains sections that provide information about frequently used monster abilities, creature traits, new rituals, uncommon languages, and lists of monsters sorted by type and level.

Playing Creatures

While the other players portray their characters, you as the Game Master get to play everyone else. This section provides the basics for using the creatures in this book. It guides you through the process of reading and understanding creature statistics so you know how to present a creature as a threat or ally in and out of combat. It also provides general advice for roleplaying creatures to help provide more depth when characterizing them within your game's world.

Reading Creature Statistics

Each creature's rules appear in a stat block, with a structure similar to those of feats, spells, and magic items. Because creatures have more abilities than those game elements, however, their statistics include more entries, many of which have special formatting.

A creature's traits line sometimes begins with a rarity; if the creature's rarity is common, no rarity is listed. The next entry is the creature's size (Tiny, Small, Medium, Large, Huge, or Gargantuan). Any other traits are then listed alphabetically. The traits appearing in this book, including some traits from *Pathfinder Player Core*, can be found in Creature Traits on page 363.

Actions and activities the creature can use have the appropriate icons next to those abilities' names noting how many actions they require. A creature always has the requisite proficiency ranks or other abilities required to use what's listed in its stat block. For instance, a spellcasting creature can perform the Cast a Spell activity, and a creature is never untrained with any of its items.

Some abilities are abbreviated in stat blocks, with their full text in the Ability Glossary on pages 360–363.

CREATURE NAME **CREATURE (LEVEL)**

RARITY SIZE OTHER TRAITS

Perception The creature's Perception modifier is listed here, followed by any special senses.

Languages The languages for a typical creature of that kind are listed here, followed by any special communication abilities. If a creature lacks this entry, it can't communicate with or understand another creature through language.

Skills The creature is trained or better in these skills. For untrained skills, use the corresponding attribute modifier.

Attribute Modifiers The creature's attribute modifiers are listed here.

Items Any significant gear the creature carries is listed here.

Interaction Abilities Special abilities that affect how a creature perceives and interacts with the world are listed here.

AC, followed by any special bonuses to AC; **Saving Throws** A special bonus to a specific save appears in parentheses after that save's bonus. Any bonuses to all three saving throws are listed after the three saves.

HP, followed by automatic abilities that affect the creature's Hit Points or healing; **Immunities**; **Weaknesses**; **Resistances** Any immunities, weaknesses, or resistances are listed here.

Automatic Abilities The creature's auras, any abilities that automatically affect its defenses, and the like are listed here.

Reactive Abilities Free actions or reactions that are usually triggered when it's not the creature's turn are listed here.

Speed, followed by any other Speeds or movement abilities.

Melee ❖ (traits; some weapon traits, such as deadly, include their calculations for convenience) The name of the weapon or unarmed attack the creature uses for a melee Strike, followed by the attack modifier and traits in parentheses. If a creature has any abilities or gear that would affect its attack modifier, such as a weapon with a *+1 weapon potency* rune, those calculations are already included, **Damage** amount and damage type, plus any additional effects (this entry is Effect if the Strike doesn't deal damage).

Ranged ❖ As Melee, but also lists range or range increment with traits, **Damage** as Melee.

Spells The entry starts with the magical tradition and whether the spells are prepared or spontaneous, followed by the DC



CONTENT WARNINGS

You can use these content warnings to avoid sensitive subjects in this book. This list omits common themes within the Pathfinder Baseline (*Pathfinder Player Core* 397), such as violence, manipulation, war, mutilation, possession, and cults.

Abduction bodach; **animal cruelty** demon; **body horror/experimentation** alghollthu, angel, demon, divoynik, dragon, festrog, hag, incutilis, totenmaske, unrisen, urdefhan, velstrac, vermlek; **child abuse** attic whisperer, hag; **disease** devil; **gore** lovelorn, penanggalan, unrisen; **torture** velstrac; **trauma** daemon, sahkil

(and spell attack modifier if any spells require spell attack rolls). Spells are listed by rank, followed by cantrips. A spell prepared multiple times lists the number of times in parentheses—for example, "(×2)." Spontaneous spells list the number of spell slots after the spell rank.

Innate Spells These are listed like other spells, but can also include constant, at-will, and focus spells. If the creature has a focus spell as an innate spell, it works like other innate spells with listed uses, rather than costing Focus Points. Spells that can be used an unlimited number of times list "(at will)" after the spell's name. Constant spells appear at the end, separated by rank. Rules for constant and at-will spells appear on page 360 in the Ability Glossary.

Focus Spells If a creature has focus spells, this entry lists the spells, the spells' rank, the Focus Points in the creature's focus pool, and the DC.

Rituals Any rituals the creature can cast appear here. The creature can choose to automatically succeed without rolling on any of these rituals or can roll normally.

Offensive or Proactive Abilities Any actions, activities, or abilities that automatically affect the creature's offense, as well as free actions or reactions that are usually triggered on the creature's turn, appear here in alphabetical order.

Roleplaying Creatures

Whether it's an adversary or a potential ally, a creature might have a very different worldview than the PCs. When roleplaying creatures, think about how they experience the world differently due to their senses, physiology, and habitat. Each creature entry in this book gives you some context about the creature's worldview, motivations, ecology, and societies. Many sections have sidebars that provide relevant facts about creatures (labeled with the icons shown on page 7). You can use the information in each creature entry as cues on how to roleplay the creature in and out of combat. These cues can be as simple as a difference in idioms (perhaps saying "in the other tentacle" rather than "on the other hand") and as complex as determining the motivations, hopes, and dreams for an individual creature. Understanding a creature you're playing also informs what tactics it uses, as well as whether it's willing to surrender or flee when losing a fight.

Adjusting Creatures

Sometimes you might need to customize a creature based on the needs of your story or the narrative circumstances as your story unfolds. This section guides you through some basic strategies you can use to adjust creatures. It includes quick adjustments you can make to a creature to alter its level. You might also need to adjust a creature's languages or gear, or know its proficiency ranks in skills or Perception.

Combat Power

The creatures presented in this book have appropriate statistics for their levels. In many cases, you can make relatively minor adjustments to a creature's statistics, called elite and weak adjustments, to raise or lower its level by 1. Adjust the XP players earn for defeating the creature and how you build encounters with it accordingly.

Elite and weak adjustments work best with creatures that focus on physical combat. These adjustments overstate the normal numerical gains the creature would make from increasing its level to make up for the lack of new special abilities. Creatures that cast spells or rely on noncombat abilities typically need specific adjustments to those spells or abilities. These adjustments have a greater effect on the power level of low-level creatures, as noted. Applying the adjustments more than once to a creature should be avoided. If you need to alter a creature's level more drastically, use the *GM Core* guidance on building creatures.

Elite Adjustments

Sometimes you'll want a creature that's just a bit more powerful than normal so that you can present a challenge that would otherwise be trivial or show that one enemy is stronger than its kin. To do this quickly and easily, apply the elite adjustments to its statistics as follows:

- Increase the creature's level by 1; if the creature is level –1 or 0, instead increase its level by 2.
- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

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Weak Adjustments

Sometimes you'll want a creature that's weaker than normal so you can use a creature that would otherwise be too challenging or show that one enemy is weaker than its kin. To do this quickly and easily, apply the weak adjustments to its statistics as follows.

- Decrease the creature's level by 1; if the creature is level 1, instead decrease its level by 2.
- Decrease the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level.

Starting Level	HP Decrease
1–2	–10
3–5	–15
6–20	–20
21+	–30

Languages

The languages listed in a creature's entry represent the languages a typical creature of that type knows. However, you might want to vary these based on the specific creature. For instance, if a creature is interested in speaking with or understanding the people in its region, it would most likely know the language those people speak. This language is most often Common, but you can give it a more appropriate language depending on where the creature lives (such as Sakvroth for the Darklands).

Beings from other planes are unlikely to know any languages from the Universe unless they frequently travel there. If such a creature knows a mortal language, then that creature likely is interested in communicating with mortals. This language is most often Common, though keep in mind that such a creature should speak Common only if it specifically travels to or studies your campaign's world and region above others.

The languages are listed on page 89 of *Player Core* and in the Uncommon Languages section of this book (page 367).

Gear

Some creatures rely on gear, like armor and weapons. You might need statistics for such a creature that has lost its gear. For example, a creature could be Disarmed, it might be ambushed while it's out of its armor, or one of its worn magic items could be disabled with *dispel magic*. In most cases, you can simply improvise, but if you want to be more exacting, use these guidelines for weapons and armor.

If a creature loses its weapon, it might draw another weapon or use an unarmed attack. If it uses a Strike it doesn't have listed in its stat block, find a Strike entry for the creature that most closely matches the substitute, reduce the attack modifier by 2, and use the damage dice for the new Strike. If the creature needs to make an unarmed attack and doesn't have one listed in its stat block, it uses the statistics for a fist (*Player Core* 277). If the creature loses a weapon with a *weapon potency* rune, you usually should reduce the attack modifier by 2 plus the bonus granted by the weapon's *potency* rune for the new weapon. For example, if the creature is Disarmed of its *+1 mace*, then you would reduce the attack modifier by 3 instead of 2 for the new Strike.

If a creature doesn't have its armor, find the armor in its Items entry, and reduce the creature's AC by that armor's item bonus (*Player Core* 273). If the armor has an *armor potency* rune, increase the reduction as appropriate; for example, if the creature has a suit of *+2 chain mail* in its statistics, and the characters catch the creature without its armor, you would reduce the creature's AC by 6 instead of 4. If the armor has a *resilient* rune, reduce the creature's saves based on the rune's type (1 for *resilient*, 2 for *greater resilient*, or 3 for *major resilient*).

Skills, Perception, and Proficiency

In some situations, such as when a creature is trying to Disable a PC's snare, you need to know the creature's proficiency rank. Creatures are trained in the skills listed in their stat blocks and untrained in skills that aren't listed. A creature usually has expert proficiency in its listed skills around 5th level, master proficiency around 9th level, and legendary proficiency around 17th level. A creature might need a certain proficiency rank in Perception to detect certain things. Many creatures have expert proficiency in Perception and improve to master proficiency around 7th level and legendary proficiency around 13th level.

At your discretion, creatures with world-class aptitude for a particular skill or in Perception, such as a shadow with Stealth, might have a higher proficiency rank in that skill or Perception.

Sidebar Icons

Each sidebar in a creature section is marked with an icon identifying the type of information it contains.


Additional Lore


Advice and Rules


Locations


Related Creatures


Treasure and Rewards





Adamantine Hunks

The incredible amount of adamantine necessary to create a single adamant sentinel is worth more than many nations' treasuries. The powerful heart of an adamant sentinel can be turned into a legendary forge for blacksmithing.

Adamant Sentinel

Crafted from a nigh-indestructible metal of great rarity, adamant sentinels can't be destroyed except by the most powerful foes. Crafting an adamant sentinel requires a quantity of adamantine so massive that collecting it usually requires mounting a mining expedition to a distant planet, the Plane of Earth, or an Outer Plane.

Adamant Sentinel — Creature 18

RARE HUGE CONSTRUCT MINDLESS

Perception +26; darkvision

Skills Athletics +38

Str +9, **Dex** –1, **Con** +9, **Int** –5, **Wis** +0, **Cha** –5

AC 42; **Fort** +33, **Ref** +27, **Will** +29

HP 255, repair mode; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 20 (except *vorpal* adamantine), spells 20

Repair Mode When the adamant sentinel is at 0 HP, it isn't destroyed. Instead, it enters repair mode, during which it's slowed 1, can't take reactions, and can take only the Self-Repair action. Once it has more than 30 HP, it can use any type of action and can use reactions, though it remains slowed 1 and can't take any reactions until the start of its next turn. If a critical hit with a *vorpal* adamantine weapon reduces the sentinel to 0 HP, or if such a weapon hits it while it's already at 0 HP, the sentinel is destroyed.

Speed 30 feet

Melee ❖ fist +35 (deadly 3d12, magical, reach 15 feet), **Damage** 3d10+17 bludgeoning plus destructive strike

Destructive Strike On a critical hit, the adamant sentinel's fist Strike breaks the target's armor, if any, in addition to dealing damage to the target. If the target has a shield raised, the sentinel breaks the shield instead.

Inexorable March ❖ The adamant sentinel Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can try to bar the way by attempting a DC 45 Fortitude save.

Critical Success The sentinel halts its movement and cannot enter the creature's square.

Success As critical success, but the resisting creature takes 3d10+17 bludgeoning damage.

Failure The resisting creature takes 3d10+17 bludgeoning damage, and its armor, if any, is broken. If the resisting creature has a shield raised, the sentinel breaks the shield instead.

Self-Repair ❖ (manipulate) The sentinel repairs itself, regaining 30 Hit Points.

Vent ❖ (fire) The sentinel vents a 30-foot cone of superheated steam from its internal forge. This deals 15d6 fire damage to all creatures in the cone (DC 40 basic Reflex). The sentinel can't use Vent again for 1d6 rounds.



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Adlet

Adlets dwell in the farthest, harshest reaches of the Crown of the World, with a few journeying beyond to similarly frigid regions in other continents. At first glance, these isolated people look much like their Erutaki human cousins; they typically have straight, black hair and compact, powerful builds. However, adlets tend move with more grace their human kin. Up close, their strangeness reveals itself, as each has a furry face and sports a maw full of wolflike teeth. Their legs and tails resemble those of dogs.

Adlets' legends say that long ago, a mighty hunter lost his way far from home and came upon a house of whalebone and ice. A woman dressed in white fox furs greeted him, fed him, and tended to his frostbite. In time, they married and had 10 children, five of whom bore the legs and tails of foxes. These children stayed with their mother, while the other five—born with the legs and tails of wolves—traveled with their father back to the human lands and became the first adlets.

Most adlets aren't inherently evil, but their culture is warlike, xenophobic, and noticeably lacking in humility. They see themselves as the natural rulers of the arctic wastes and view everyone else as squatters at best and invaders at worst. A typical adlet is stronger and faster than any mundane human, with the ability to walk naked in a blizzard and call up ice-cold mists. Given that, it's little wonder that adlets have developed something of a superiority complex. Still, while adlet raids are a common problem for travelers in the Crown of the World, a handful of wily and intrepid merchants have forged peaceful relations with certain adlet communities along more common routes.

Adlet — Creature 10

MEDIUM COLD HUMANOID

Perception +18; low-light vision, scent (imprecise) 30 feet
Languages Adlet, Common
Skills Acrobatics +20, Athletics +21, Stealth +20, Survival +18
Str +5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0
Items *+1 striking spear* (2)

AC 29; **Fort** +20, **Ref** +22, **Will** +16
HP 180; **Immunities** cold; **Weaknesses** fire 10

Wolfstorm (aura, cold, primal) 60 feet. A clammy, frigid mist billows forth ahead of the adlet. Creatures within the mist become concealed, and creatures outside the mist become concealed to creatures within it. An adlet can see through the aura without penalty.

Avenging Bite ↻ **Trigger** A creature within reach of an adlet's jaws Strike attacks one of the adlet's allies; **Effect** The adlet makes a jaws Strike against the triggering creature.

Speed 40 feet
Melee ❖ *spear* +20 (magical), **Damage** 2d6+9 piercing plus 1d6 cold
Melee ❖ jaws +19, **Damage** 2d8+9 piercing plus 1d6 cold
Ranged ❖ *spear* +21 (magical, thrown 20 feet), **Damage** 2d6+9 piercing plus 1d6 cold

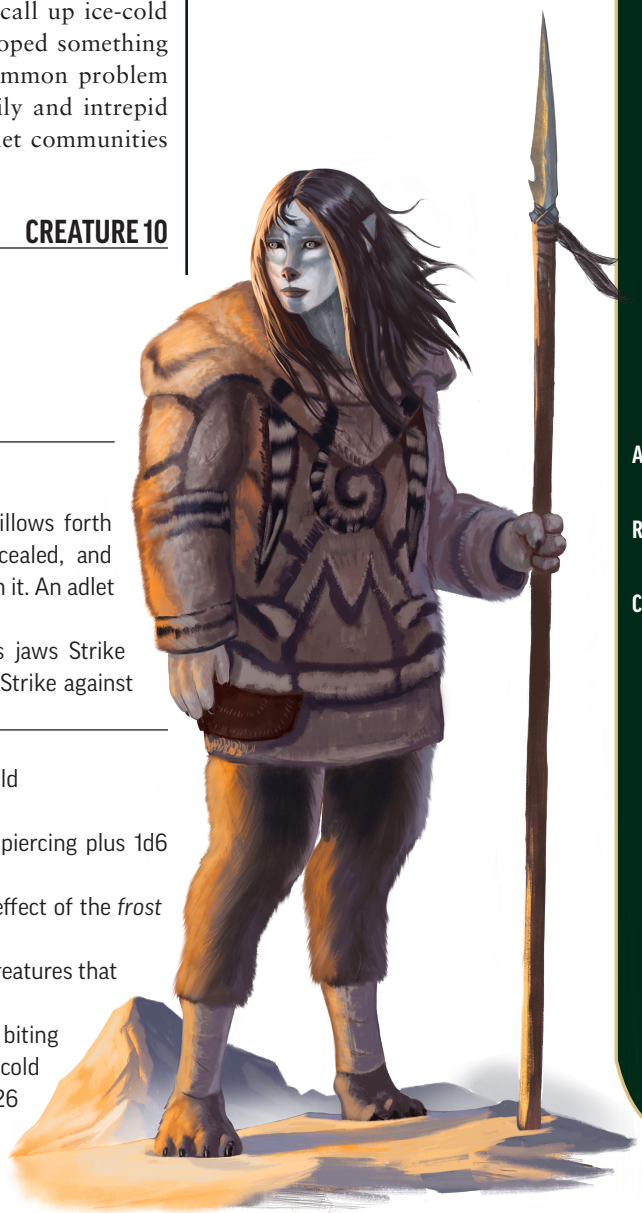
Frozen Weapons (primal) Weapons wielded by an adlet gain the effect of the *frost* property rune.

Pack Attack An adlet's Strikes deal an additional 2d6 damage to creatures that are within the reach of at least two of the adlet's allies.

Wolfrime ❖ (cold, concentrate, primal) An adlet's mist turns biting cold and coalesces into a thick rime of frost that deals 6d6 cold damage to creatures inside the adlet's wolfstorm aura (DC 26 basic Fortitude), and the aura is deactivated until the start of the adlet's next turn.

Lost Cousins

Legends about adlets' origins suggest they might have fox-like kin. Some believe these kin are kitsune (page 210), while others point to the more powerful vulpinals (page 17) as more likely progenitors.





Maintaining the Balance

Theletoses care little for the individuals and societies they manipulate, only that the balance between freedom and fate is maintained. A theletos might help a creature who has lost their freedom escape, but they might also force those who swore to perform an unjust duty to stick to their word. If their plans are thwarted, a theletos doesn't seek revenge but instead looks for other ways to redress the balance.

Aeon

Aeons are said to have taken part in the creation of the cosmos and still now protect their dualistic vision of it. Among them, the axiomites continue the act of creation on a more recognizable scale, building endless legions of constructs in the planar city of Axis.

Theletos

Theletoses maintain the balance between fate and free will. A theletos is a roughly spherical mass of crystals from which emerge four limbs, each split at the elbow and ending in three-fingered hands. A pair of crystalline tentacles also emerges from its body. Those who have been damaged by a theletos's tentacles describe being presented with a disorienting dilemma: they feel forced to make a single choice while simultaneously being overwhelmed by the endless options available to choose from. Theletoses are more likely than most aeons to interfere in non-aeon societies, particularly in regions with draconian laws. Their involvement is twofold; a theletos concerns itself with both the freedom of individuals and the laws that restrict these individuals, even (or especially) when the two are in opposition.

THELETOS — CREATURE 7

MEDIUM | AEON | MONITOR

Perception +18; darkvision

Languages envisioning

Skills Arcana +16, Intimidation +16, Religion +18, Stealth +15

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

Envisioning When a theletos conveys information, it does so wordlessly through psychic projections. This acts as telepathy with a range of 100 feet but is understandable to all creatures regardless of whether they have a language. The meaning to non-aeons can be vague and is often mysterious. A theletos can use this ability to communicate flawlessly with any other aeon on the same plane.

AC 25; **Fort** +16, **Ref** +13, **Will** +18; +1 status to all saves vs. magic

HP 125; **Weaknesses** spirit 5

Speed 25 feet, fly 25 feet

Melee ❖ fist +17 (magical), **Damage** 2d10+8 bludgeoning

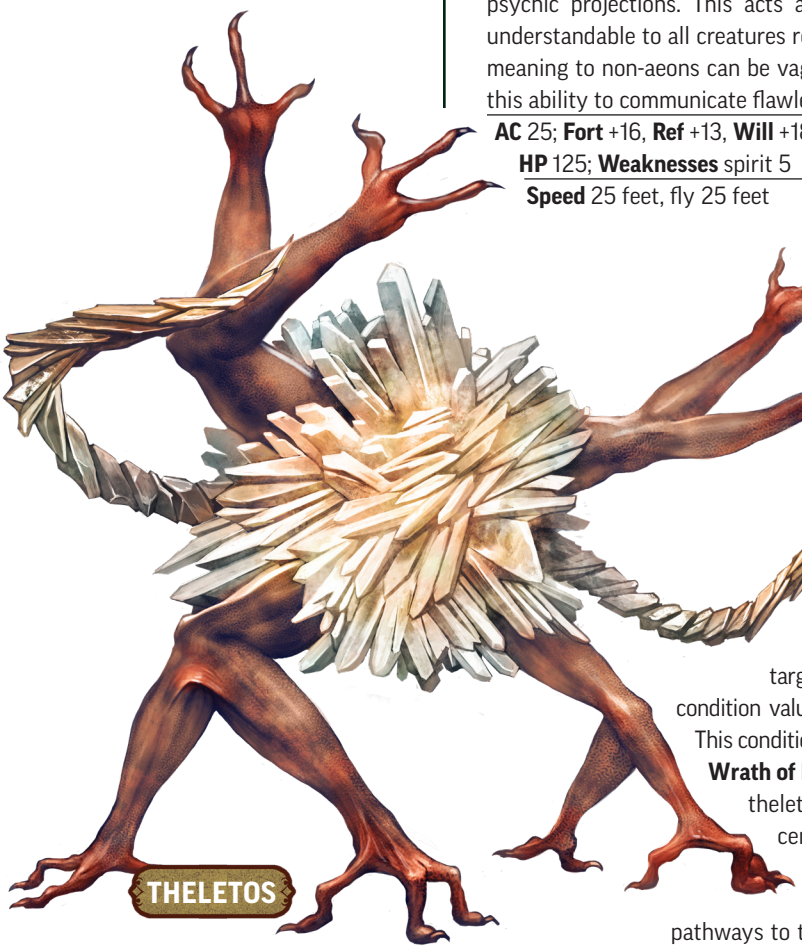
Melee ❖ tentacle +17 (agile, magical), **Damage** 2d8+8 slashing plus fate drain

Divine Innate Spells DC 25, attack +17; **4th** *augury* (at will), *charm*, *cleanse affliction*, *dispel magic*, *enthrall*, *outcast's curse*, *suggestion*, *stupefy*

Rituals DC 25; *geas*

Fate Drain (curse, divine, mental) A creature damaged by the theletos's tentacle must succeed at a DC 22 Will save or become stupefied 1. As long as the creature is stupefied, it can no longer benefit from fortune effects. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

Wrath of Fate ❖❖ (curse, divine, mental, misfortune) The theletos releases a 60-foot cone of energy from its center. Creatures in the cone become overwhelmed with the knowledge of various fates that destiny has in store for them and lack of clear pathways to these potential futures. They must succeed at a



THELETOS

DC 26 Will save or be slowed 1 indefinitely. An affected creature can choose to roll twice when it attempts an attack, saving throw, or skill check and take the lower result. Regardless of the outcome, that creature is no longer slowed after that roll. The theletos can't use Wrath of Fate again for 1d4 rounds.

Vigilia

Axis's construct guardians are built in great numbers by axiomites and regularly patrol the streets of that rigidly structured metropolis. Beyond the city, a vigilia can be summoned by mortals to guard a specific location or enforce a leader's edicts.

Although generally humanoid in form, their bodies are a loose mesh of brass strips around a crystalline core like the arbiters they're based on. Each vigilia's core is formed around a different fragment of legal text from Axis's vast libraries. This bylaw or subsection, although not necessarily important to others, forms the mystical and emotional driving force behind these sentinels.

Left to their own devices, vigilias typically enforce local laws to the best of their understanding, falling back on the labyrinthine ordinances of Axis to fill in any gaps. Although vigilias are uncomfortable making judgment calls, they're capable of doing so. That said, this discomfort frequently causes them to seek refuge in areas with the most complex and complete laws.

VIGILIA CREATURE 11

MEDIUM AEON MONITOR

Perception +24; darkvision, *see the unseen*
Languages Common, Diabolic, Empyrean, Utopian
Skills Athletics +20, Legal Lore +17
Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +5, **Cha** –1

AC 30; **Fort** +23, **Ref** +18, **Will** +20
HP 190; **Immunities** disease, emotion, fear; **Resistances** electricity 10

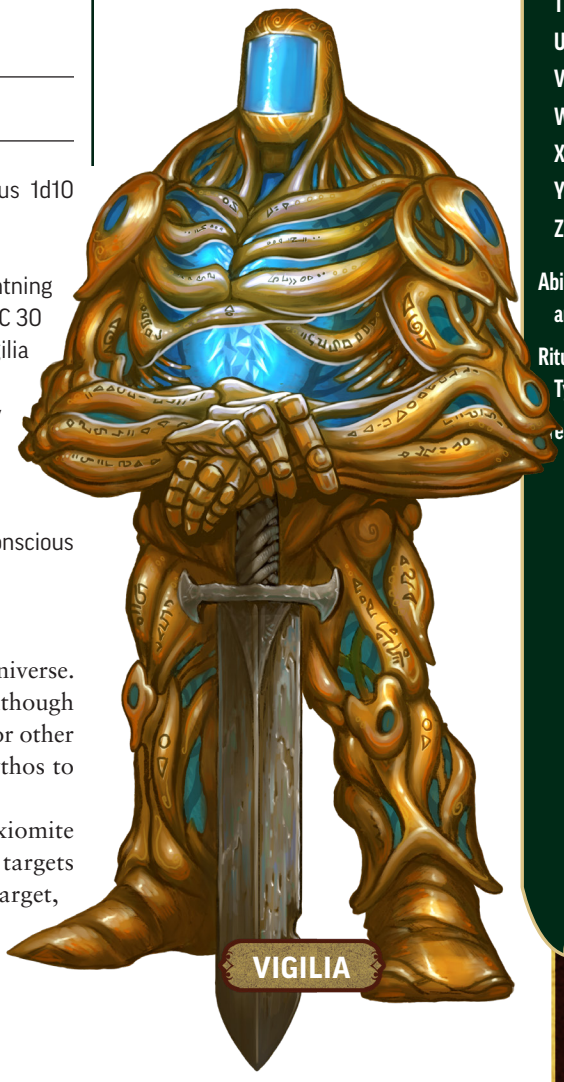
Speed 30 feet
Melee ❖ fist +24 (magical, nonlethal), **Damage** 2d10+10 bludgeoning plus 1d10 electricity
Divine Innate Spells DC 30; **Constant (2nd)** *see the unseen*
Electrical Purge ❖❖ (divine, electricity, nonlethal) The vigilia releases lightning from their body in a 30-foot emanation dealing 4d10 electricity damage (DC 30 basic Reflex save) to all creatures that aren't aeons or constructs. The vigilia is then slowed 1 for 1 round.
Lightning Chain ❖ (divine, electricity, nonlethal) The vigilia wraps momentary chains of electrical energy around a creature within 60 feet, dealing 2d10 electricity damage (DC 30 basic Reflex save). A creature that fails its save is also pulled 10 feet toward the vigilia (20 feet on a critical failure).
Take Prisoner ❖ The vigilia Interacts to pick up a Medium or smaller unconscious creature within its reach, then Strides.

Venator

Unlike most aeons, venators spend much of their time in the mortal Universe. Axiomites build these figures of brass and gears to hunt their enemies. Although capable combatants on their own, venators frequently act as trackers for other aeons, leading a group of vigilias to secure a criminal or guiding a bythos to its targets.

Each venator is forged with its targets already assigned, a scrap of axiomite formula integrated in the gears that whir beneath their armor. The targets are narrowly defined by the formula and are usually a single named target, a family, or a small group that directly participated in an event.

A venator's targets rarely threaten the balance of reality overtly; instead, they're often privy to certain secrets or new magical theories.



AXIOMITE CONSTRUCTS

Axiomites build a dizzying array of constructs, each dedicated to a single role in the planar city of Axis, from carrying packages to ferreting out spies. Only a few models are frequently sent outside of the city, although the great legions of specialized soldiers being constructed make observers worry that won't last.

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Censored Secrets

Venators kill Norgober's enemies and clean up his spilled secrets with surprisingly frequency. It seems he's either convinced these aeons of his own importance or directly subverted the axiomites' process from somewhere in his realm beneath the city of Axis.

As a result, even the venator rarely knows why it has been assigned a given target. Recently forged venators are incredibly thorough in their work, methodically destroying the body of their target and any nearby objects (like notes, books, or even graffiti) that might contain secrets.

Successful venators are left without targets and are abandoned to their own devices. They're generally eager to find a new purpose, even if it's a temporary one from a mortal summoning. Many eventually extend their original missions, choosing new targets similar to their previous ones or, in some cases, continuing to chase the souls of their original targets.

VENATOR CREATURE 13

MEDIUM AEON MONITOR

Perception +24; darkvision, locate target

Languages Common, Diabolic, Empyrean, Utopian

Skills Acrobatics +25, Arcana +23, Athletics +23, Stealth +27, Survival +24

Str +6, **Dex** +8, **Con** +4, **Int** +4, **Wis** +5, **Cha** –2

Locate Target (detection, divine) A venator is assigned an individual target or small group of targets when they are created. The venator can sense the direction of their nearest target while on the same plane as it. If there are none, they can sense the plane where most of their targets can be found.

Items *+1 striking crossbow* (20 bolts)

AC 33; **Fort** +21, **Ref** +25, **Will** +24

HP 230; **Immunities** disease, emotion, fear; **Resistances** electricity 15

Speed 30 feet

Melee ❖ fist +24 (agile, magical, versatile S), **Damage** 3d10+12 bludgeoning

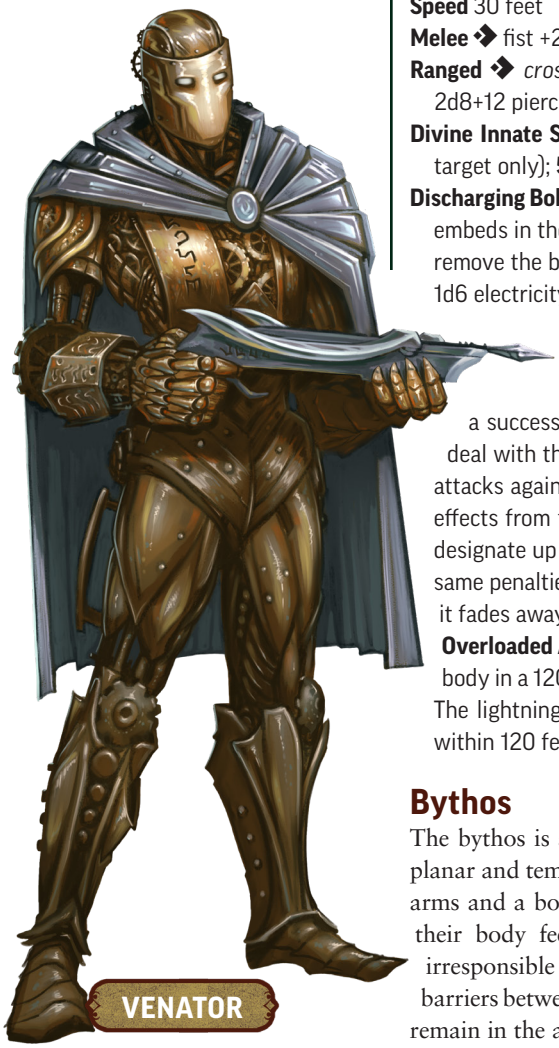
Ranged ❖ *crossbow* +27 (magical, range increment 120 feet, reload 1), **Damage** 2d8+12 piercing plus 1d10 electricity and discharging bolt

Divine Innate Spells DC 33; **7th** *interplanar teleport* (to plane indicated by locate target only); **5th** *translocate*; **2nd** *invisibility* (at will), *revealing light* (at will)

Discharging Bolt When the venator damages a creature with their crossbow, the bolt embeds in the target, dealing 2d6 persistent electricity damage. The creature can remove the bolt and end the persistent damage with an Interact action but takes 1d6 electricity damage as part of removing the bolt.

Mark Target ❖ (divine) The venator releases a ball of light at a target within 60 feet, lighting it up with a magical aura that's constantly visible to the venator. The target can avoid becoming marked with a successful DC 30 Reflex save. While marked, the target finds it difficult to deal with the venator and their allies. The target takes a –1 status penalty to all attacks against the venator and other aeons, as well as to saving throws against effects from the venator and other aeons. The venator can Sustain this effect to designate up to 5 other creatures as trusted allies, causing the target to take the same penalties against these allies. The venator can Dismiss the mark. Otherwise, it fades away naturally after 1 day.

Overloaded Arc ❖❖ (divine, electricity) The venator releases lightning from their body in a 120-foot line, dealing 4d10 electricity damage (DC 33 basic Reflex save). The lightning also arcs, damaging any creature embedded with a venator's bolt within 120 feet even if it isn't in the line. The venator is then slowed 1 for 1 round.



VENATOR

Bythos

The bythos is a guardian of space and time and ever seeks those who misuse planar and temporal magic. A bythos is a roughly humanoid creature with four arms and a body made of swirling clouds and mist. Despite their appearance, their body feels like dry stone. A bythos seeks out paradoxes caused by irresponsible planar or dimensional travelers and repairs breaches where the barriers between planes have become thin or damaged. If the mortals responsible remain in the area and cannot be convinced to cease their activities, the bythos

has no qualms about removing them. Using their ability to manipulate time, a bythos might cause an opponent to quickly die of old age as time speeds up around them or cause a target to disappear from time and space.

BYTHOS CREATURE 16

UNCOMMON LARGE AEON MONITOR

Perception +30; darkvision
Languages envisioning
Skills Athletics +32, Arcana +29, Deception +25, Intimidation +25, Nature +30, Occultism +29, Religion +30, Stealth +26
Str +8, **Dex** +4, **Con** +5, **Int** +7, **Wis** +8, **Cha** +5
Envisioning As theletos.

AC 39; **Fort** +25, **Ref** +26, **Will** +30; +1 status to all saves vs. magic
HP 245, regeneration 15 (deactivated by spirit); **Weaknesses** spirit 15
Confusing Gaze (aura, divine, emotion, incapacitation, mental, visual) 30 feet. A creature that ends its turn in the aura must attempt a DC 34 Will save. If it fails, it's confused for 1 round (or 1d4 rounds on a critical failure).
Temporal Reversion ◆ (fortune) **Trigger** The bythos fails or critically fails a check; **Frequency** once per day; **Effect** The bythos rerolls the triggering check and takes the better result.

Speed fly 35 feet
Melee ◆ fist +32 (magical, reach 10 feet), **Damage** 3d8+16 bludgeoning plus 2d8 cold
Divine Innate Spells DC 37; **8th** *augury* (at will), *teleport*; **7th** *haste*, *interplanar teleport*, *planar seal*, *planar tether*; **6th** *slow*; **4th** *planar tether* (at will)
Aging Strikes ◆◆ (divine) The bythos make two fist Strikes against a single target. If both Strikes hit, the target attempts a DC 37 Fortitude save. Creatures that don't get weaker with age or don't age are immune (GM's discretion). If a creature becomes clumsy 4, drained 4, and enfeebled 4 due to Aging Strikes, it dies of old age.
Success The creature is unaffected.
Failure The creature becomes clumsy 1, drained 1, and enfeebled 1, or increases each of these conditions by 1. This effect is cumulative with other Aging Strikes from bythoses, to a maximum of clumsy 4, drained 4, and enfeebled 4.
Critical Failure As failure, but the creature becomes clumsy 2, drained 2, and enfeebled 2, or increases these conditions by 2.
Focused Gaze ◆ (concentrate) The bythos focuses their gaze on a creature they can see within 30 feet. The target must attempt a save against the bythos's confusing gaze. A bythos can't use this ability against the same creature more than once per turn.
Temporal Flurry ◆◆ The bythos makes four fist Strikes. Their multiple attack penalty increases normally with each attack.
Temporal Strike ◆◆ (divine, incapacitation, teleportation) The bythos touches a creature or object to displace it from time. The target attempts a DC 37 Fortitude save.
Critical Success The target is unaffected.
Success Time flows around the target; the target is slowed 1 for 1 round.
Failure The target disappears from the present moment and reappears in the same location 1d4 rounds later as if no time had passed for it. If a creature or object occupies that space when the target returns, the target appears in the closest available space to its original location.
Critical Failure As failure, but the target is slowed 1 for an extra 1d4 rounds after it returns.



GUARDIANS OF TIME

Bythos aeons have no innate ability to directly enter the mysterious Dimension of Time, but many know of the hidden routes in the Great Beyond one can use to travel to this strange realm. A bythos prefers to destroy those who seek entrance to the Dimension of Time rather than risk the knowledge of how to reach it spreading too far.

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The Final Battle

Regardless of the deity they serve, all einherjar follow certain beliefs and mythologies. They assert that, in the final days of existence, Pharasma will judge the last soul and spark the beginning of a new existence. Einherjar believe they will be among the last souls left prior to this event, fighting alongside their gods against the forces of entropy. To einherjar, victory in this war—defined as thorough mutual destruction—is the only way to ensure a proper transition into the new existence.

Aesir

Aesir are both warriors and monitors who constantly seek to sharpen their battlefield skills. They thrill in the challenge of combat and consider those who seek diplomatic resolutions to conflict to be cowards. They often speak fondly of a time in the distant future when the entire multiverse will be drawn into a glorious battle for the fate of creation.

Einherji

Einherjar are mighty warriors chosen by valkyries from the ranks of those slain in terrible and legendary battles. Forged from the souls of the greatest warriors, the implacable einherjar serve as the foot soldiers of pantheons, skilled in hand-to-hand combat and slaying monsters.

Einherjar often come from warrior cultures, including Ulfen vikings (like the einherji represented in this entry), particularly fierce pirates from the Shackles, and even Osirian conquerors. They're chosen from wherever war and might hold sway, and many deities who hold the call of battle and the pursuit of physical power more sacred than concepts of good and evil might count einherjar warriors and valkyrie uplifters of the slain among their chosen servitors. For example, Gorum, Besmara, and Sekhmet have all elevated fallen worshippers as einherjar. Einherjar dedicated to different deities often wield weapons or possess varying cosmetic appearances based on their deity's preferred weapon and their place of death; however, they're universally stalwart, implacable, and efficiently deadly. Einherjar with two-handed weapons or who arise from other backgrounds often have different abilities in place of jotun slayer and Instant Repair.

EINHERJI — CREATURE 10

MEDIUM AESIR MONITOR

Perception +17; darkvision
Languages Common, Hallit, Jotun
Skills Athletics +25, Crafting +16, Intimidation +21
Str +7, **Dex** +4, **Con** +6, **Int** +0, **Wis** +1, **Cha** +3
Items *+1 striking returning dagger*, *+1 striking longsword*, standard-grade duskwood shield (Hardness 5, HP 20, BT 10)

AC 30; **Fort** +22, **Ref** +18, **Will** +17 (+21 vs. fear)
HP 175; **Resistances** piercing 10
Reactive Strike ↻ (page 361)
Shield Block ↻ (page 361)

Speed 40 feet
Melee ❖ *longsword* +23 (magical, versatile P), **Damage** 2d8+13 slashing
Melee ❖ fist +22 (agile), **Damage** 2d6+13 bludgeoning
Melee ❖ *dagger* +23 (agile, magical, versatile S), **Damage** 2d4+13 piercing
Ranged ❖ *dagger* +20 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+13 piercing
Champion Devotion Spells 2 Focus Points, DC 29; **5th** *spectral advance* (*Player Core 2* 257)
Challenge Foe ❖ The einherji challenges one creature they can see to single combat, attempting to Demoralize that target. This target remains the einherji's foe until it's defeated, it flees, or the encounter ends. The einherji gains a circumstance bonus to damage equal to their number of weapon damage dice against their designated foe but takes an equivalent circumstance penalty to damage against any other creature. If the einherji is defeated by their challenged foe, the shame causes them to lose use of their



champion devotion spells for 1 week or until they challenge the same foe again and emerge victorious, whichever comes first.

Instant Repair ❖ The einherji Repairs their shield. They can't use this ability if the shield is destroyed.

Jotun Slayer The einherji has a +4 circumstance bonus to damage rolls made against giants and creatures that are at least two sizes larger than the einherji.

Valkyrie

The song of the valkyries plays wherever steel rings against steel. Choosers of the slain and so-called angels of battle, valkyries are humanoid individuals of impressive physical stature who seek the most epic battles and legendary conflicts so they can lay claim to the souls of the world's greatest warriors. The valkyries transform these souls into the implacable immortals known as einherjar.

Valkyries most often serve gods of battle and war, though one might pledge their service to any deity they consider worthy. Gorum was particularly well known for having valkyrie and einherjar servants. Besmara also has valkyrie servitors, and many stories of "ghost ships" actually reference accounts of encounters with ships crewed by einherjar devoted to the Pirate Queen.

VALKYRIE CREATURE 12

MEDIUM AESIR MONITOR

Perception +22; darkvision

Languages Common, Jotun; ravenspeaker, *truespeech*

Skills Acrobatics +25, Athletics +25, Diplomacy +23, Intimidation +23, Religion +22

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

Items *+1 resilient breastplate*, *+1 striking returning spear*

Claimer of the Slain (concentrate, divine) Valkyries can detect the souls of those recently slain in combat. A valkyrie can spend 10 minutes praying over the body of a creature who has been dead for no more than 12 hours, and if that creature is worthy of becoming an einherji, the valkyrie transforms that creature into an einherji.

Ravenspeaker (divine) Valkyries use ravens as servants and spies. They can speak with ravens, and they can have up to three raven servitors who follow their commands. Valkyries can constantly observe whatever their commanded ravens sense.

AC 33; **Fort** +24, **Ref** +20, **Will** +23

HP 215; **Resistances** electricity 15

Reactive Strike ↻ (page 361)

Recall the Fallen ↻ (divine, healing) **Frequency** once per day; **Trigger** An allied creature within 60 feet who isn't a construct or undead is reduced to 0 Hit Points, and their dying value is 2 or less; **Effect** The valkyrie restores 5d10 Hit Points to the target.

Speed 25 feet, fly 60 feet

Melee ❖ *spear* +28 (magical), **Damage** 2d6+15 piercing plus 1d12 electricity

Ranged ❖ *spear* +26 (magical, thrown 20 feet), **Damage** 2d6+15 piercing plus 1d12 electricity

Divine Innate Spells DC 29; **7th** *interplanar teleport* (self and mount only); **6th** *heal*, *heroism*; **5th** *infuse vitality*; **4th** *status*; **3rd** *heroism*, *safe passage;* **2nd** *augury*; **Constant (5th)** *truespeech*

Storm of Battle ❖❖ (divine, electricity) The valkyrie hurls their spear into the air, creating a massive storm in a 100-foot emanation. Spears of lightning rain down upon enemies in the area, dealing 4d12 electricity damage (DC 32 basic Reflex save).

BONEYARD ADVOCATES

While praying to claim a slain warrior, a valkyrie fractures their own consciousness into two parts: mind and soul. They send their mind spinning along the River of Souls to collect and advocate on behalf of the slain warrior's soul. When the prayer ends, the valkyrie reunites their mind and body, and they join the warrior's body and soul into a single form as a new einherji.



VALKYRIE

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Silvanshee Allies

Silvanshees will work with heroes who remain patient with their curiosity and skittishness. They're inquisitive, alternating between affection and aloofness. They do what they can to aid and defend their companions, but their strong sense of self-preservation means they'll likely flee if they sense they can't win a fight.

Agathion

These celestial beings hail from Nirvana, the plane of pure holiness. Agathions are born from the souls of mortals who attained the enlightenment they sought in life, sometimes even after death. Because they all start out as mortals who were rewarded for their determination, self-awareness, and purity of heart, agathions are more likely than other celestials to intervene nonviolently against the spread of cruelty on the Universe. Agathions have served as moderators between the azatas and archons, so they know how vital communication with mortals can be to bridge differences and ensure that unholy forces don't win out.

All agathions possess animal-like aspects. Some appear more anthropomorphic, while others spend most of their time in forms nearly indistinguishable from true animals. Still others prefer to shapeshift as they see fit or present as humanoid when in the company of humanoid mortals.

Each type of agathion serves a specific role in Nirvana. Their duties and forms generally reflect the core values they cultivated in life that led them to enlightenment. Since agathions receive their animal forms as rewards for their mortal lives, they take great insult with insinuations that they're merely magical talking beasts or—even worse—that their forms are a curse or punishment.

Silvanshee (Cat Agathion)

Silvanshees are a stealthy and extremely inquisitive contingent of agathions who gather information about the mortal world for other agathions. While they love to explore the Universe and sate their curiosity, they're generally reclusive and skittish. These dual instincts war with each other whenever something exciting piques their interest. Because of their small size, they don't pose a combat threat to most creatures; instead, silvanshees act as Nirvana's eyes and ears in the mortal world, reporting back to superiors or calling for help should they run into danger.

Silvanshees appear indistinguishable from domestic felines, save for their violet eyes and the telltale blaze of differently colored fur on their chests. Of course, flying gives them away outright, so if at all possible, they only do so while in trusted company to avoid detection.

Their fur color runs the spectrum of normal feline colorations. They can also transform into mist when necessary to maintain discretion or make a hasty getaway.



SILVANSHEE **CREATURE 1**

TINY AGATHION CELESTIAL HOLY

Perception +8; darkvision

Languages Common, Diabolic, Draconic, Empyrean; *speak with animals*

Skills Acrobatics +7, Arcana +3, Medicine +6, Nirvana Lore +3, Stealth +7

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

Cat's Curiosity A silvanshee's core value is curiosity. This enables them to seek out new experiences and information beyond their current understanding. A silvanshee can use trained skill actions for all skills, even if they're untrained.

AC 16; **Fort** +5, **Ref** +9, **Will** +6

HP 20; **Weaknesses** unholy 3

Speed 25 feet, fly 40 feet

Melee ❖ jaws +9 (finesse, holy, magical), **Damage** 1d6–2 piercing plus 1d4 spirit

Melee ❖ claw +9 (agile, finesse, holy, magical), **Damage** 1d4–2 slashing plus 1d4 spirit

Divine Innate Spells DC 17; **4th** *read omens*, *vapor form* (×3);

Cantrips (1st) *know the way*, *light*, *prestidigitation*, *stabilize*; **Constant (2nd)** *speak with animals*

Champion Focus Spell DC 17, 1 Focus Point; **1st** *lay on hands* (*Player Core 2* 256)

Cat's Poise When a silvanshee uses their *vapor form* spell, the mist form remains roughly the size and shape of a cat, and the silvanshee retains their fly Speed in this form.

Vulpinal (Fox Agathion)

Vulpinals serve as the cunning, clever musicians and minstrels of the agathions. Incredibly far-ranging, these foxlike humanoids love traveling to both learn and teach all the songs, dances, myths, and traditions they can find. Though they prefer traveling alone, vulpinals are extremely gregarious toward those they meet on their journeys. They enjoy participating in the festivities of cultures they encounter, and they're known to form small traveling groups of like-minded individuals if they believe that their shared expertise can prove beneficial.

VULPINAL CREATURE 6

SMALL AGATHION CELESTIAL HOLY

Perception +15; darkvision

Languages Common, Diabolic, Draconic, Empyrean; *speak with animals*, *truespeech*

Skills Acrobatics +12, Arcana +15, Deception +14, Medicine +11, Nirvana Lore +15, Performance +16, Religion +13, Society +13, Stealth +12

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

Items handheld instrument

AC 23; **Fort** +12, **Ref** +14, **Will** +15

HP 105; **Weaknesses** unholy 5

Speed 30 feet

Melee ❖ jaws +15 (finesse, holy, magical), **Damage** 2d10+4 piercing plus 1d6 spirit

Melee ❖ claw +15 (agile, finesse, holy, magical), **Damage** 2d6+4 slashing plus 1d6 spirit

Divine Innate Spells DC 24; **4th** *divine wrath*, *translocate*; **3rd** *calm*, *cleanse affliction*; **2nd** *invisibility* (at will, self only); **Constant (5th)** *speak with animals*, *truespeech*

Champion Focus Spell DC 24, 1 Focus Point; **3rd** *lay on hands* (*Player Core 2* 256)

Fox's Wile A vulpinal's core value is cleverness. They can apply their knowledge and stories from their extensive travels to just about any situation in an instant. Before spending any other action on their turn, the vulpinal can Recall Knowledge as a free action.

VULPINAL FLAIR

Bipedal vulpinals stand around 3 feet tall, with humanoid clawed hands and fluffy tails almost as long as their bodies. They typically appear with red fur, though leaders feature either white or black pelts with gray sprinkled across their muzzles and backs. Fox agathions like to wear stylish but functional clothing from the places they visit, often embellishing themselves with small trinkets and souvenirs they picked up along the way.



VULPINAL

Procyal (Raccoon Agathion)

As the most whimsical and playful of the agathions, procyals are the most likely to be encountered in the Universe, teaching deep philosophical lessons and delivering wisdom through pranks and impersonations. Mischievous and playful, these raccoon-headed humanoids love to socialize with mortals and learn about their societies. Unlike their mortal counterparts, procyals' fur starts off dark russet in color, giving way to gray and white flecks on their muzzles as they grow older. Only procyal leaders boast the stark gray and black coloration of a true raccoon. Those who recognize procyals' age and wisdom treat these creatures with great respect.

Whatever their natural appearance, procyals make excellent shapeshifters and can assume the form of any humanoid that they've encountered. They use this ability for only the greater good of that humanoid or their community, often appearing as someone's trusted mentor to deliver an

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Procyals and Societies

While born from the souls of the enlightened like other agathions, procyals derive their core value of whimsy from truly understanding the delicate balance between society and the individual. These clever celestials prefer enabling communities under attack to extinguish the unholy threats and thrive on their own.

important message in a more laid-back fashion than talking to a magical celestial raccoon. They're not above playing the occasional harmless prank on the person whose form they've assumed, especially when they can use it to teach a valuable lesson. Raccoon agathions prefer to use a blade if forced into combat, but they're prepared to use their claws and fight dirty if necessary.

PROCYAL CREATURE 8

MEDIUM AGATHION CELESTIAL HOLY

Perception +18; darkvision

Languages Common, Diabolic, Draconic, Halfling, Empyrean; *speak with animals*, *truespeech*

Skills Acrobatics +14, Deception +18, Diplomacy +16, Medicine +16, Nature +16, Nirvana Lore +15, Religion + 16, Society +17 (+19 to Create Forgery), Stealth +16, Survival +16, Thievery +14

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

Items *+1 striking shortsword*

AC 26; **Fort** +16, **Ref** +14, **Will** +18

HP 170; **Weaknesses** unholy 10

Speed 25 feet

Melee ❖ *shortsword* +19 (agile, finesse, holy, magical, versatile S), **Damage** 2d6+10 piercing plus 1d6 spirit

Melee ❖ claw +18 (agile, holy, magical) **Damage** 2d8+10 slashing plus 1d6 spirit

Divine Innate Spells DC 26, attack +18; **4th** *calm*, *charm*, *dispel magic*, *illusory creature*, *suggestion* (at will), *translocate*; **3rd** *heroism*; **2nd** *invisibility*; **Constant (5th)** *speak with animals*, *truespeech*

Champion Focus Spell DC 26, 1 Focus Point; **4th** *lay on hands* (*Player Core 2* 256)

Change Shape ❖ (concentrate, divine, polymorph) The procyal can transform only into a specific individual Small or Medium humanoid that they've met at least once. They can't transform into a generic member of a given ancestry.

Raccoon's Whimsy Procyals' core value is whimsy. Unlike more chaotic tricksters, a procyals' playful actions have a pattern, and their pranks always come with a valuable lesson, even if it takes a long time to decipher the meaning. Receiving and growing from such a lesson requires at least 10 minutes of interaction with the procyal but can take much longer. A character who learns from the procyal's lesson gains the benefits of the Aid reaction from the procyal once during the next month. Afterward, they become immune to this effect from all procyals.



PROCYAL

Draconal (Dragon Agathion)

Dragon agathions, known as draconals, number among the most powerful of their kin and also the wisest, embodying the wisdom of a benevolent philosopher-king. With their wisdom comes an elevation above material matters, making them the most removed from the troubles and lives of mortals. Draconals serve as the guardians of powerful magic, and they dispense their wisdom in service of the greater good of Nirvana and the celestial planes.

As celestial beings, draconals are opposed to unholy and wicked forces. They're patient and ageless creatures, and their machinations against the forces of evil sometimes move at a glacial pace. Draconals tend to have more immediate and direct impact working as mentors to mortals. They can provide counsel and knowledge to individuals or groups of heroes working against wickedness, guiding the mortals to excise evil with

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scalpel-like precision. This mentorship also allows a draconal to maintain their focus on planar matters or a larger, long-term plan against evil. Some draconals see the presence of evil as something useful, a motivation to stir benevolent creatures into action. To mortals, this outlook can sometimes appear as indifference, but draconals rarely knowingly allow an evil to grow out of hand.

Draconals appear more draconic than humanoid. They walk on their hind legs and balance on their long, serpent-like tails. Sharp claws tip their scaled humanoid hands. Each draconal often embodies a core wisdom of some kind. This wisdom often affects their physical appearance in distinct ways. For example, a draconal who believes the greatest wisdom is in understanding yourself will likely have reflective scales, allowing those who look upon them to see themselves fully. Because of this, draconals come in all different shapes, sizes, and colors.

DRACONAL CREATURE 20

LARGE AGATHION CELESTIAL HOLY

Perception +36; darkvision; *truesight*

Languages Diabolic, Draconic, Empyrean; *speak with animals*, *truespeech*

Skills Arcana +38, Crafting +30, Deception +35, Diplomacy +37, Intimidation +35, Medicine +34, Nature +34, Nirvana Lore +36, Religion +36, Society +32, Survival +32

Str +10, **Dex** +5, **Con** +8, **Int** +8, **Wis** +10, **Cha** +9

AC 45; **Fort** +34, **Ref** +31, **Will** +38

HP 370, regeneration 20 (deactivated by unholy); **Weaknesses** unholy 20; **Resistances** spirit 15

Dragon's Salvation ↷ **Trigger** A creature within the draconal's reach would take damage; **Effect** Before applying the damage, the draconal casts *lay on hands* on the triggering creature.

Speed 30 feet, fly 90 feet

Melee ❖ jaws +38 (holy, magical, reach 15 feet), **Damage** 3d12+18 piercing plus 4d6 spirit

Melee ❖ claw +38 (agile, holy, magical, reach 10 feet), **Damage** 3d8+18 slashing plus 4d6 spirit

Divine Innate Spells DC 46, attack +38; **10th** *manifestation*; **9th** *breath of life*, *dispel magic*, *divine decree*, *earthquake*, *heal* (×3), *implosion*, *wrathful storm*; **Constant (7th)** *speak with animals*, *truesight*, *truespeech*

Champion Focus Spell DC 46, 3 Focus Points; **10th** *lay on hands* (*Player Core 2* 256)

Breath of Wisdom ❖❖ (divine, holy) The draconal breathes a blast of energy that deals 21d6 spirit damage to creatures they choose to damage in a 60-foot cone (DC 44 basic Reflex save). They can make this effect nonlethal for selected creatures in the area or choose not to damage certain creatures at all. They can't use Breath of Wisdom again for 1d4 rounds.

Dragon's Wisdom Draconals embody the core value of wisdom, and all wisdom is obtained through understanding. If a draconal successfully Recalls Knowledge about a creature, they learn their highest weakness in addition to any other obtained knowledge, and any spirit damage they do to that creature becomes damage of their highest known weakness instead.

DRACONALS AND DRAGONS

Draconals hold a great respect for dragons, particularly great dragons, but as they rarely visit the mortal Universe, interactions between the two groups tends to be minimal. Despite a general respect for dragonkind, draconals often revile malicious dragons. In times of strife, draconals use their might and wisdom against the forces of wickedness. They stand alongside empyreal and other celestial dragons to face off against unholy forces.







Ahuizotl Allies

An ahuizotl is unexpectedly canny in how they handle potential competitors in their territory, and when presented with fellow predators capable of conversation, they sometimes broker alliances. Will-o'-wisps (*Monster Core* 349) are particular favorites as allies, as they can lure prey into the ahuizotl's clutches and feast on the anguish later when the mutilated corpse is discovered.

Ahuizotl

The ahuizotl is a vicious, semiaquatic predator that resembles a hideous cross between a badger and an otter, with disturbingly web-fingered paws supplemented by a fifth hand at the end of a long, serpentine tail. A clever and stealthy hunter, the ahuizotl lures unwary prey to their doom by mimicking the cries of people in distress. The hand on an ahuizotl's tail is surprisingly strong, and the creatures tend to use their tails to ambush potential victims. The ahuizotl's macabre habit of feeding on a victim's eyes, fingernails, and teeth leaves the corpses of their kills uniquely mutilated. Some say the creatures consider these body parts delicacies, while others insist ahuizotls collect them as tribute to a powerful but unknown entity. The fact that an ahuizotl doesn't eat the actual flesh of their victims, instead depositing their savaged and waterlogged corpses in locations where the remains are sure to be found by friends or family, points to a third and perhaps more likely possibility—the ahuizotl simply enjoys using their violent dietary quirks to spread fear and despair.

An ahuizotl walks on all fours, but their hands are capable of manipulating simple tools and other objects. Ahuizotls have roughly mustelid features and an extra membrane covering their eyes, giving their eyes a dull color suggestive of cataracts and somewhat blunting the creature's vision. Yet despite their bestial appearance, ahuizotls are nearly as intelligent as the average human, and wiser than most. Although they don't form societies of their own, they've been known to ally with violent cults or conclaves of monsters, and even to found small shrines and temples to sinister deities. The cult of Charon, the Apocalypse Rider of Death, is particularly popular among certain ahuizotls, who look forward to an afterlife spent wallowing in the waters of the River Styx.

Ahuizotl — Creature 6

UNCOMMON | LARGE | AMPHIBIOUS | BEAST

Perception +14; darkvision

Languages Aklo, Common

Skills Athletics +15, Deception +15 (+19 when using voice imitation), Stealth +15

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

Voice Imitation An ahuizotl can mimic the sounds of a person in distress by attempting a Deception check to Lie. The ahuizotl has a +4 circumstance bonus to this check.

AC 23; **Fort** +17, **Ref** +13, **Will** +13

HP 105

Speed 25 feet, swim 35 feet

Melee ❖ jaws +17, **Damage** 2d8+8 piercing

Melee ❖ claw +17 (agile), **Damage** 2d6+8 slashing

Melee ❖ tail claw +15 (agile, reach 10 feet), **Damage** 2d4+8 slashing plus Improved Grab (page 361)

Tail Drag ❖ **Requirements** The ahuizotl has a Medium or smaller creature grabbed with their tail claw; **Effect** The ahuizotl attempts an Athletics check against the creature's Fortitude DC.

Critical Success If the creature is 10 feet away from the ahuizotl, it's dragged into a square adjacent to the ahuizotl. The ahuizotl can make a jaws Strike against the creature.

Success If the creature is 10 feet away from the ahuizotl, it's dragged into a square adjacent to the ahuizotl.

Failure The creature isn't dragged.

Critical Failure The creature isn't dragged, and the ahuizotl no longer has the creature grabbed.



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Aigamuxa

Aigamuxas are towering humanoids who stalk the arid deserts of the Mwangi Expanse in search of prey. Carnivorous and voracious, they hunt anything that moves but especially relish eating sentient creatures. Aigamuxas resemble large humans with smooth hollows where their eyes should be, but their eyes are actually embedded in the soles of their feet. They sport long, sharp claws and teeth that they use to tear their prey they catch apart.

An aigamuxa's physiology makes catching prey difficult, and most aigamuxas are constantly hungry. When pursuing prey, an aigamuxa must occasionally stop to lift their feet to regain their bearings. Most stand on their hands while looking around, which allows them to immediately backflip back into a run. An aigamuxa's eyes are generally resistant to the sands of their native desert habitats, but irritants such as chilies or caltrops can seriously impair their hunting ability.

Clever aigamuxas know that attacking wandering prey can be very dangerous, instead using their powerful hands to dig deep into sand dunes or dirt and wait to ambush passersby. Aigamuxas are particularly good at hiding in their home environments, and unfortunate travelers often don't notice the barely visible eyes of an aigamuxa until it's too late.

Aigamuxa — Creature 8

UNCOMMON | LARGE | GIANT | HUMANOID

Perception +19; scent (imprecise) 30 feet
Languages Common
Skills Athletics +18, Intimidation +16, Stealth +14 (+18 in deserts)
Str +6, **Dex** +4, **Con** +6, **Int** –2, **Wis** +3, **Cha** +0

Limited Vision An aigamuxa's eyes are located on the bottom of their feet, making it difficult for them to see. An aigamuxa is typically blind. If they Seek, they can see normally until the end of their turn.

Weak Feet If an aigamuxa takes damage from Striding or Stepping into hazardous terrain or a square with similar grounded hazards (such as caltrops), they can't Seek until the end of their next turn.

AC 27; **Fort** +19, **Ref** +16, **Will** +13
HP 140

Speed 30 feet

Melee ❖ claw +20 (agile, reach 10 feet), **Damage** 2d8+9 slashing plus Grab (page 361)

Melee ❖ jaws +20, **Damage** 2d12+9 piercing

Burrowed Ambush ❖❖ **Requirements** The aigamuxa is Hiding in dirt, sand, or another soft surface; **Effect** The aigamuxa makes a claw Strike against a creature within reach. On a hit, the aigamuxa can attempt to Grab the creature as a free action. Whether or not they hit, the aigamuxa then Strides. If they have a creature grabbed or restrained, the creature moves with the aigamuxa.

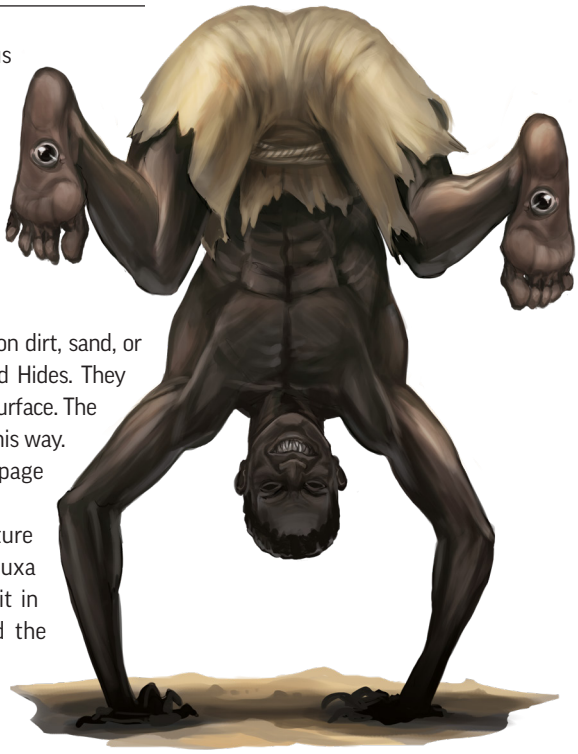
Burrowing Concealment ❖❖ **Requirements** The aigamuxa is standing on dirt, sand, or another soft surface; **Effect** The aigamuxa digs into the surface and Hides. They leave their feet partially exposed, allowing them to see out from the surface. The aigamuxa can hold their breath for up to 10 minutes while hiding in this way.

Swallow Whole ❖ (attack) Small, 2d12+4 bludgeoning, Rupture 22 (page 362)

Toss Up and Gulp Down ❖ **Requirements** A Small or smaller creature is grabbed or restrained in the aigamuxa's claw; **Effect** The aigamuxa tosses the creature into the air and distends their jaw to catch it in their mouth. The target is grabbed in the aigamuxa's jaws, and the aigamuxa attempts to Swallow it Whole. If the aigamuxa fails the Athletics check, the target misses the aigamuxa's mouth and falls 30 feet instead of being grabbed.

The First Aigamuxas

Stories say aigamuxas were once giants who entered into a wager with Lamashtu, claiming they could stand on their hands longer than any other creature. Lamashtu produced a simple chimpanzee, pointed to its feet and called them hands. The giants couldn't hold their positions and fell. Lamashtu moved their eyes to their feet and told them, "If you wish to boast of your ability, let this be your blessing."





Alghollthu Hierarchy

Vidileths (*Monster Core* 13) are the leaders of the alghollthu, subtly influencing events to foster what they consider the most favorable outcome, and some of their plots are centuries in the making. They control vast networks of their kin, directing them to influence lower alghollthu and leverage their knowledge to manipulate lesser beings than themselves (which is how they see all others). Aqudels and nymoluses fill the role of mid-ranking administrators, taking orders from veiled masters and then enacting their plans with resources derived from their own networks. An aqudel might supervise only one small cell, while a nymolus might oversee a dozen.

Alghollthu

One of the alghollthu's greatest strengths is their obscurity. Thought to be the fabrications of overactive imaginations and used as fanciful excuses to blame things on, alghollthus exist alongside regular civilizations and shape events to their inscrutable desires.

Aqudel (Alghollthu Prodigy)

Aqudels are obsessed with control. They consider everything around them open to manipulation, and their position in the alghollthu hierarchy leads them to lord over networks of ugothols or small, established societies that they often bully and exploit from the shadows. Aqudels answer only to vidileths, following their commands with a combination of simpering compliance and scheming distrust.

AQUDEL **CREATURE 7**

UNCOMMON LARGE ABERRATION AQUATIC

Perception +18; darkvision

Languages Aklo, Alghollthu, Common, Sakvroth, Thalassic; *truespeech*

Skills Athletics +17, Deception +15, Intimidation +17, Lore (any one subcategory) +16, Occultism +18, Stealth +15

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

AC 24; all-around vision (page 360); **Fort** +18, **Ref** +11, **Will** +16

HP 120

Speed 10 feet, swim 60 feet

Melee ❖ tentacle +16 (reach 20 feet), **Damage** 2d10+9 bludgeoning

Melee ❖ cirrus +16 (agile, versatile P), **Damage** 2d8+6 bludgeoning

Occult Innate Spells DC 26, attack +17; **4th** *charm* (×3), *suggestion* (×3); **3rd** *mind reading* (at will); **2nd** *telekinetic maneuver* (at will); **Constant (5th)** *truespeech*

Barbed Cirri ❖❖ The aqudel makes up to four cirrus Strikes, each against a different target. These attacks count toward the aqudel's multiple attack penalty, but the multiple attack penalty doesn't increase until after they makes all of their attacks.

Strobe ❖❖ (concentrate, visual) The aqudel changes the intensity and pattern of their skin in a rapid pulse, attempting to disorient any creatures that can see them. Creatures within 30 feet of the aqudel must attempt a DC 25 Will save. The aqudel can't use Strobe again for 1d4 rounds.

Critical Success The target is unaffected.

Success The target is dazzled for 1 round.

Failure The target is dazzled for 1 minute and stunned 1.

Critical Failure The target is dazzled for 1 minute and stunned 2.



AQUDEL

Nymolus (Alghollthu Chronicler)

Alghollthus share a genetic memory and are theoretically capable of recalling every experience dating back to the existence of the first alghollthu hundreds of millions of years ago. Accessing these memories all at once would be lethally taxing to most alghollthus, but nymoluses are different. They revel in tapping into this genetic memory and add to it by stealing memories from others, turning them into memory crystals. A single nymolus can store up to 10 crystals at a time within their brain, replacing more mundane ones as they fill this storage and keeping the rest in collections among their lairs.

To collect memories, nymoluses venture further from the seas than some of their siblings by establishing symbiotic links with ugothols. They're able to coordinate with these creatures by reshaping their bodies, then compressing

and interweaving their flesh into the ugothols, which allows them to search for rare and intriguing recollections.

NYMOLUS CREATURE 10

UNCOMMON LARGE ABERRATION AMPHIBIOUS

Perception +22; darkvision

Languages Aklo, Alghollthu, Common, Sakvroth, Thalassic; *truespeech*

Skills Athletics +22, Deception +22, Diplomacy +18, Intimidation +18, Lore (any five subcategories) +21, Occultism +21, Society +19, Stealth +18

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

Inhabit Ugothol The nymolus spends 10 minutes with a willing ugothol to become enmeshed with the creature. The nymolus then fully inhabits the ugothol's body. While inhabited, the ugothol retains its mental abilities, but its body is completely controlled by the nymolus. The nymolus and ugothol each have an initiative count as if they were separate creatures. The nymolus can't use any ability that relies on their physical form while inhabiting the ugothol, but the nymolus can still perceive and cast spells normally. The two remain enmeshed until the nymolus uses the ugothol's Assume Form ability to separate them, or until the ugothol is slain. If the ugothol dies, the nymolus becomes stunned 3 due to the force of the separation.

Replace Recollection The nymolus can spend 10 minutes to replace any memory with another memory they have access to via a memory crystal.

Items 3 or more memory crystals

AC 28; **Fort** +20, **Ref** +15, **Will** +22

HP 190

Speed 15 feet, swim 60 feet

Melee ❖ claw +23 (agile, reach 15 feet, versatile P), **Damage** 2d10+10 bludgeoning plus Grab (page 361)

Occult Innate Spells DC 30, attack +21; **6th** *rewrite memory*, *soothe* (×3); **5th** *mind probe* (×3), *mirage*; **3rd** *mind reading* (at will), *paralyze* (×3); **1st** *mindlink* (at will); **Cantrips (6th)** *daze*, *electric arc*, *guidance*; **Constant (5th)** *truespeech*

Extract Memory ❖❖❖ (manipulate, mental) **Requirements** The target creature must be grabbed, paralyzed, restrained, unconscious, or willing; **Effect** The nymolus reaches into an adjacent creature's memory and extracts up to 10 minutes of the target's experiences, forming them into a memory crystal within the nymolus's brain. The target creature must attempt a DC 27 Will save to avoid losing its memory.

Critical Success The creature is unaffected.

Success The creature loses the target memory.

Failure The creature loses the target memory and is confused for 1 minute.

Critical Failure As failure, but the creature can only roll to end this condition if it takes damage from the nymolus themself or if counteracted by an effect of at least 13th level or 7th rank.

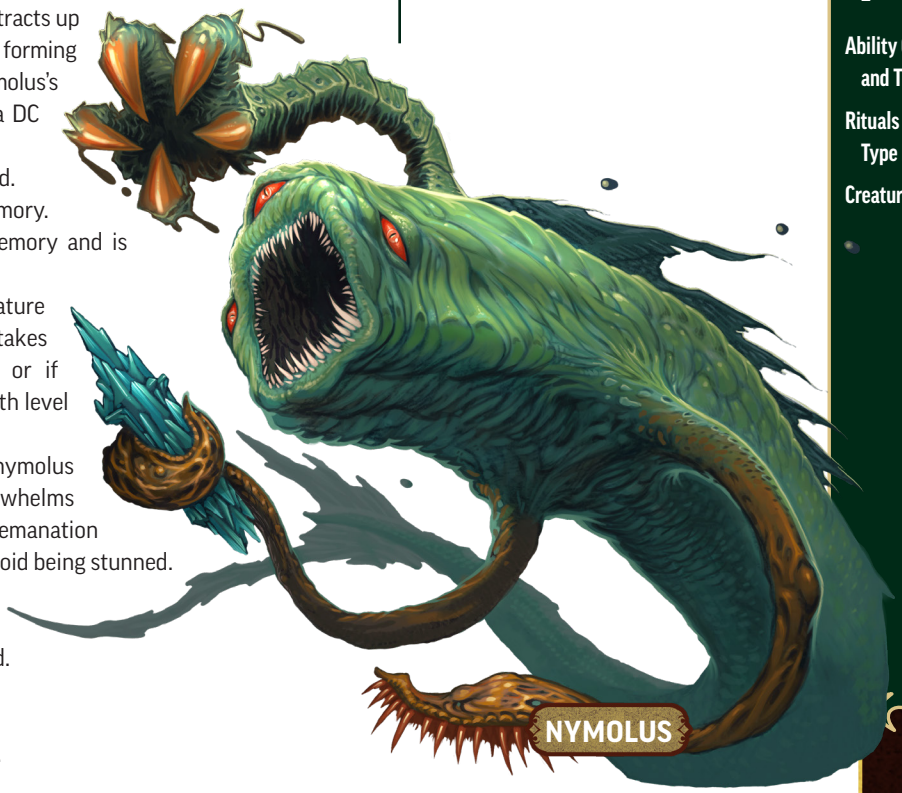
Stunning Pulse ❖❖ (mental, occult) The nymolus emits a powerful mental pulse that overwhelms nearby creatures. Creatures in a 10-foot emanation must attempt a DC 27 Fortitude save to avoid being stunned. The nymolus can't use Stunning Pulse again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3.



NYMOLUS



ALGHOLLTHU MEMORY CRYSTALS

With their unique shapes and colorations, alghollthu memory crystals can be exceptionally valuable depending on the recollections stored within them. Memory crystals form with a shape and coloration that matches the tone, clarity, and severity of the memory; uninteresting memories tend to appear as glass baubles, where more valuable ones take on unique shapes and increasingly opaque colors. The value of these crystals rises the more unique they are in appearance, and they're often sought by collectors. Among the rarest of these memory crystals is said to be an obscured, emerald green icosagon that supposedly contains the knowledge of Aroden's death. Rumor has it that it has been passed down from nymolus to nymolus, so it has never been absorbed.

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Ravages of Revenge

An endless wait for revenge invariably leaves an ambush copse riddled with mushrooms and termites. Apply the weak adjustment to such an ambush copse and give it weakness 10 to bludgeoning damage. During a period of dormancy, parts of the ambush corpse might break off, gain their own sentience, and make their way into a nearby camp or village. Use the stats for a twigjack (*Monster Core* 332) to represent these stray pieces, whose arrival might presage the full awakening of an ambush copse.

Ambush Copse

Sawed and axe-hewn timber grind together as an ambush copse moves, smashing through the forest. Cuts and burns mar the bark of this gigantic, angry mass of whirling, deadly logs.

The forest never forgets. It remembers the hatchets, the rasping saws, and the smoke of crackling wood fires. It remembers the carts taking ancient trees away to cut, shape, and burn. Fey meddling or errant elemental magic draw such memories out alongside the rage and sorrow of the forest to form an ambush copse.

An ambush copse exacts its ire on villages along the woodcutter's path or waits for intruders to step into its forest domain. While an ambush copse might be mistaken for a wounded arboreal, it can cease movement to appear as an overgrown pile of logs or a partially collapsed hovel. There, it waits for retribution.

AMBUSH COPSE — CREATURE 13

HUGE ELEMENTAL PLANT WOOD

Perception +20; tremorsense 30 feet (page 362)
Languages Common, Fey, Muan (can't speak any language)
Skills Athletics +27, Intimidation +20, Stealth +23 (+25 in forests)
Str +8, **Dex** +4, **Con** +6, **Int** +0, **Wis** +4, **Cha** +0

AC 33; **Fort** +25, **Ref** +22, **Will** +22
HP 300; **Weaknesses** axes 10, fire 15; **Resistances** bludgeoning 10, piercing 10

Berserk An ambush copse that sees fire or axes has a chance of going berserk. At the start of its turn, if it is aware of an axe or a fire the size of a lit torch or larger, the ambush copse must succeed at a DC 5 flat check or go berserk. A berserk ambush copse can't use concentrate actions and wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Blinding Branches ↻ **Trigger** A creature within 20 feet of the ambush copse leaves a square during a move action it's using; **Requirements** The triggering creature is in forest terrain; **Effect** The ambush copse's elemental energy animates nearby tree branches to swat at the creature's face. The triggering creature must succeed at a DC 30 Reflex save or become blinded for 1 round.

Felling Ambush ↻ **Trigger** A creature moves within 10 feet of the ambush copse; **Requirements** The ambush copse is disguised as trees or logs; **Effect** The ambush copse makes a log Strike against the triggering creature. If the attack hits, the creature must attempt a DC 30 Reflex save or be knocked prone.

Speed 30 feet

Melee ❖ log +27 (backswing, forceful, reach 20 feet, sweep), **Damage** 3d12+14 bludgeoning plus pounding smash

Ranged ❖ caber +25 (thrown 40 feet), **Damage** 3d12+6 bludgeoning

Feign Copse ❖ (concentrate) Until the next time it acts, the ambush copse appears to be a harmless patch of trees or logs. It has an automatic result of 43 (45 in forests) on Deception checks and DCs to pass as trees or logs.

Pounding Smash Regardless of whether the Strike hits or misses, the ambush copse's melee Strikes create a 5-foot-square of difficult terrain in the target's space.

Pulverizing Barrage ❖❖❖ The ambush copse makes three log Strikes, each at a –2 penalty, all targeting the same creature. The ambush copse's multiple attack penalty doesn't increase until after it has made all three attacks. The ambush copse gains the clumsy 2 condition until the beginning of its next turn.

Sunder Objects When an ambush copse damages an item or structure, it deals an additional 15 damage to that item or structure.



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Amphisbaena

An amphisbaena is an exceedingly aggressive, venomous viper of remarkable size that bears two heads—one on each end of its body. It moves in a manner similar to the more common sidewinder snake, throwing its body forward in a loop and anchoring itself by keeping one head or the other on the ground at all times. An amphisbaena can grow up to 14 feet in length and weigh as much as 250 pounds.

Amphisbaenas' typical prey include rabbits, foxes, various birds, small deer, and even humanoids if presented the opportunity. Fiercely territorial by nature, they attack just about anything that draws near their lairs regardless of the intruder's size. Many a child has been warned about going too far into the woods alone, lest they wander close to an amphisbaena's den and become the creature's next meal.

The venom of an amphisbaena is incredibly potent, able to take down a stout dwarf within minutes if left untreated. It also has uses in a variety of healing remedies, however, which makes it a valuable commodity if collected. For example, a pregnant person might be advised to drink the venom in small, dilute doses to help safeguard the pregnancy. Mixing small amounts of the venom with various herbs and oil creates a poultice that dulls aches and pains. As a result, the image of an amphisbaena appears in many contexts associated with healing or alchemical subjects, such as labels for tinctures, annotations in herbalists' records, and illustrations in textbooks of medicine.

The first amphisbaena is said to have formed from the blood that fell as a medusa's head was severed. This story's origin most likely stems from the fact that amphisbaenas are oddly immune to petrification, which in turn sometimes leads them to be kept as pets by medusas. A medusa might regard such a viper as their most treasured companion or perhaps even as their own child. Despite these fabled supernatural origins and the occasional special treatment they receive, though, amphisbaenas are entirely mundane animals with only rudimentary intelligence and no innate magical abilities whatsoever.



Amphisbaena Variants

While the two-headed snake is by far the most common amphisbaena, the term sometimes describes other creatures with heads on both ends of their bodies. Occasionally, stories circulate of a monstrous amphisbaena with the body of a lizard, clawed feet, or even feathered wings. These stories are typically chalked up to an overactive imagination or an abundance of drink, but they persist regardless.

Amphisbaena — Creature 4

MEDIUM ANIMAL

Perception +11; tremorsense 60 feet (page 362)
Skills Acrobatics +10, Athletics +13, Stealth +12
Str +5, **Dex** +4, **Con** +2, **Int** –4, **Wis** +0, **Cha** –4

AC 20, all-around vision; **Fort** +11, **Ref** +14, **Will** +8
HP 70; **Immunities** petrified

Speed 25 feet, climb 25 feet, swim 25 feet
Melee ❖ fangs +13, **Damage** 2d6+5 piercing plus amphisbaena venom
Ranged ❖ spit +12 (range increment 15 feet), **Damage** 1d6 poison plus amphisbaena venom and blinding spittle
Amphisbaena Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 and slowed 1 (1 round); **Stage 3** 3d6 poison damage and paralyzed for 1 round (1 round)
Blinding Spittle A creature critically hit by an amphisbaena's spit Strike is blinded for 1 round.
Twin Bites ❖ An amphisbaena makes a fangs Strike with each of its heads, each against a different target. Both Strikes count toward its multiple attack penalty, but the penalty doesn't increase until after it has made both attacks.





Holy Countenances

Kuribus can partially take on the appearance of powerful animals and tap into those creatures' abilities in combat. Though most kuribus manifest the animals featured here, some instead tap into the abilities of other creatures like elephants or wolves. Some divine accounts speak of ancient kuribus who can transform entirely into these creatures and remain vigilant for decades in the guise of animal statues.

Angel

Their roles as celestial messengers and warriors place angels in all manner of roles among the grand hosts of Nirvana. Such angels might perform their duties in the name of righteous deities when their services are most needed.

Kuribu (Sentinel Angel)

Kuribus serve as the guardians of temples and other holy sites. They are humanoid in appearance and roughly the size of human children. Their bodies look like stone, which allows kuribus to disguise themselves as statues for extended periods of time (sometimes up to centuries). When defending their sites, kuribus harry invaders from a distance.

KURIBU **CREATURE 3**

SMALL ANGEL CELESTIAL HOLY

Perception +11; darkvision

Languages Diabolic, Draconic, Empyrean

Skills Acrobatics +11, Diplomacy +8, Religion +9, Stealth +9

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

Items composite shortbow (20 arrows)

AC 17; **Fort** +6, **Ref** +11, **Will** +9

HP 45; **Weaknesses** unholy 5

Sentinel's Aura (aura, divine) 30 feet. The kuribu and any other creature in the aura defending the same holy site gain a +1 status bonus to AC. This aura is suppressed while Statue is in effect.

Immobilizing Ambush ↷ Requirements The kuribu is disguised as a statue; **Trigger** A creature moves within 60 feet of the kuribu; **Effect** The kuribu springs into action by making a shortbow Strike against the triggering creature. If the Strike hits, the creature is pinned by the arrow, as described in the bow critical specialization (*Player Core* 283).

Speed 25 feet, fly 25 feet

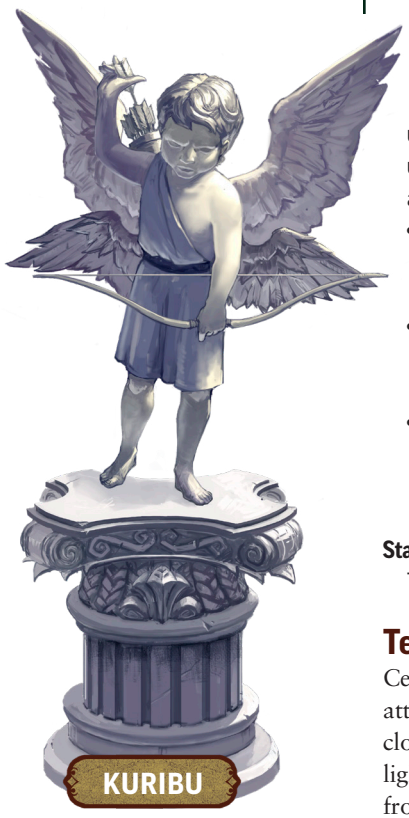
Melee ❖ fist +11 (agile, finesse, holy, magical), **Damage** 1d4+6 bludgeoning

Ranged ❖ composite shortbow +11 (deadly d10, holy, magical, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+5 piercing

Blessed Aspect ❖❖ (divine) The kuribu's face transforms, and their holy countenance unleashes an attack based on the aspect the kuribu chooses. The kuribu can't use Blessed Aspect again for 1d4 rounds. They can revert back to their humanoid appearance at any time, but they still have to wait before using Blessed Aspect again.

- **Eagle** The kuribu unleashes a disorienting screech in a 15-foot cone that deals 2d10 sonic damage with a DC 19 basic Will save. A creature that critically fails is also stunned 1.
- **Lion** The kuribu makes a powerful jaws Strike against an adjacent creature. The attack has a +12 attack modifier and deals 4d6 piercing damage plus 1d4 persistent bleed damage.
- **Ox** The kuribu charges into a creature. The kuribu Flies or Strides. At the end of their movement, the kuribu crashes into one adjacent creature, dealing 4d6 bludgeoning damage to it with a DC 17 basic Fortitude save. If the target critically fails, it's also knocked prone.

Statue ❖ (concentrate) Until the next time they act, the kuribu appears to be a statue. They have an automatic result of 29 on Deception checks and DCs to pass as a statue.



Tennin (Brocade Angel)

Celestial artisans and elegant dancers called tennins serve as Nirvana's attendants, where they weave the gods' marvelous, seamless garments from clouds and frost and entertain the courts with skyward dances, their footsteps lighter than dew. During catastrophic wars and disasters, tennins descend from Nirvana to mend what is broken and soothe those who suffer. The

realm of Nirvana often promotes the virtuous souls of dutiful craftspeople and dedicated musicians to the ranks of the brocade angels so they might use their talents to bring beauty and kindness to a Universe overwhelmed by war.

It feels like there have always been too few tennins to attend to the needs of an entire world. Tragically, their numbers are dwindling in the wake of Gorum's death, which has sparked and renewed numerous conflicts. Many angels have fallen or lost their way amid the discord.

TENNIN CREATURE 9

MEDIUM ANGEL CELESTIAL HOLY

Perception +17, darkvision, fingers upon the loom (precise) 60 feet
Languages Diabolic, Draconic, Empyrean, *truespeech*
Skills Acrobatics +19, Crafting +19 (+23 to weave), Performance +19 (+21 to dance), Religion +19, Society +17
Str +2, **Dex** +6, **Con** +3, **Int** +2, **Wis** +4, **Cha** +6
Items *flawless celestial shawl, +1 striking handwraps of mighty blows*

Fingers Upon the Loom The tennin can detect creatures wearing or holding any clothing as a precise sense with a range of 60 feet.

Flawless Celestial Shawl Each tennin has a unique *flawless celestial shawl* (see below). A tennin without their *flawless celestial shawl* can't use their fly Speed or cast divine innate spells.

Secrets of Immortality The tennin can use Occultism instead of Medicine to Administer First Aid, Treat Disease, Treat Poison, and Treat Wounds.

AC 27; **Fort** +16, **Ref** +21, **Will** +17
HP 155; **Weaknesses** unholy 10; **Resistances** cold 10

Five Color Dance (aura, divine) 30 feet. Any piece of clothing or equipment worn or held by an ally within the aura has its Hardness increased by 3, Hit Points increased by 20, and Broken Threshold increased by 10.

Speed 30 feet, fly 40 feet; dancer across the heavens, *unfettered movement*

Dancer Across the Heavens The tennin can Step into difficult terrain and can use either their land or fly Speed to Step. Also, when the tennin attempts a Performance check to dance, they can Step or Stride as a free action.

Melee ❖ *fist* +20 (agile, finesse, holy, magical, nonlethal), **Damage** 2d8+6 bludgeoning plus 2d6 spirit

Divine Innate Spells DC 29, attack +21; **5th** *heal*, *safe passage*, *wall of ice*; **4th** *sure footing* (at will); **2nd** *peaceful rest* (at will); **Cantrips (5th)** *divine lance*, *frostbite*, *know the way*, *sigil*; **Constant (5th)** *truespeech*, *unfettered movement*

FLAWLESS CELESTIAL SHAWL ITEM 9

RARE ARTIFACT INVESTED DIVINE

Usage worn garment; **Bulk** –

Each *flawless celestial shawl* functions only for a specific tennin and is the culmination of their immortal cultivation. The sash is made of celestial silken threads stronger than adamantine yet lighter than gossamer. The tennin can draw thread from the *flawless celestial shawl* to serve as a sterling artisan's toolkit and workshop to Craft. The sash can be used to work with precious materials of any grade. On any Crafting check the tennin attempts using the shawl, they use the outcome one degree of success better than the result of their roll.

TRAGEDIES OF TWO WORLDS

Brocade angels often become entangled in romantic relations with mortals, especially with virtuous individuals who share similarly lofty goals. These affairs rarely go well, as the endless duties of Heaven take precedence over the joys and comforts of the heart. Still, some tennins have been known to discard their *flawless celestial shawls* to stay with their lovers. Darker tales also exist of unscrupulous mortals overcome by desire or greed, who steal these shawls to force the angels to stay with or serve them.



TENNIN

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SOUL SAVIORS

Over the course of helping souls renounce suffering, many sramanas develop alliances with psychopomps, whose goal of returning the lost and trapped to the River of Souls they gladly share. These bonds run so deep that it isn't unusual to find sramana volunteering as legal advocates in the Boneyard's courts.

Activation—Reweave ❖❖❖ The tennin uses the sash to Repair an item. This Repair activity loses the exploration trait.

Sramana (Renouncer Angel)

Sramanas, or renouncer angels, exist to help liberate the penitent and ease their suffering. Unusual for angels of such power, sramanas are drawn exclusively from compassionate and enlightened mortal souls who are often more perceptive to the pains of mortal existence.

These tireless celestials embark upon impossible tasks and unfathomable labors to free souls lost, abandoned, and imprisoned in the Lower Planes. This earns them great enmity from fiends and other callous entities, many of whom treat souls as simple playthings and currency and who ironically see the renouncer angels as thieves of souls they've "rightfully" cheated, stolen, or trafficked for their own purposes.

SRAMANA CREATURE 15

MEDIUM ANGEL CELESTIAL HOLY

Perception +29; darkvision, heed the fettered (imprecise) 120 feet

Languages Diabolic, Draconic, Empyrean, Requian; *truespeech*

Skills Acrobatics +23, Athletics +29, Diplomacy +26, Legal Lore +27, Medicine +27, Religion +29

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

Items *+1 striking handwraps of mighty blows*, expanded healer's toolkit, *+2 striking khakkara*

Heed the Fettered The sramana can detect penitent creatures who wish to atone for their misdeeds, creatures with the soulbound trait, and soul gems (*Monster Core* 73) as an imprecise sense with a range of 120 feet.

Soul-Rescuing Vow A sramana can use *interplanar teleport* to teleport near a truly penitent creature, soulbound creature, or soul gem of which they're aware. If they do, they don't need a planar key and arrive 1d20 miles away from the subject. They can also teleport to Nirvana or The Boneyard without a planar key.

AC 36; **Fort** +26, **Ref** +24, **Will** +28

HP 300; **Immunities** confused, fear; **Weaknesses** unholy 15; **Resistances** mental 15

Aura of Renunciation (aura, divine, mental) 100 feet. Truly penitent creatures in the sramana's aura are affected by a DC 35 *sanctuary* spell. If any creature within the aura takes a hostile action, *sanctuary* ends for only that creature, not for the other creatures in the aura.

In addition, soul gems in the aura can't be ingested, consumed, or otherwise used. A creature who attempts to do so becomes sickened 1 unless it succeeds at a DC 37 Fortitude save.

Speed 40 feet, fly 75 feet

Melee ❖ *khakkara* +31 (holy, shove, two-hand d10, versatile P), **Damage** 2d6+14 bludgeoning plus 2d6 spirit

Melee ❖ *fist* +30 (agile, holy, nonlethal, unarmed), **Damage** 2d4+14 bludgeoning plus 2d6 spirit

Divine Innate Spells DC 37, attack +29; **8th** *clear mind*, *divine inspiration*, *moment of renewal*, *pinpoint*; **7th** *calm*, *cleanse affliction*, *dispel magic*, *divine decree*, *heal*, *interplanar teleport* (at will; see soul-rescuing vow), *planar seal*, *sending*; **Cantrips (8th)** *daze*, *divine lance*, *light*, *message*, *vitality lash*; **Constant (5th)** *truespeech*

Rituals DC 37; *angelic messenger* (*Monster Core* 364), *atone*

Shelter the Suffering ❖❖ **Frequency** once per day; **Effect** The sramana tosses the shawl of their robes into the air, where it expands to protect the suffering. Each truly penitent creature in a 100-foot emanation is affected by an *invisibility* spell, and the area is affected by the *field of life* spell, though it affects only penitent



SRAMANA

creatures and soulbound creatures. These effects last for 1 round but can be sustained for up to 1 hour.

Ninkonda (Hunter Angel)

When once-honorable mortals fall to wickedness and perform terrible atrocities, ninkondas set out to track them down. Clad in plate armor that features a brilliantly shining mirror in the chest and bearing spikes and nails impaled into their bodies, ninkondas serve as hunters for celestial forces. Rather than immediately slaying their quarries, however, ninkondas do their best to encourage a change of heart and foster eventual redemption in their targets. Ninkondas use their mirrors to reflect the sins of the target and showcase the state of their soul, and many targets seek to change after glimpsing this reflection. Those who don't soon find themselves facing off against the wordless might of their hunter.

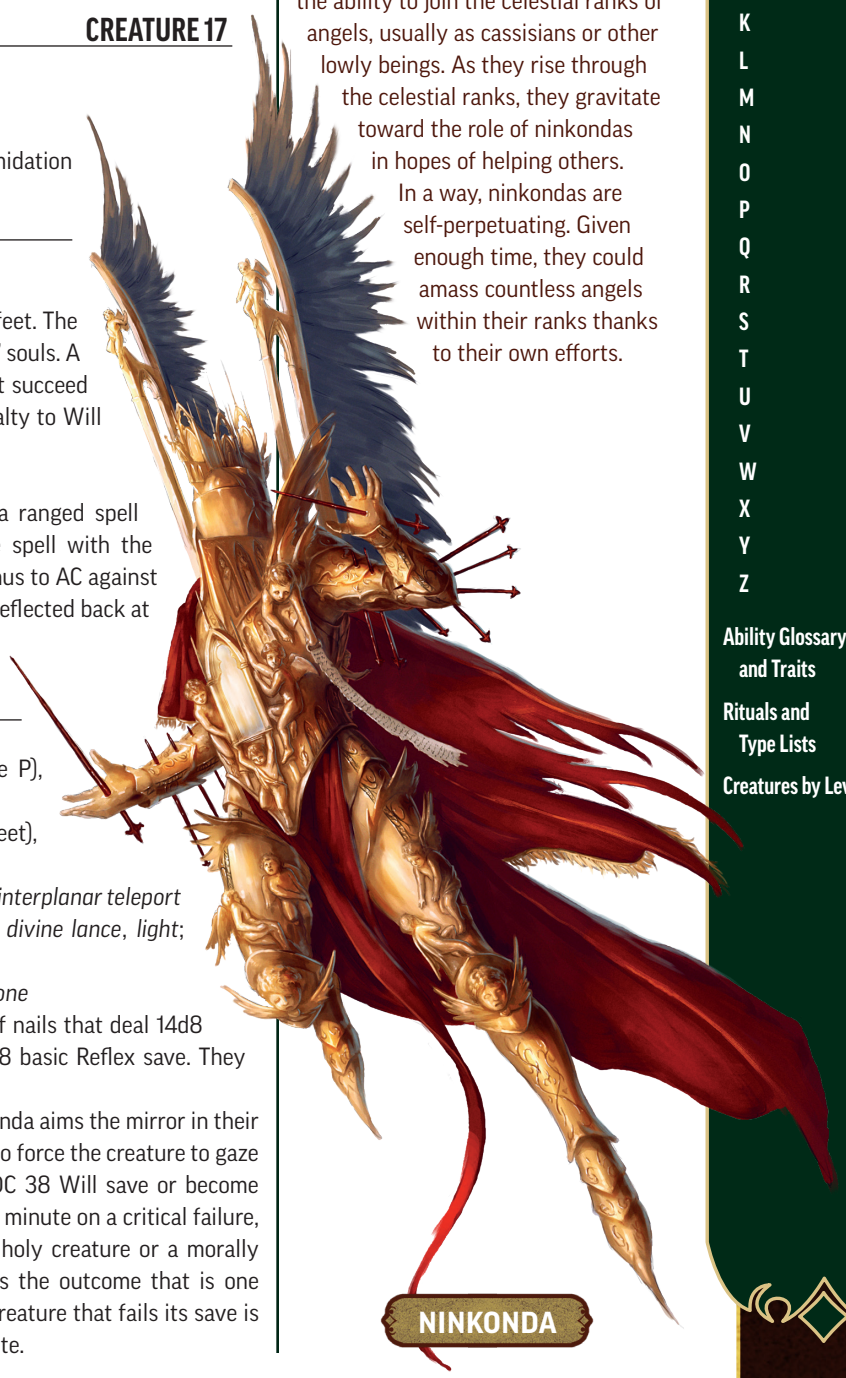
NINKONDA CREATURE 17

UNCOMMON LARGE ANGEL CELESTIAL HOLY

Perception +29; darkvision, *truesight*
Languages Common, Empyrean; *truespeech*
Skills Acrobatics +27, Athletics +34, Diplomacy +34, Intimidation +30, Religion +28, Society +26
Str +9, **Dex** +4, **Con** +7, **Int** +3, **Wis** +6, **Cha** +7

AC 39; **Fort** +30, **Ref** +27, **Will** +33
HP 350; **Weaknesses** unholy 15
Aura of Reflection (aura, divine, holy, mental, visual) 60 feet. The ninkonda's mirror reflects the weaknesses in creatures' souls. A creature that enters or starts its turn in the aura must succeed at a DC 36 Will save or be dazzled and take a –2 penalty to Will saves against the ninkonda's abilities for 1 round.
Reactive Strike ↻ (page 361)
Reflect Spell ↻ **Trigger** The ninkonda is targeted by a ranged spell attack; **Effect** The ninkonda attempts to reflect the spell with the mirror in their armor. They gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, the spell is reflected back at the caster, who must roll a second ranged spell attack against their own AC to determine if the spell hits them instead.

Speed 30 feet, fly 45 feet
Melee ❖ nailed fist +34 (agile, holy, magical, versatile P), **Damage** 2d6+17 bludgeoning plus 2d8 piercing
Ranged ❖ nail blast +34 (holy, magical, range 60 feet), **Damage** 3d8+8 piercing plus 2d8 persistent bleed
Divine Innate Spells DC 38, attack +30; **8th** *pinpoint*; **7th** *interplanar teleport* (self only); **3rd** *ring of truth* (at will); **Cantrips (9th)** *divine lance*, *light*; **Constant (6th)** *truesight*, *truespeech*
Rituals DC 38; *angelic messenger* (*Monster Core* 364), *atone*
Nail Barrage ❖❖ (divine) The ninkonda sprays a mass of nails that deal 14d8 piercing damage in a 20-foot emanation with a DC 38 basic Reflex save. They can't use Nail Barrage again for 1d4 rounds.
Soul Reflection ❖ (divine, holy, mental, visual) The ninkonda aims the mirror in their armor at a creature dazzled by their aura of reflection to force the creature to gaze upon its past sins. The creature must succeed at a DC 38 Will save or become slowed 1 for 1 round as it reflects upon its actions (or 1 minute on a critical failure, as the creature's actions continue to weigh on it). A holy creature or a morally upstanding creature (as determined by the GM) uses the outcome that is one degree of success better than it rolled on its save. A creature that fails its save is then temporarily immune to Soul Reflection for 1 minute.



SEEKING REDEMPTION

Ninkondas have a particularly unique origin among angels. While the occasional ninkonda is born from the soul of a righteous mortal who sought to continue their work of redeeming others in the afterlife, most stem from the ranks of the less scrupulous. After centuries or millennia of perseverance, souls seeking true redemption earn the ability to join the celestial ranks of angels, usually as cassisians or other lowly beings. As they rise through the celestial ranks, they gravitate toward the role of ninkondas in hopes of helping others. In a way, ninkondas are self-perpetuating. Given enough time, they could amass countless angels within their ranks thanks to their own efforts.

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Ages in Darkness

Over the eon of Lord Atreia's imprisonment inside the Garnet Brand, temples to the Lambent King lay dormant and decaying across the Plane of Fire, and within those temples, his children, known as ygnaires, began to fade. Without the light of their Lord of Fire, these elementals who waned became known as anguished flames. They eventually turned to unmoving bronze, frozen until Atreia's light shone down on them again.

Anguished Flame

Ancient tales tell that the elemental lord Atreia created his six-winged children to steward mortal prayers into the realms of the divine. These elementals work hand-in-hand with celestial and fiendish deific servants to accept sacrifices and offerings, but they also bless contrite mortals with absolution and purification, helping them to change the fate that awaits them after death.

ANGUISHED FLAME — CREATURE 13

LARGE ELEMENTAL FIRE LIGHT

Perception +28

Languages Empyrean, Pyric; *truespeech*

Skills Athletics +24, Crafting +27, Deity Lore (any one god) +25, Diplomacy +27, Medicine +27, Nature +23, Plane of Fire Lore +25, Religion +23

Str +5, **Dex** +7, **Con** +5, **Int** +4, **Wis** +6, **Cha** +8

Eternal Luminosity (light) An anguished flame naturally sheds brilliant light like a torch. When other creatures target the anguished flame, they ignore the concealed condition from darkness, fog, mist, and smoke.

Purifying Flame An anguished flame can Treat Wounds without a healer's toolkit, instead healing the wounded with the gentle light of their touch.

AC 33; **Fort** +22, **Ref** +24, **Will** +25

HP 260; **Immunities** fire; **Weaknesses** cold 10, water 10

Solar Flare (aura, divine, visual) 30 feet. When a creature ends its turn in the aura, it takes 2d6 fire damage (DC 33 basic Fortitude save). On a failed save, it also becomes dazzled until the end of its next turn. The anguished flame can activate or deactivate this aura by using a single action with the concentrate trait.

Vulnerable to Blasphemy If a creature the anguished flame can see and hear spends 1 action with the linguistic trait blaspheming against the gods, the anguished flame becomes sickened 1 until they Collect a Prayer from that creature.

Speed 30 feet, fly 60 feet

Melee ❖ flaming wing +25 (agile, fire), **Damage** 3d10+11 fire

Ranged ❖ shining ray +27 (fire, light, range increment 60 feet), **Damage** 3d6+6 fire plus 3d6 spirit

Divine Innate Spells DC 30, attack +22; **7th** *fireball* (×2), *interplanar teleport*; **Cantrips (7th)** *detect magic*, *ignition*, *light*; **Constant (5th)** *truespeech*

Collect Prayer ❖❖ (emotion, mental) The anguished flame compels a creature they can see within 60 feet, who must attempt a DC 30 Will save.

Critical Success The creature is unaffected.

Success The creature immediately uses its reaction to pray.

Failure The creature prays. It is slowed 1 and can't use reactions for 1 minute.

Critical Failure As failure, but the creature is slowed 2.

Focus Gaze ❖ (concentrate, divine, visual) **Requirements** The anguished flame's solar flare aura is active; **Effect** The anguished flame fixes their fiery eyes on a creature they can see within 30 feet. The target must immediately attempt a Fortitude save against the anguished flame's solar flare. If the creature was already dazzled by solar flare before attempting its save, a failed save causes it to become blinded until the end of its next turn.



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Animate Dream

An animate dream coalesces from centuries of stray fragments of reverie left behind by slumbering minds drifting through the Dimension of Dreams. In most cases, these fragments simply disperse on their own, but when dreamers flee from nightmares back to the waking world, they can instead take on a supernatural life of their own. They have little reasoning and intent except to seek similar fragments, absorb them, and grow. When enough of them gather together, they merge into a horrific form as an animate dream.

Individually, animate dreams can take on a wide range of appearances, but most adopt rudimentary shapes akin to the living forms of the minds that spawned them. Animate dreams that rise from slumbering humanoids are the most commonly encountered; thusly, they appear humanoid, but with distorted, nightmarish shapes that incorporate additional twisted limbs and frightening features. In these forms, animate dreams find their way out of the Dreamlands and into the waking world, only to discover they have no way of returning and carry a relentless hunger that only new nightmares can sate.

An animate dream thrives on the terror sparked by nightmares and uses its supernatural abilities to invoke such feelings in the minds of its victims, cursing its prey by creating a permanent link to that individual's dreams. Thereafter, the victim is subjected to all manner of recurring nightmares. As these torments continue, the victim finds it more and more difficult to remain awake and, in the end, the victim plunges into an accursed slumber from which it can't return. These victims provide the animate dream with the purest form of fear and are its preferred sustenance.

An animate dream can subsist on the ambient fear generated by regular nightmares, but these lesser fears aren't as satisfying and often drive the animate dream to seek out new victims. Left without a source of fear, an animate dream won't starve to death, but it will grow increasingly violent and desperate. Famished animate dreams are the ones most often encountered, as they've been forced to abandon subtlety to pursue more blatant methods of harvesting fear. Yet such animate dreams also tend to be the least powerful of their kind. Those who have grown metaphysically fat on fear have generally done so by specializing in a specific nightmare theme, such as being buried alive, being swept away by ocean waves, or being consumed by wild beasts. Such animate dreams often have similarly themed innate spells to augment their powers.

Animate Dream — Creature 8

UNCOMMON | MEDIUM | DREAM | INCORPOREAL

Perception +16; darkvision
Languages telepathy 100 feet
Skills Acrobatics +16, Deception +18, Intimidation +18, Occultism +12, Stealth +18
Str –5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 24; **Fort** +15, **Ref** +18, **Will** +14; +1 status to all saves vs. magic
HP 110; **Immunities** bleed, disease, paralyzed, poison, precision, sleep; **Resistances** all 5 (except force, *ghost touch*, spirit, or void; double resistance vs. non-magical)
Speed fly 40 feet
Melee ❖ nightmare tendril +20 (agile, finesse), **Damage** 4d8 void plus endless nightmare
Occult Innate Spells DC 26; **4th** *confusion*, *nightmare*, *sleep*, *translocate* (at will), *vision of death*; **3rd** *fear*
Endless Nightmare (curse, emotion, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 26 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day).

Enslaved Dreams

Cuckoo hags have been known to enslave animate dreams, forcing them to feed upon themselves. These captives break down into a fearful essence used for the hag's rituals.





Choosing to Animate

Most animated objects are created for convenience or out of vanity. Spellcasters often animate brooms and dishes to aid with cleaning, books and scrolls to aid with research, and carts and carriages for transport. Most objects are animated without the intent to use them as guardians, and many animated objects exist without the rest of the world ever noticing. Only those with money and power choose to animate objects as guardians, and these animated objects are most likely encountered on adventures.

Animated Object

Many animated objects have useful functions but become dangerous when left uncontrolled.

Animated Silverware

Nobles are known to pay great amounts to animate their silverware, both for ease in cleaning and to serve as novelties during dinner parties.

ANIMATED SILVERWARE SWARM **CREATURE 1**

LARGE CONSTRUCT MINDLESS SWARM

Perception +5; darkvision

Skills Acrobatics +8

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

AC 16 (12 when broken); construct armor; **Fort** +9, **Ref** +8, **Will** +3

HP 14; **Hardness** 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** area damage 3, splash damage 3

Construct Armor Like normal objects, an animated silverware swarm has Hardness. This Hardness reduces any damage the swarm takes by an amount equal to the Hardness. Once an animated silverware swarm is reduced to fewer than half its Hit Points or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 12.

Speed 20 feet

Slice and Dice ❖ (magical) Each enemy in the animated silverware swarm's space takes 1d6 piercing or slashing damage (DC 17 basic Reflex save).

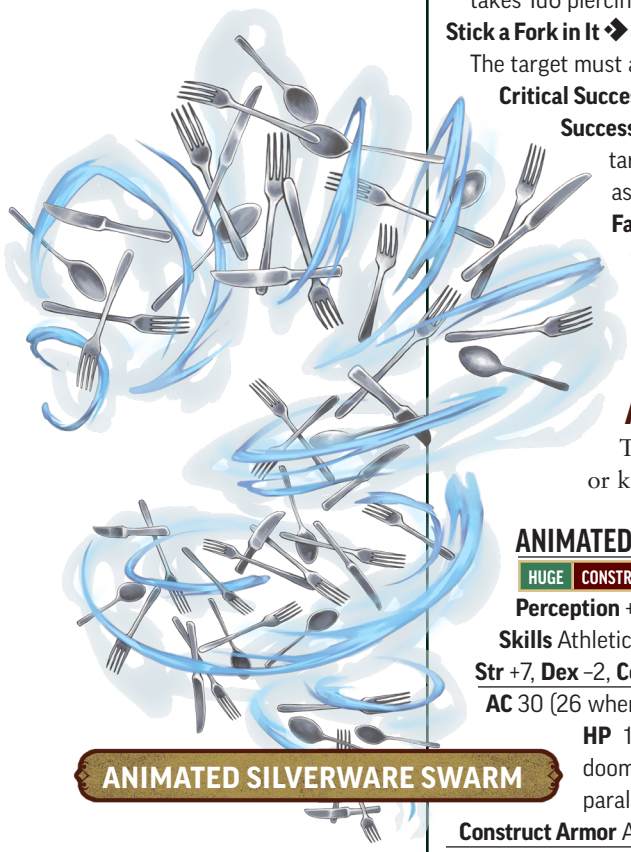
Stick a Fork in It ❖ The animated silverware swarm attempts to pin a single creature. The target must attempt a DC 17 Reflex save.

Critical Success The target is unaffected.

Success Silverware pins portions of the target's clothing and gear. The target takes a –10-foot circumstance penalty to its Speeds as long as it remains in the swarm's space.

Failure As success, and the target also can't Step until it leaves the swarm's space.

Critical Failure The target is thoroughly pinned by the silverware, becoming immobilized until it Escapes (DC 17) or uses 2 Interact actions to remove all the silverware pinning it down.



ANIMATED SILVERWARE SWARM

Animated Furnace

This huge forge or oven is animated to protect a workspace or kitchen, travel alongside its owner, or both.

ANIMATED FURNACE **CREATURE 9**

HUGE CONSTRUCT MINDLESS

Perception +15; darkvision

Skills Athletics +18

Str +7, **Dex** –2, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 30 (26 when broken); construct armor; **Fort** +21, **Ref** +11, **Will** +13

HP 135; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Construct Armor As animated silverware swarm, but reduced to AC 26 when broken.

Speed 15 feet

Melee ❖ door +21 (magical), **Damage** 2d12+9 bludgeoning plus 1d8 fire and Improved Grab (page 361)

Fan the Flames ❖❖ The animated furnace opens its door and fans its flames in a 30-foot cone that deals 5d6 fire damage (DC 28 basic Reflex save).

Swallow Whole ❖ (attack) Large, 2d8+9 fire, Rupture 15 (page 362)

Animated Trebuchet

Large armies sometimes pay exorbitant fees to animate their siege weapons.

ANIMATED TREBUCHET — CREATURE 13

GARGANTUAN CONSTRUCT MINDLESS

Perception +21; darkvision
Skills Athletics +24
Str +9, **Dex** +2, **Con** +8, **Int** –5, **Wis** +0, **Cha** –5

AC 36 (32 when broken); construct armor; **Fort** +29, **Ref** +19, **Will** +17
HP 200; **Hardness** 14; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void
Construct Armor As animated silverware swarm, but reduced to AC 32 when broken.

Speed 20 feet
Melee ❖ arm +27 (magical, reach 15 feet), **Damage** 3d12+11 bludgeoning plus Grab
Ranged ❖ rock +27 (brutal, magical, range increment 120 feet), **Damage** 3d10+11 bludgeoning
Launch ❖ **Requirements** The animated trebuchet has a creature grabbed in its arm; **Effect** The animated trebuchet attempts an Athletics check against the grabbed creature's Fortitude DC. On a success, it fires the creature up to 40 feet in height and up to 120 feet away. The creature takes 4d12 bludgeoning damage plus the appropriate falling damage. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage (DC 33 basic Reflex save). On a successful Launch, the animated trebuchet must Interact to reposition its arm into the proper position before it can Launch again.
Trample ❖❖❖ (attack) Large or smaller, arm, DC 33 (page 362)

Animated Colossus

Animating a 100-foot-tall statue is worth the cost for spellcasters guarding immense dungeons.

ANIMATED COLOSSUS — CREATURE 15

GARGANTUAN CONSTRUCT MINDLESS

Perception +23; darkvision
Skills Athletics +27
Str +9, **Dex** +2, **Con** +8, **Int** –5, **Wis** +0, **Cha** –5

AC 39 (35 when broken); construct armor; **Fort** +31, **Ref** +21, **Will** +19
HP 245; **Hardness** 15; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void
Construct Armor As animated silverware swarm, but reduced to AC 35 when broken.
Enormous An animated colossus takes up a space of 6 squares by 6 squares (30 feet by 30 feet) and is 100 feet tall.

Speed 50 feet
Melee ❖ fist +32 (magical, reach 30 feet), **Damage** 3d12+17 bludgeoning plus Improved Grab (page 361)
Melee ❖ foot +32 (agile, magical, reach 20 feet), **Damage** 3d8+17 bludgeoning
Colossus's Grasp The colossus can Grab a creature using only one hand. It can move normally with a creature grabbed or restrained in its fist, carrying the creature along. If it has two creatures grabbed in this way, it can't use its fist Strike.
Constrict ❖ 3d12+11 bludgeoning, DC 36 (page 360)
Trample ❖❖❖ (attack) Huge or smaller, foot, DC 36 (page 362)

LOSING CONTROL

The process for animating objects varies from object to object and by the needs of the ritual. Some rituals designate a controller whom the animated object obeys. Without orders, many animated objects fall back to defensive tactics. In other cases, the ritual might have been poorly performed or failed after many years, causing the animated object to enter an uncontrollable state where it attacks anything it sees.



ANIMATED COLOSSUS

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Late Bloomers

Though they grow faster than trees, arboreals take decades to reach maturity. They spend their early years rooted in place, developing an affinity with the flora of their homeland and attuning to its rhythms while adult arboreals keep a watchful eye on their progress. After their first century, young arboreals become more mobile, often apprenticing with senior arboreals in their territory as they learn to take up the mantle of forest guardians.

Arboreal

Arboreals (*Monster Core* 24–25) are ancient forest guardians resembling trees who nurture new growth and maintain a balanced ecosystem as if the vast wilderness were their garden. They're usually thoughtful and deliberate—until something threatens their realms and invites their wrath.

Arboreal Reaper

While some forests have an idyllic, peaceful quality to them, others feel distinctly unfriendly or even sinister—these forests are the favored haunts of arboreal reapers. Sometimes these woodlands are sought out by secretive practitioners of malicious arts who claim the unsettling ambiance aids their abilities; arboreal reapers see no reason to interfere with such practices as long as the balance of their forests isn't harmed.

All arboreals vary in appearance based on their surroundings, but arboreal reapers always seem vaguely eerie, whether they watch over a grim weald or a tropical rainforest. Often slightly warped, twisted, and covered in spiky protrusions, arboreal reapers sometimes sprout around old ruins or other permanent structures, breaking down and incorporating the structures as they mature and become more mobile.

Arboreal reapers focus on the essential decaying phase of a forest's life cycle, becoming especially active in autumn and winter seasons. Their influence can often be seen in the explosion of mushrooms on a rotting log or the enticing fronds of a flourishing carnivorous plant. Like arboreal wardens, these woodland guardians are quicker to react to perceived threats than the more deliberate regents or retiring archives—at least by arboreal standards.



ARBOREAL REAPER **CREATURE 7**

LARGE PLANT WOOD

Perception +15; low-light vision

Languages Arboreal, Common, Fey; *speak with plants*

Skills Athletics +15, Intimidation +17, Nature +15, Stealth +14 (+18 in forests)

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

AC 24; **Fort** +17, **Ref** +13, **Will** +15

HP 130; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Speed 25 feet

Melee ❖ branch +18 (reach 10 feet), **Damage** 2d10+8 bludgeoning

Melee ❖ root +18 (agile), **Damage** 2d6+8 bludgeoning plus Knockdown (page 361)

Ranged ❖ thorns +16, **Damage** 2d8+5 piercing plus 1d4 persistent bleed

Primal Innate Spells DC 22; **3rd** *vampiric feast*; **Constant (4th)** *speak with plants*

Leech Moisture ❖❖ (void) The arboreal reaper grows still and focuses intently on a single foe within 50 feet, draining moisture from the target's body. This deals 10d6 void damage (DC 25 basic Fortitude save). The arboreal reaper can't Leech Moisture again for 1d4 rounds.

Arboreal Archive

Arboreal archives are solitary beings typically found in the remote wilderness. These ancient monoliths hold the memories of their vast territories, keeping

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mental records of the passing seasons of the world around them. Their knowledge of humanoid affairs varies, as they find quickly shifting political situations difficult to comprehend, but through fungal networks, reports from arboreal wardens, and other woodland chatter, arboreal archives learn of each storm, drought, or logging threat encountered throughout their long years. They primarily observe and record rather than interfere, but they willingly offer wisdom to those who respectfully seek them out. Arboreal regents call upon archives for advice in times of strife, conferring on the best course of action to protect their realms.

It's rare for there to be more than one arboreal archive in a given region. When an archive senses they're nearing the end of their considerable life, a grove of regents gathers to nominate the wisest among them to become the next archive. After four seasons of deliberation, all arboreals in the area congregate to witness the succession ritual, during which the elder arboreal archive transfers their collected wisdom to the elected replacement before retiring.

ARBOREAL ARCHIVE CREATURE 12

HUGE PLANT WOOD

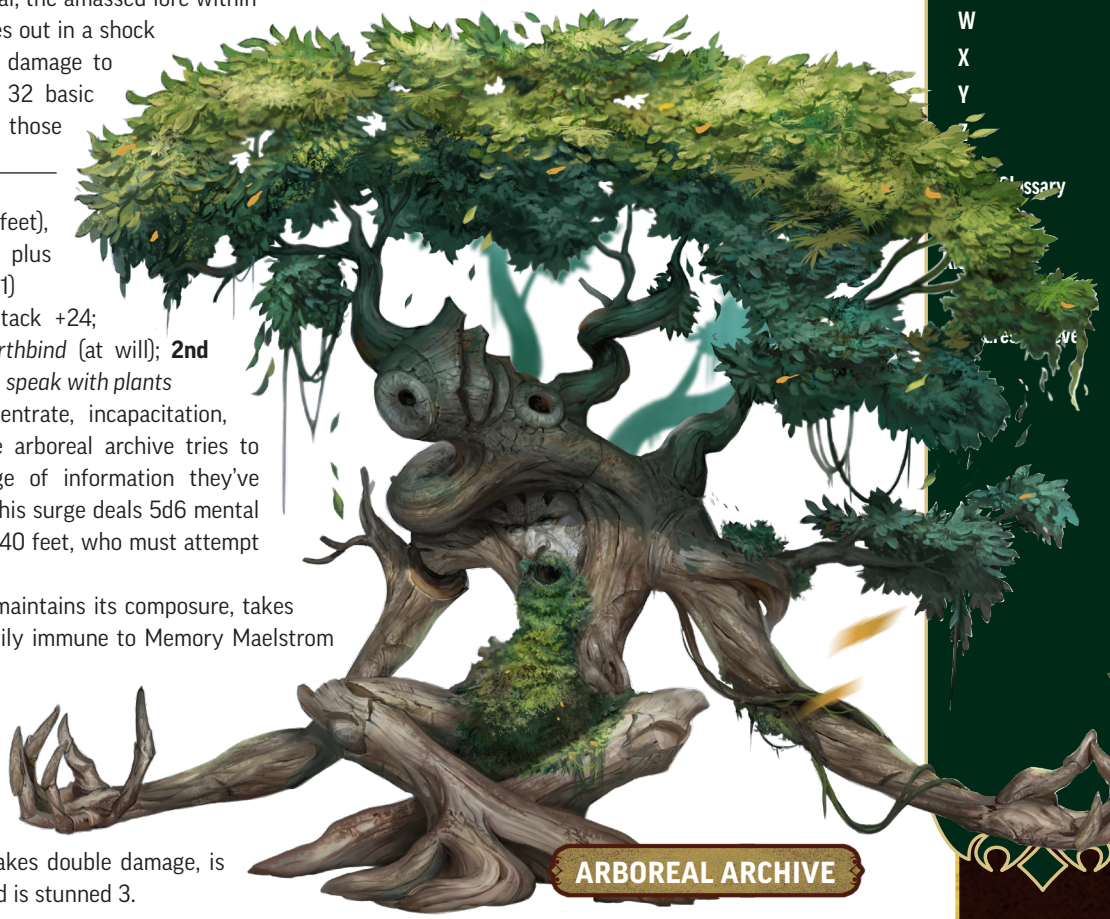
Perception +25; low-light vision, tremorsense (imprecise) 60 feet (page 362)
Languages Arboreal, Common, Fey; *speak with plants*
Skills Athletics +23, Diplomacy +22, Forest Lore +28 (applies to the arboreal archive's territory), Nature +25, Stealth +19 (+23 in forests)
Str +7, **Dex** –1, **Con** +5, **Int** +4, **Wis** +7, **Cha** +4

AC 33; **Fort** +23, **Ref** +17, **Will** +27
HP 230; **Weaknesses** axes 10, fire 15; **Resistances** bludgeoning 10, piercing 10
Abeyance Rift If an arboreal archive dies unexpectedly before passing on their knowledge in a succession ritual, the amassed lore within their roots and boughs explodes out in a shock wave that deals 8d10 mental damage to creatures within 30 feet (DC 32 basic Will save) before dissipating; those who fail also fall prone.

Speed 25 feet
Melee ❖ branch +25 (reach 15 feet), **Damage** 3d10+10 bludgeoning plus Improved Knockdown (page 361)
Primal Innate Spells DC 32, attack +24; **6th** *tangling creepers*; **3rd** *earthbind* (at will); **2nd** *entangling flora*; **Constant (4th)** *speak with plants*
Memory Maelstrom ❖❖❖ (concentrate, incapacitation, mental, nonlethal, primal) The arboreal archive tries to overwhelm foes with a surge of information they've absorbed over their long life. This surge deals 5d6 mental damage to each enemy within 40 feet, who must attempt a DC 32 Will save.
- **Critical Success** The creature maintains its composure, takes no damage, and is temporarily immune to Memory Maelstrom for 1 minute.
- **Success** The creature is stunned 1 and takes half damage.
- **Failure** The creature takes full damage and is stunned 3.
- **Critical Failure** The creature takes double damage, is confused for 2d4 rounds, and is stunned 3.

PAINTING MEMORIES

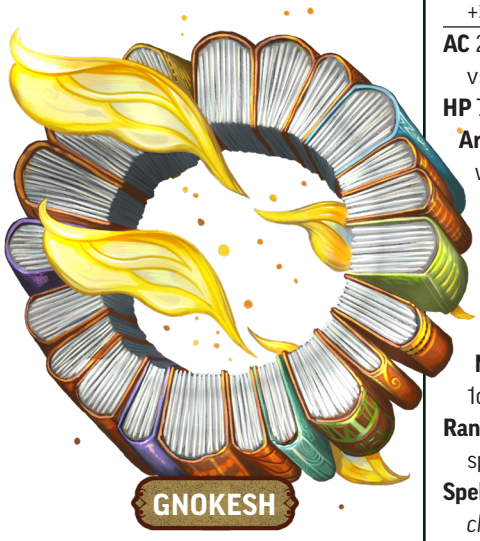
As with all arboreals, no two arboreal archives are identical in appearance. The uniquely patterned bark of arboreal archives makes them even more distinct from one another, painting a mysterious and unique record of their knowledge of Forest Lore. Practitioners of primal magic believe the earthy colors adorning each arboreal archive's body hold clues about the memories and myths the creature collects and preserves.





Unknowable Bearing

Gnokesh and exscinder archons have frequent reasons to associate with mortals. This challenges mortals, as most find it difficult to comprehend the thoughts and desires of archons. Even a scholar who studies the same topic as a gnokesh needs to adapt the way they present questions and information to communicate with their archon guide. Exscinders present an even harder challenge, as they're usually encountered while on duty, with the purpose of confiscating or destroying forbidden texts. This means someone first meeting an exscinder is likely attempting to convince them not to destroy a tome containing rare knowledge or even their life's work in scholarship or literature.



Archon

The ancient archons seem unknowable and unflagging in their purpose. They set forth from the seven-tiered, holy mountain of Heaven to battle unholy foes and contact righteous mortals to task them with joining the fight. Each archon embodies one virtue in particular, demonstrating its value through action.

Gnokesh (Codex Archon)

The structure of a gnokesh, a wheel of ancient tomes, reflects its role in Heaven. These archons perfectly embody Heavenly knowledge, in particular the diligent pursuit of study and research. Each gnokesh is dedicated to one particular subject. This subject is crucial to their identity in a way few other than gnokeshes can understand. These archons avoid violence, finding the pursuit of knowledge far more interesting. They prefer to gather with others of their kind in great libraries or serve as record-keepers or tutors for archivists, researchers, generals, advisors, and others who can use their expertise.

GNOKESH — CREATURE 5

MEDIUM ARCHON CELESTIAL HOLY

Perception +15; darkvision

Languages Chthonian, Diabolic, Draconic, Empyrean, Fey, Sakvroth, Shadowtongue, Utopian; *truespeech*

Skills Arcana +12, Diplomacy +11, Lore (any one) +16, Nature +11, Occultism +12, Religion +13, Society +12

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

Light of Diligence (divine) The gnokesh has devoted themselves to the thorough study of one particular Lore skill (with the bonus found in the Skills section above), such as Heaven Lore or Warfare Lore. If the gnokesh rolls a critical failure to Recall Knowledge with this skill, they get a failure instead. They can also use the Aid action for this skill without first preparing to help, and they automatically grant a +3 circumstance bonus.

AC 21, all-around vision (page 360); **Fort** +9, **Ref** +12, **Will** +15; +1 status to all saves vs. magic

HP 70; **Immunities** fear; **Weaknesses** unholy 5

Archon's Protection ↻ **Trigger** An enemy damages the archon's ally and both are within 15 feet of the archon; **Effect** The ally gains resistance 5 to all damage against the triggering damage, and the archon can make a Strike against the enemy.

Light of Diligence ↻ (divine, fortune) **Trigger** A willing ally within 15 feet critically fails at a check; **Effect** The ally gets a failure instead and becomes immune to Light of Diligence for 1 minute.

Speed 25 feet, fly 25 feet

Melee ❖ tome +13 (divine, finesse, holy), **Damage** 1d6+6 bludgeoning plus 1d6 spirit

Ranged ❖ light ray +13 (divine, fire, holy, light, magical, range increment 20 feet, spirit), **Damage** 2d6 fire plus 2d6 spirit

Spells DC 22, attack +14; **4th** *clairvoyance*, *translocate* (at will); **3rd** *calm*, *clairaudience*; **2nd** *silence*; **1st** *sure strike* (×3); **Cantrips (5th)** *light*, *message*, *telekinetic hand*; **Constant (5th)** *truespeech*

Alluring Knowledge ❖❖ (divine, holy, light, mental) **Frequency** once per hour; **Effect** A twisting scroll of runes made of light appears in an unoccupied square within 60 feet. Each creature adjacent to the runes must succeed at a DC 22 basic Will save or take 3d8 mental damage and be fascinated with the magical text as long as it remains. The magical text lasts until the end of the gnokesh's next turn.

Exscinder (Censor Archon)

Mortals require protection from forbidden knowledge and heretical texts. Anywhere across the planes, an exscinder might arrive to claim, confiscate,

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and destroy the dangerous thoughts within. Considering themselves avatars of the virtue of temperance, exscinders repeat the lesson that the cautious tongue refuses to speak wicked words. Though they pass on these words, it's rare for them to take much note of ordinary mortals. The danger is not necessarily the person who learns, but the evil knowledge itself. It's the weed that grows beyond the words on the page and must be torn out by its roots.

EXSCINDER CREATURE 13

RARE HUGE ARCHON CELESTIAL HOLY

Perception +25; darkvision

Languages Aklo, Chthonian, Diabolic, Draconic, Empyrean, Necril, Sakvroth, Utopian; telepathy 100 feet, *truespeech*

Skills Arcana +24, Heaven Lore +26, Intimidation +26, Library Lore +26, Occultism +24, Religion +27, Society +26

Str +8, **Dex** +6, **Con** +6, **Int** +5, **Wis** +8, **Cha** +7

Items confiscated texts

AC 33, all-around vision (page 360); **Fort** +23, **Ref** +21, **Will** +25; +1 status to all saves vs. magic

HP 240; **Immunities** fear; **Weaknesses** unholy 10; **Resistances** fire 10

Archon's Protection ↻ As gnokesh, but the resistance is 15.

Speed 30 feet, fly 50 feet

Melee ❖ binding chains +27 (disarm, finesse, holy, magical, trip), **Damage** 3d8+11 bludgeoning plus 2d6 fire and censorious lash

Ranged ❖ blazing sigil +25 (fire, holy, magical, range increment 40 feet, spirit), **Damage** 5d6 fire plus 3d6 spirit

Spells DC 33, attack +25; **7th** *divine immolation*, *interplanar teleport*, *rewrite memory* (at will), *ring of truth*; **4th** *heal* (at will), *translocate* (at will); **2nd** *invisibility* (at will); **1st** *sure strike* (×3); **Cantrips (7th)** *light*, *message*; **Constant (5th)** *truespeech*

Censorious Lash (divine, incapacitation, mental) When the exscinder hits a creature with a binding chains Strike, that creature must attempt a DC 30 Will save. On a failure, it's controlled by the exscinder for its first action on its next turn (or controlled for its entire next turn on a critical failure).

Change Size ❖ (concentrate, divine, polymorph) The exscinder changes size to their choice of Huge, Large, Medium, or Small.

Temper thy Words ❖ (auditory, concentrate, divine) The exscinder chooses one written text within 120 feet. They don't need to be able to observe the text, but they can't target one that's deliberately concealed. The exscinder censors the text, modifying it to their wishes. The text can't be referenced, making it useless for functions like Casting a Spell from a scroll, preparing spells from a spellbook, or consulting a scholarly journal. If the text is attended, the creature possessing it can attempt a DC 33 Will save; an unattended text automatically gets a critical failure.

CENSORSHIP IS... HOLY?

Censorship is a contentious topic, as it's often used as a method of control. The exscinder has the holy trait, but its actions—censoring and confiscating texts—can be upsetting and even condemnable. Keep in mind, however, that they exist in a world with magical texts that can be deadly when read! This doesn't mean they can't cross the line into actions that mortals consider to be wrong, nor that they might not clash with mortals due to a lack of nuance.





Crime and Punishment

Archons enforce law and order as their most fundamental duty. Not terrestrial laws—those concern archons little. The cosmic order, on the other hand, is baked into their very being. Most archons find themselves unable to consciously break cosmic laws, though some who were once mortal petitioners can call up an echo of their past autonomy. Though they enforce cosmic laws, archons still prefer to bring lawbreakers to redemption. Within the mountain of Heaven, the Chambers of Repentance hold fiends and lawbreakers they believe can still be redeemed. Whenever possible, they choose this path over destroying a foe, even if the law would justify doing so.

Critical Success The text remains uncensored.
Success The censorship lasts 1 round.
Failure The text is censored for 1 day.
Critical Failure The text is censored permanently. It can be restored only with a *wish* ritual or similarly powerful magic.

Okenevem (Bowed Archon)

The most powerful archons reside in Iudica, the sixth tier on the holy mountain of Heaven. Okenevems live among their number. Okenevems have evolved from lowly zoaems to their current form, but they possess even further potential—the grace to pass through into the Garden at the pinnacle of Heaven. Yet these archons choose not to, instead prostrating themselves at its gates, at peace with never entering. Humble and unpretentious above all, they bow before the grandeur of Heaven and set themselves to work in other ways.

Okenevems rarely travel away from Heaven unless they're tasked with a specific deed by the divinities of that plane. Most of these missions require okenevems to bring humility to priests who press against the will of deities, defy the order of heaven, or consider themselves to be of equal power to their god. They seek to steer these priests away from the dangers of such arrogance, often by example.

OKENEVEM — CREATURE 15

LARGE ARCHON CELESTIAL HOLY

Perception +29; darkvision
Languages Diabolic, Draconic, Empyrean, Utopian; *truespeech*
Skills Diplomacy +28, Heaven Lore +33, Medicine +28, Nature +28, Religion +31, Society +27
Str +4, **Dex** +6, **Con** +5, **Int** +6, **Wis** +8, **Cha** +7

AC 35, all-around vision (page 360); **Fort** +25, **Ref** +26, **Will** +31; +1 status to all saves vs. magic
HP 250; **Immunities** fear; **Weaknesses** unholy 10
Divine Defenders (aura, divine, holy, spirit) 60 feet. Okenevem hold an exalted place among archons for their holy station. This draws lesser archons to defend them. When an enemy in the aura takes a hostile action against the okenevem, a cloud of minor archons swarms around it, causing it to take 2d6 persistent slashing damage and 2d6 persistent spirit damage. This persistent damage ends automatically if the enemy spends a round without taking a hostile action against the okenevem.
Archon's Protection ↻ As gnokesh, but the resistance is 15.

Speed 25 feet, fly 30 feet
Melee ❖ humbling touch +29 (divine, finesse, holy, mental, nonlethal, spirit), **Damage** 4d8 mental plus 4d6 spirit and humble bow
Ranged ❖ humbling word +27 (auditory, divine, holy, mental, nonlethal, range increment 60 feet, spirit), **Damage** 4d8 mental plus 4d6 spirit and humble bow
Spells DC 36, attack +28; **8th** *calm*; **7th** *spiritual guardian* (×3); **4th** *translocate* (at will); **Cantrips (8th)** *divine lance*; *light*, *message*; **Constant (5th)** *truespeech*
Humble Bow (divine, holy, mental) A creature hit by one of the okenevem's Strikes is compelled to bow down in reverence. It must succeed at a DC 36 Will save or fall prone. If the creature Stands before the end of its next turn, it takes 3d8 mental damage. If the creature succeeds, it's temporarily immune for 1 minute.
Sublime Vision ❖❖ (divine) **Frequency** once per day; **Effect** The okenevem casts the *overwhelming presence* spell, except instead of aggrandizing themself, the okenevem summons a vision of Heaven within 100 feet, and the target must humble themself in self-reflection rather than pay tribute.


OKENEVEM

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Kadamel (Gate Archon)

Fiends spread corruption to places across the planes—every place they can reach. Kadamels guard the most crucial pathways and holy sanctums. They hold a patient vigil, never distracted from their task. Most crucially, they watch over planar portals, barring passage to all but the most powerful fiends. When encountered, these archons speak and react little. They rarely even move or react, though they readily accept any assistance in defeating fiendish invaders. Even this, they accept with only an ominous nod.

KADAMEL — CREATURE 17

MEDIUM ARCHON CELESTIAL HOLY

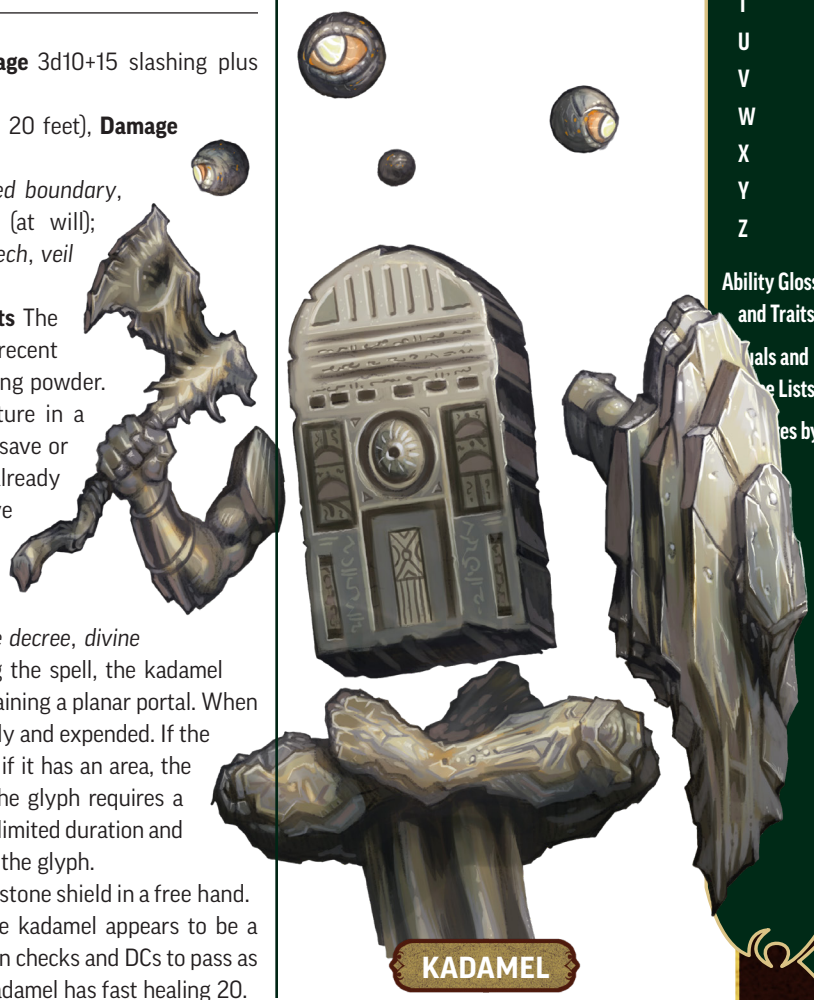
Perception +34; darkvision, *truesight*
Languages Diabolic, Draconic, Empyrean, Utopian; *truespeech*
Skills Athletics +32, Diplomacy +30, Intimidation +32, Religion +34
Str +9, **Dex** +5, **Con** +7, **Int** +4, **Wis** +9, **Cha** +7
Stone Shield The kadamel can create a stone shield for defense, which grants a +2 circumstance bonus to AC and has Hardness 15, HP 120, and BT 60.

AC 40, all-around vision (page 360); **Fort** +29, **Ref** +26, **Will** +32; +1 status to all saves vs. magic
HP 300; **Immunities** fear; **Weaknesses** unholy 15
Patience of Stone (aura, divine) 10 feet. Any enemy that ends its turn in the aura must succeed at a DC 36 Fortitude save or be slowed 1 for 1 minute. If the creature succeeds, it's temporarily immune for 24 hours.
Archon's Protection ↻ As gnokesh, but the resistance is 20.
Shield Block ↻ (page 362)

Speed 25 feet, fly 50 feet
Melee ❖ stone axe +32 (holy, magical, sweep), **Damage** 3d10+15 slashing plus 2d12 electricity
Ranged ❖ stone axe +32 (brutal, holy, magical, thrown 20 feet), **Damage** 3d10+15 slashing plus 2d12 electricity
Spells DC 38, attack +30; **8th** *planar seal*; **7th** *blessed boundary*, *interplanar teleport*, *planar tether*; **4th** *translocate* (at will); **Cantrips (9th)** *light*; **Constant (8th)** *truesight*, *truespeech*, *veil of privacy*
Calcifying Cloud ❖ (divine, incapacitation) **Requirements** The kadamel hit with a stone axe Strike during its most recent action; **Effect** The kadamel's axe explodes into calcifying powder. The creature the axe hit and each non-archon creature in a 5-foot emanation must succeed at a DC 38 Fortitude save or become slowed 1 for 1 minute. If the creature was already slowed by one of the kadamel's abilities, a failed save causes it to be petrified permanently.
Guardian Glyph ❖ (concentrate) **Frequency** once per day; **Effect** The kadamel alters the inscriptions on their body to store an 8th-rank spell, choosing from *divine decree*, *divine immolation*, *divine wrath*, or *planar seal*. While storing the spell, the kadamel chooses an area they're guarding, typically a room containing a planar portal. When an intruder enters the area, the spell is cast automatically and expended. If the spell is targeted, it targets the triggering creature, and if it has an area, the area is centered on the triggering creature. Noticing the glyph requires a successful DC 38 Perception check. The glyph has an unlimited duration and ends if the kadamel uses this ability again or Dismisses the glyph.
Re-Arm ❖ (divine) The kadamel forms a new stone axe or stone shield in a free hand.
Statue ❖ (concentrate) Until the next time they act, the kadamel appears to be a statue. They have an automatic result of 50 on Deception checks and DCs to pass as a statue. While remaining motionless in this way, the kadamel has fast healing 20.

ORDER AND PRESERVATION

Though it's part of archons' core identity, the order of the cosmos isn't treated as inviolable dogma. Archons consider the philosophy behind their laws and the value of enforcing them. Though they remain aligned in purpose, archons often debate the laws and their roles within the celestial machinery. A frequent argument asserts that one of the great goods of preserving order is protecting the fruits of creation from entropy and the forces of destruction. Archons appreciate aesthetics and the beautiful things mortals create. What fiends might see destroyed or controlled, archons fight to preserve.


KADAMEL



Children of Oblivion

Legends of argorths' creation speak of Malcachavka, a dibrasgorth (page 104) favored of Lamashtu who was unleashed against a city of mortals. Even after every inhabitant was slain and every building razed, Malcachavka continued to rage, chewing and biting her own flesh. Six of her tentacles were severed in the thrashing, each of which continued to writhe of their own accord. In their mindless frenzy and by Lamashtu's blessing, they grew their own maws and legs, becoming the very first argorths.

Argorth

An argorth is a huge, worm-like creature with three massive spiked mandibles surrounding its gnashing maw. It moves atop a series of hook-shaped bones protruding from its underbelly, supplemented by an occasional push with the back half of its 30-foot length. The mindless, eyeless argorth knows nothing but rage and destruction, making it more like a natural disaster than any known beast of the natural world.

Argorths are the incomprehensible spawn of dibrasgorths (page 104). They slough off fully formed from the parent creature's mass of tentacles, though scholars and sages don't know exactly when or why this process occurs. The study of such aberrations is hindered by their incredibly violent nature; not many can escape the fury of an argorth, let alone a molting dibrasgorth. Once birthed, an argorth immediately engages in the wanton destruction of everything around it. Though it has no eyes, both its ability to instinctively sense creatures with pumping blood as well as the thousands of tiny coarse hairs covering its body allowing it to "smell" the air around it ensure that nothing escapes its rampage.

Argorth — Creature 11

HUGE | ABERRATION | MINDLESS

Perception +18; bloodsense (precise) 120 feet, no vision, scent (imprecise) 60 feet
Skills Acrobatics +21, Athletics +23
Str +7, **Dex** +3, **Con** +5, **Int** –5, **Wis** +1, **Cha** –1
Bloodsense The argorth can detect any creature that has a heartbeat, such as most humanoids, or any creature that's consumed blood within 1 week, such as a vampire.

AC 30; **Fort** +24, **Ref** +21, **Will** +18
HP 200; **Immunities** mental, visual; **Resistances** acid 10, cold 10
Death Slam ↷ **Trigger** The argorth is reduced to 0 Hit Points; **Effect** Before it's knocked out, the argorth makes a tail Strike against a random creature within reach.

Speed 30 feet, burrow 20 feet, climb 20 feet, swim 30 feet
Melee ❖ jaws +24 (magical, reach 10 feet), **Damage** 2d10+13 piercing plus Improved Grab (page 361)
Melee ❖ tail +24 (magical, reach 10 feet), **Damage** 2d8+13 bludgeoning plus Improved Grab (page 361)
Constrict ❖ The argorth can only Constrict creatures grabbed by its tail. 2d8+7 bludgeoning, DC 27 (page 360)
Ground Pound ❖❖ The argorth rears up its massive bulk and slams it downward with incredible force. Each creature in a 10-foot emanation takes 5d8 bludgeoning damage (DC 27 basic Reflex save). A creature who critically fails this save is also knocked prone.
Swallow Whole ❖ (attack) Large, 2d8+7 bludgeoning, Rupture 24 (page 362)
Unnatural Shriek ❖❖ (auditory, emotion, fear, mental) The argorth emits a terrible howl not of the mortal world. Each non-aberration creature within 120 feet must attempt a DC 30 Will save. Regardless of the result, a creature is temporarily immune to the argorth's Unnatural Shriek for 24 hours.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is stupefied 1 for 1 minute and frightened 2.
Critical Failure The creature is stupefied 2 for 1 minute and frightened 3.



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Assault Alloy

While Laudinmio, Sovereign of Alchemy, slumbers on the Plane of Metal, their most curious students have spread throughout the Universe to conduct ever more daring alchemical experiments. Known as assault alloys, these impish elementals have grown bored and jaded of humanoids' hoarding impulses, especially in such bland uniformity. Don't they know that metal's greatest strength is in its diversity?

ASSAULT ALLOY — CREATURE 13

SMALL ELEMENTAL METAL

Perception +26; darkvision

Languages Common, Talican

Skills Arcana +27, Athletics +23, Crafting +23 (+27 with metal objects), Metal Lore +29, Plane of Metal Lore +29, Stealth +22 (+26 in metallic environments), Thievery +24

Str +4, **Dex** +7, **Con** +5, **Int** +8, **Wis** +6, **Cha** +4

AC 31; **Fort** +20, **Ref** +26, **Will** +23

HP 240; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 10

Metal Manipulation (aura, metal) 30 feet. An assault alloy has control over all unattended metal within the emanation and can use any of this metal as the origin point for their metal needle ranged Strikes.

Instinctive Alloy ↻ **Trigger** The assault alloy is hit by an attack with a metal weapon or metal spell or effect; **Effect** The physical damage from the triggering weapon, spell, or effect instead restores the assault alloy's Hit Points as they seamlessly incorporate some of the metal used into their body. If already at full Hit Points, the assault alloy gains temporary Hit Points that last for 1 round instead. If a metal weapon triggers this, the weapon's die size decreases by one step to a minimum die size of d4 for 1 minute, and that weapon can't trigger Instinctive Alloy again during this time.

Speed 30 feet

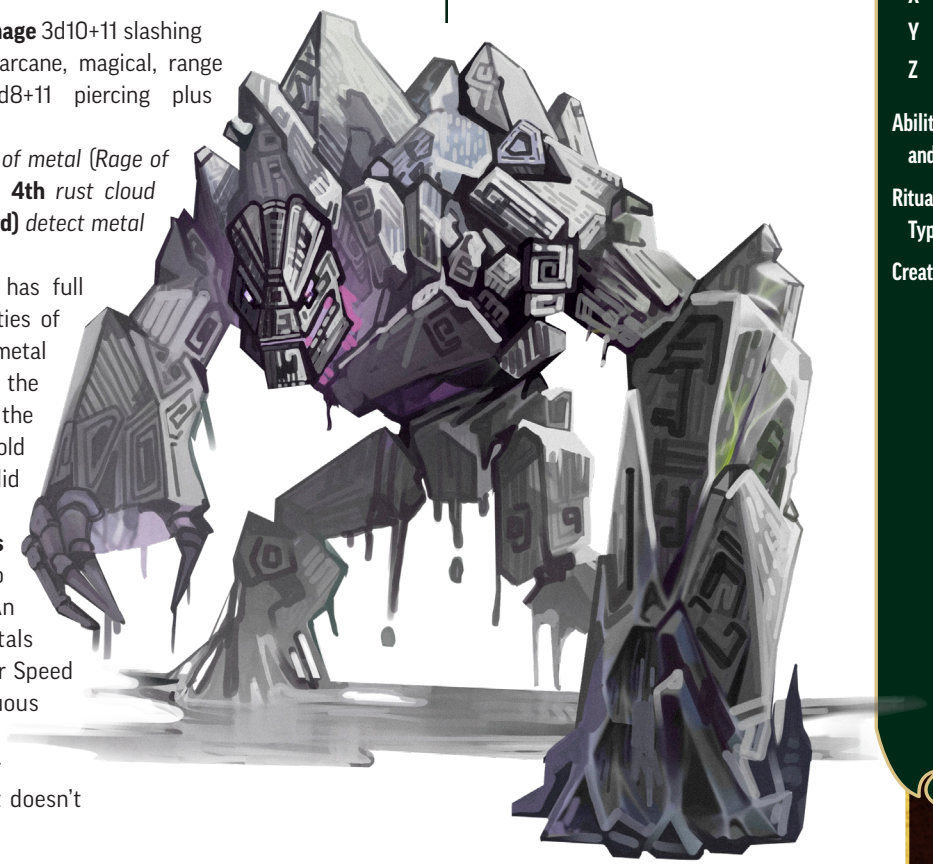
Melee ❖ claw +27 (agile, finesse), **Damage** 3d10+11 slashing

Ranged ❖ metal needle +27 (agile, arcane, magical, range increment 60 feet), **Damage** 3d8+11 piercing plus idle transmutation

Arcane Innate Spells DC 33; **6th** *wall of metal* (*Rage of Elements* 145); **5th** *impaling spike*; **4th** *rust cloud* (*Rage of Elements* 145); **Cantrips (3rd)** *detect metal* (*Rage of Elements* 142)

Idle Transmutation An assault alloy has full alchemical control over the properties of their metal. Each time they make a metal needle Strike or Cast a Spell with the metal trait, they choose whether the metal they use is adamantine, cold iron, dawnsilver, or any other solid precious metal.

Metal Blink ❖ (move) **Requirements** The assault alloy is adjacent to metal of at least 1 bulk; **Effect** An assault alloy can liquefy the metals of their body and travel up to their Speed through spaces with contiguous metal, even if it's not uniformly connected (as in a scrap heap or a pile of treasure). This movement doesn't trigger reactions.



THE HOARDER'S SCOURGE

Assault alloys are constantly in search of ever greater sources of metal to use in their experiments. Bankers, armorers, smiths, scrap dealers, and even dragons are all wary of an assault alloy settling in among their assets. They often handsomely pay any adventurers capable of rooting out the dangerous pests.



Asura Realms

Asuras command vast empires in the corners of Hell. While their realms are tiny compared to the massive hierarchy of Asmodeus and devilkind, they exist in a tacit agreement of coexistence with their diabolic neighbors

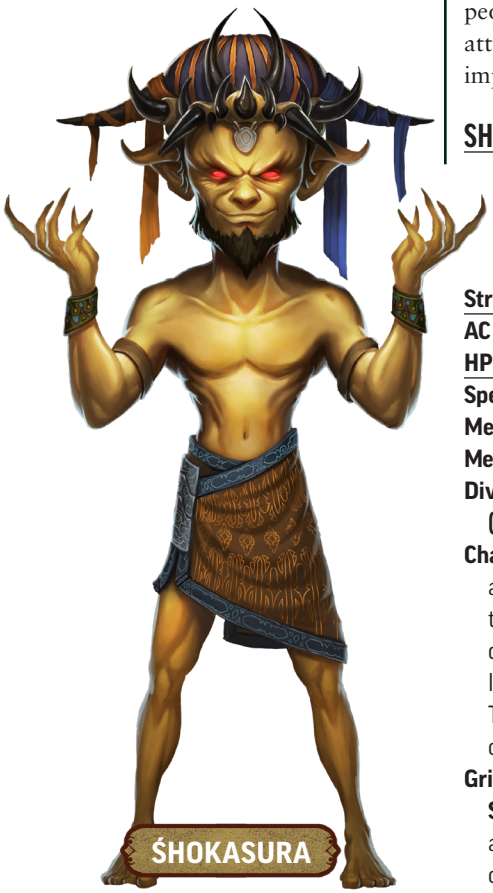
Asura

Asuras claim to recall a time before anything existed, a time of perfect simplicity, peace, and innocence. The act of creation was also one of unfathomable tragedy, as it brought forth a corrupted multiverse filled with suffering and broken promises. As such, asura are unmoving bastions of an uncomfortable truth: existence is flawed, irredeemably cruel, and must be destroyed. While other creatures ignorantly accept the reality that has been thrust upon them or seek mastery over their imperfect circumstances, asuras work to undo this horrific injustice. They reject all consolation, happiness, pride, pleasure, and love in their mission, for these things are born from what they seek to unmake. Even power is only useful as a tool to bring about the dissolution of everyone and everything.

Despite their overarching goal, asuras aren't necessarily belligerent toward any denizens of the mortal Universe they encounter. They're not nihilistic, though many mistake them as such—asuras believe strongly in virtue, as it's virtue that drives them forward in their terrible task. Some will perform righteous deeds even as they plan to ultimately obliterate the beneficiaries of their charity, and many mortals consider them divine protectors worthy of worship.

Shokasura

Shokasuras are tragic, wretched beings, broken by their despair at the cruel truths of reality. Many were not originally asuras but instead began as other spiritual beings who realized all of their efforts only served to propagate an unjust and unsalvageable existence. Not yet willing to admit how deep the rot lies and not yet willing to commit themselves to unmaking all they once held dear, shokasuras instead constantly test mortals and force them to prove themselves, desperately trying to assuage themselves that there are people and things still worth saving within their present circumstances. These attempts inevitably lead to disaster, as mortals either fail the shokasura's impossible expectations, or the shokasura tests their chosen mortal to ruin.



SHOKASURA **CREATURE 1**

SMALL ASURA SPIRIT UNHOLY

Perception +8; darkvision

Languages Common, Diabolic; telepathy (touch; page 362)

Skills Acrobatics +7, Deception +9, Performance +7, Religion +7, Stealth +7

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

AC 16; **Fort** +4, **Ref** +9, **Will** +7

HP 22; **Immunities** curses; **Weaknesses** holy 2

Speed 25 feet, climb 15 feet

Melee ❖ claw +9 (agile, finesse, unholy), **Damage** 1d8 slashing and 1 spirit

Melee ❖ thorn +9 (agile, unholy), **Damage** 1d8 piercing plus grieving venom and 1 spirit

Divine Innate Spells DC 17; **2nd** *charm*, *stupefy*; **Cantrips (1st)** *read aura*; **Constant (3rd)** *veil of privacy* (self only)

Change Shape ❖ (concentrate, divine, polymorph) The shokasura takes on the appearance of a Small humanoid. This doesn't change the shokasura's Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning). The asura typically loses their thorn Strike unless the humanoid form has a similar unarmed attack. This alternate form has a specific, persistent appearance, which the shokasura can change by performing a 1-hour ritual.

Grieving Venom (poison) **Saving Throw** DC 17 Will; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage, and enfeebled 2 (1 round); **Stage 3** 1d4 poison damage, slowed 1, and the creature cannot use reactions (1 round)

Hārakasura

Hārakasuras appear as two figures that are intrinsically intertwined, moving in complete tandem. In truth, they're a single being with a split heart and split wills, switching between virtue and god-defying ruin. Hārakasuras are above all beings of kindness and charity, yet every kind deed they seek to do only emphasizes the broken nature of the world—for if all were given what they needed, charity would never be required. Hārakasuras thus dub themselves as thieves and plunderers, stealing from one corner of the world to give to another, torn between their loyalty toward helping people and their despair at a horrific existence where people cannot survive without their help.

HĀRAKASURA CREATURE 7

MEDIUM ASURA SPIRIT UNHOLY

Perception +15; darkvision
Languages Common, Diabolic; telepathy 30 feet (page 362)
Skills Acrobatics +15, Athletics +19, Intimidation +15, Performance +15, Religion +15, Stealth +15
Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +2, **Cha** +4
Items kukri (4)

AC 25, all-around vision (page 360); **Fort** +15, **Ref** +17, **Will** +13
HP 130; **Immunities** curses; **Weaknesses** holy 5 (see glorious visage)
Dual Mind ↻ **Trigger** The hārakasura fails a saving throw against a mental effect; **Effect** The hārakasura shunts the effect into one of their minds, rendering them temporarily insensible. They change their result to a success, but one of their bodies hangs limply until the end of their next turn. During this time, the hārakasura is clumsy 2; takes a –10-foot circumstance penalty to their Speed; and can't use Dual Mind, Dance of Destruction, or Reactive Strike.
Reactive Strike ↻ (page 361) The hārakasura gains an additional reaction at the beginning of each of their turns that they can use only for a Reactive Strike.

Speed 40 feet
Melee ❖ kukri +18 (agile, trip, unholy), **Damage** 1d6+9 slashing plus 2d6 persistent bleed and 1d4 spirit
Melee ❖ claw +18 (agile, unholy), **Damage** 1d6+9 slashing and 1d4 spirit
Dance of Destruction ❖ **Requirements** The hārakasura's last action was a Strike that dealt damage; **Effect** The hārakasura Strides up to 10 feet and Strikes.
Glorious Visage ❖ The asura sanctifies themselves as either holy or unholy, gaining the trait corresponding to their choice and losing the opposing trait; their strikes, spells, and abilities also gain the trait corresponding to their choice. The asura also gains weakness 5 to the opposing sanctification and loses any weakness to its chosen sanctification. The choice is permanent until the asura uses this ability to change their sanctification.
Wound Thief ❖ (divine) The hārakasura touches an adjacent creature that is taking persistent bleed damage. If the hārakasura has the holy trait, it ends the persistent bleed effect immediately and restores 2d6 Hit Points to the target; this is a healing and vitality effect. If the hārakasura has the unholy trait, it causes the target to immediately take damage equal to its persistent bleed value, and the hārakasura gains temporary Hit Points equal to the damage taken until the start of its next turn.

Garadasura

Garadasuras are massive ophidian spirits who hold to duties of guardianship and butchery. Many are former naga who have given up on

ASURA RECRUITS

Many asuras were formerly rakshasas or yakshas, swayed to the asuras' cause and transformed as a result of their broken vows or failed duties. Residents of the Outer Planes are far less likely to be swayed but can sometimes become asuras as well—celestials when they lose faith in the system they once supported and fiends drawn in by the promise that they were judged, damned, and condemned by a flawed system.



HĀRAKASURA

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ASURA RANAS

The mightiest asuras are demigods in their own right, and despite knowing their divine power is forged from a corrupted lie, they do not eschew worship. Gaining the might of divinity offers the power to unmake reality, and the adoration of followers allows asura ranas to reveal the faults of existence to mortals.

their role of stewards of reality and instead turned their efforts to reversing the act of creation. Garadasuras often continue the duties they had as naga but can also turn destructive, rampaging with the force of an entire poisonous legion.

GARADASURA CREATURE 11

HUGE ASURA SPIRIT UNHOLY

Perception +21; darkvision

Languages Common, Diabolic; telepathy 60 feet (page 362)

Skills Acrobatics +21, Athletics, +23, Intimidation +21, Performance +21, Religion +21, Stealth +23

Str +6, **Dex** +3, **Con** +6, **Int** +0, **Wis** +2, **Cha** +4

Items *+1 striking scimitar* (2), breastplate

AC 30; **Fort** +24, **Ref** +20, **Will** +19

HP 200, fast healing 5; **Immunities** curses, disease, poison; **Weaknesses** holy 10

Encircling Aura (aura, divine, mental) 50 feet. A garadasura exudes a 50-foot aura whenever it remains motionless for at least 1 round. If the garadasura has the holy trait, all allied creatures within the area gain a +1 status bonus to AC and saving throws. If the garadasura has the unholy trait, all unallied creatures that enter this area must succeed at a DC 30 Will save or spend their next action to move toward the garadasura's location. If the garadasura moves, the effect ends for all currently affected creatures.

Reactive Strike ↻ (page 361)

Speed 40 feet, swim 30 feet

Melee ❖ *scimitar* +24 (forceful, magical, sweep, unholy), **Damage** 2d6+9 slashing plus 2d6 persistent poison and 1d6 spirit

Melee ❖ fangs +24 (agile, unholy), **Damage** 2d6+9 piercing plus butchering venom and 1d6 spirit

Melee ❖ tail +24 (agile, reach 15 feet, unholy), **Damage** 2d6+9 bludgeoning plus 1d6 spirit and Grab (page 361)

Ranged ❖ venom spit +28 (agile, range 60 feet), **Damage** 2d6+6 poison plus butchering venom

Butchering Venom (incapacitation, poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and slowed 1 (1 round); **Stage 2** 4d6 poison damage and slowed 2 (1 round); **Stage 3** 6d6 damage and paralyzed for 1 hour

Constrict ❖ 2d6+7 bludgeoning, DC 30 (page 360)

Glorious Visage ❖ As hārakasura, except the weakness value is 10.

Slither ❖ The garadasura Strides or Swims up to half its Speed, pulling any creatures it has grabbed with it.

Swallow Whole ❖ (attack) Large, 2d10+9 bludgeoning, **Rupture** 30 (page 362)



GARADASURA

Bikkhasura

Asura who have been forcibly reincarnated across countless lifetimes, bikkhasuras have grown to nearly godlike levels of power.

BIKKHASURA CREATURE 20

HUGE ASURA SPIRIT UNHOLY

Perception +36; darkvision, scent (imprecise) 60 feet, *truesight*

Languages Common, Diabolic; telepathy 100 feet (page 362), *truespeech*

Skills Acrobatics +33, Athletics, +38, Diplomacy +36, Intimidation +34, Performance +34, Religion +35, Stealth +33

Str +10, **Dex** +7, **Con** +10, **Int** +7, **Wis** +7, **Cha** +8

AC 44, all-around vision (page 360); **Fort** +35, **Ref** +32, **Will** +32; +2 status to all saves vs. mental
HP 380, regeneration 20 (deactivated by holy); **Immunities** curses, disease, illusions, poison, polymorph; **Weaknesses** holy 15
Inescapable Aura (aura, divine) 30 feet. Creatures cannot teleport into or out of the bikkhasura's aura. Creatures attempting to teleport into the aura instead teleport to the nearest edge of the aura. Any attempts to teleport out of the aura are automatically disrupted.
Reactive Strike ↻ (page 361) The bikkhasura gains 5 additional reactions at the beginning of each of their turns that they can use only for a Reactive Strike.

Speed 40 feet, climb 40 feet, fly 40 feet, swim 40 feet
Melee ❖ *spirit blade* +37 (magical, reach 15 feet, unholy, versatile P), **Damage** 4d6+15 slashing and 4d6 spirit
Melee ❖ jaws +37 (magical, unholy), **Damage** 4d10+15 piercing plus 4d6 persistent poison and Improved Grab (page 361)
Melee ❖ claw +35 (agile, magical, unholy), **Damage** 4d8+15 slashing plus curse of wisdom and 1d6 spirit
Divine Innate Spells DC 44; **10th** *freeze time*; **9th** *harm*, *heal*, *implosion*, *metamorphosis*, *wails of the damned*; **8th** *cursed metamorphosis*, *dispel magic* (×3), *unfettered movement* (×3), *weapon storm*; **5th** *planar tether*, *translocate* (at will), *wave of despair* (at will); **Constant (10th)** *truesight*
Bladestorm ❖❖ **Requirements** The bikkhasura is holding six spirit blades; **Effect** The bikkhasura makes up to six spirit blade Strikes, each against a different target. These attacks count toward the bikkhasura's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.
Curse of Wisdom (curse) **Saving Throw** DC 42 Will; **Stage 1** 12d6 mental damage and target cannot use reactions (1 round); **Stage 2** 14d6 mental damage and the target is slowed 2 (1 round); **Stage 3** 15d6 mental damage and target is paralyzed (1 round)
Direct Spirit Blades ❖❖ **Requirements** The bikkhasura has their spirit blades; **Effect** The bikkhasura directs one of its spirit blades to attack a target up to a distance of 50 feet away. Once a bikkhasura directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the bikkhasura's turn until directed otherwise by the bikkhasura and as long as the foe remains within 50 feet of the bikkhasura. These weapons attack using the same statistics as the bikkhasura's spirit blade Strike and use the bikkhasura's multiple attack penalty. Any blades that are not within 50 feet of the bikkhasura at the end of its turn vanish.
Glorious Visage ❖ As hārakasura, except the weakness value is 15.
Horrific Glimpse ◈ **Frequency** once per round; **Trigger** The bikkhasura uses Glorious Visage; **Effect** The bikkhasura explodes with spiritual energy, dealing 9d6 spirit damage to all creatures within 30 feet. This ability has the holy trait if the bikkhasura has the holy trait and the unholy trait when the bikkhasura has the unholy trait.
Spirit Blades ❖ **Frequency** once per hour; **Effect** The bikkhasura summons six blades made out of spiritual energy. The blades either appear in the bikkhasura's hands or float next to the bikkhasura until the asura directs one or spends an Interact action to grab it. The spirit blades can be dispelled with a successful counteract check (counteract rank 10, counteract DC 42). A successful counteract dispels all blades, even if some have been directed away from the bikkhasura.

GERYON

A former asura rana, Geryon joined the ranks of Hell, betraying his asura brethren to prove his loyalty to Asmodeus. Yet some believe that this was simply a ploy for Geryon to draw closer to true divinity, to gain the power necessary to unravel reality—including all of Hell's works.



BIKKHASURA

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Mysterious Antiheroes

Atrixyls disguise themselves as humanoids to help avoid attention and gather information discreetly about *runewells*. While many atrixyls remain aloof from society, some find themselves in the unlikely roles of antiheroes who protect those same humanoids from sinspawn and fleshwarpers alike.

Atrixyl

Very rarely, when sinspawn (*Monster Core* 310) sacrifice sentient beings to *runewells* (*Monster Core* 310), instead of sinspawn, an altogether different sort of aberration is created. Atrixyls are insectile humanoid warriors, whose powers are similar to yet stronger than ordinary sinspawn, and who are dedicated to destroying *runewells* and similar fleshwarping artifacts. Some atrixyls seek to destroy *runewells* due to an imprinting of pain and suffering that occurs during their creation, seeking to prevent future suffering from *runewells*. Others seek to break a *runewell* and tap into its magical energies to gain personal power. This relentless mission has earned them the epithet "runebreakers," and brings them into conflict with the sinspawn whose existences depend upon these *runewells*.

Atrixyls traverse Golarion's ruined wastelands in search of both ancient *runewells* and more contemporary fleshwarping facilities

Atrixyl — Creature 11

RARE MEDIUM ABERRATION

Perception +22; darkvision; true sin scent (precise) 60 feet

Languages Aklo, Common, Draconic, Elven, Sakvroth, Thassilonian

Skills Acrobatics +22, Arcana +20, Athletics +22, Deception +18, Diplomacy +18, Intimidation +20, Occultism +20, Sinspawn Lore +20, Stealth +22, Survival +16 (+20 when Tracking aberrations), Thassilon Lore +20

Str +7, **Dex** +5, **Con** +4, **Int** +3, **Wis** +1, **Cha** +3

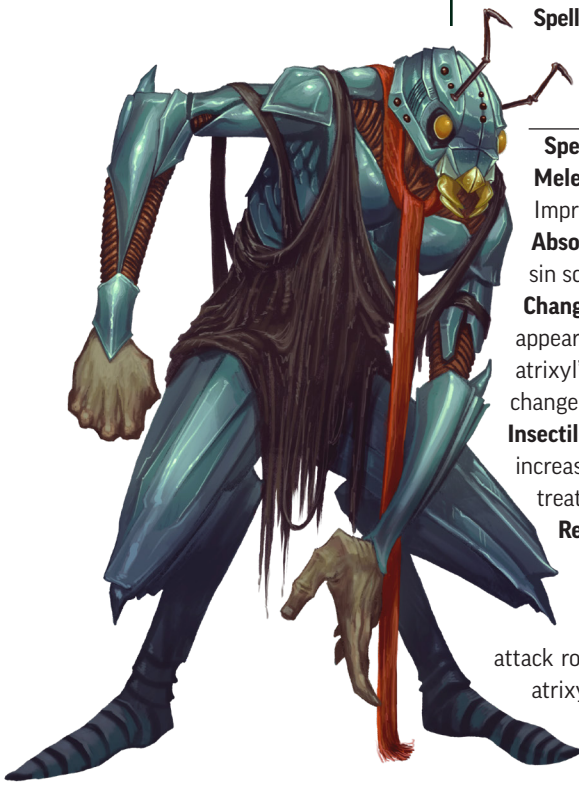
True Sin Scent An atrixyl can smell creatures that reflect or generally revel in any of the seven sins as defined by the ancient empire of Thassilon (envy, gluttony, greed, lust, pride, sloth, and wrath) within 60 feet as a precise sense and can also distinguish between different sins and creatures. These typically include sinspawn and certain demons, though the GM ultimately determines which creatures are appropriately sinful.

AC 31; **Fort** +24, **Ref** +21, **Will** +18; +1 status to saves vs. magic

HP 190; **Immunities** controlled; **Weaknesses** acid 10; **Resistances** mental 10

Reactive Strike ↻ (page 361)

Spell Break ↻ **Trigger** The atrixyl critically succeeds on a saving throw; **Effect** The atrixyl shatters the portion of magic that would affect them and uses it to empower themself. The atrixyl gains temporary Hit Points equal to twice the triggering spell's rank and a +4 status bonus to damage rolls for 1 round.



Speed 30 feet, climb 30 feet

Melee ◆ fist +23 (agile, magical), **Damage** 2d12+10 bludgeoning plus Improved Push (page 361)

Absorb Sin ◆ **Trigger** The atrixyl reduces a creature it can smell with its true sin scent to 0 Hit Points; **Effect** The atrixyl regains 6d6 Hit Points.

Change Shape ◆ (arcane, concentrate, polymorph) The atrixyl takes on the appearance of any Medium humanoid (page 360). This doesn't change the atrixyl's Speed or their attack and damage modifiers with their Strikes but might change the damage type their Strikes deal.

Insectile Agility When the atrixyl Leaps, High Jumps, or Long Jumps, they can increase horizontal and vertical distances traveled by up to 10 feet. They also treat falls as 50 feet shorter.

Resonating Kick ◆◆ (arcane) The atrixyl makes a fist Strike. If the target is an aberration or is capable of casting spells from the arcane tradition, this attack deals an additional 2d12 force damage.

Roundhouse Smash ◆◆ The atrixyl makes a fist Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the atrixyl's melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. This counts as two attacks for the atrixyl's multiple attack penalty.

Attic Whisperer

Beware the haunting sobs of the attic whisperer, for they carry the pained wrath of an abandoned child who perished due to the neglect or absence of their caretakers. Animated by loneliness, the embittered spirit binds itself to the material world in a body made of bits and oddments of a lost childhood. To give themselves the semblance of a head, they top their patchwork bodies with a small animal's skull.

Attic whisperers most frequently lurk in old infirmaries, orphanages, and other such institutions where children were forgotten, and they lay dormant for decades in hopes they might one day find a playmate to ease their eternal loneliness. When they sense the living, attic whisperers attempt to lure them into their clutches by calling out to them using the voice of a small child. Though attic whisperers intend only to play with those they encounter, they drain the breath and voice from living creatures as their worst impulses take over.

Attic Whisperer — Creature 4

SMALL UNDEAD UNHOLY

Perception +10; darkvision
Languages Common, Necril
Skills Deception +11, Society +10, Stealth +13
Str +0, **Dex** +5, **Con** +0, **Int** +2, **Wis** +4, **Cha** +3

AC 21; **Fort** +8, **Ref** +13, **Will** +12
HP 60, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

Aura of Sobs (auditory, aura, emotion, mental, occult) 10 feet. An attic whisperer enshrouds itself in a tapestry of stolen voices. Each living creature that enters or starts their turn in the aura must succeed at a DC 19 Will save or the unnerving, bitter sobs render them distraught and they become stupefied 1 for as long as they remain within the aura. A creature that succeeds is temporarily immune for 1 hour. The attic whisperer can activate or deactivate the aura with a single action, which has the concentrate trait.

Whispered Despair ↷ **Trigger** A creature with an active emotion effect enters an attic whisperer's aura of sobs; **Effect** The attic whisperer attempts to counteract the emotion effect, with a counteract modifier of +13.

Speed 20 feet
Melee ❖ jaws +14 (agile, finesse), **Damage** 2d8 piercing plus steal breath
Melee ❖ bony hand (agile) +12, **Damage** 2d10 void plus steal voice

Steal Breath (curse, incapacitation, occult) The attic whisperer siphons the breath from living creatures, sapping their strength. A living creature hit by a jaws Strike must attempt a DC 21 Fortitude save.
Critical Success The target is unaffected.
Success The target is enfeebled 1 for 1 round.
Failure The target is enfeebled 1 for 24 hours and fatigued.
Critical Failure The target is enfeebled 1 for 24 hours, fatigued, and falls unconscious.

Steal Voice (curse, occult) When an attic whisperer hits a living creature with a bony hand Strike, it tries to pull the victim's voice into its aura. The victim must attempt a DC 21 Will save.
Critical Success The target is unaffected.
Success The target's voice is weak for 1 minute. Anytime it attempts to Cast a Spell or use an action that has the auditory trait, it must succeed at a DC 5 flat check or the action is lost.
Failure The target loses the ability to speak for 1 hour, until the curse is removed, or until the attic whisperer is destroyed, whichever comes first. During this time, the attic whisperer can perfectly mimic the target's voice, and the target takes a –2 circumstance penalty to saving throws against that attic whisperer's aura of sobs.
Critical Failure As failure, but the effects last until the attic whisperer is destroyed or the curse is removed.

Varisian Nursery Rhyme

Is the attic whispering?
Are we safe below?
Do you think he's listening?
Is that his shadow?

Do you hear him waking,
Up above the stairs?
Do you hear him weeping?
Is he really there?

Can you say "I'm speaking?"
Are you saying naught?
Is it you who's weeping?
Is it you he's caught?



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The Artificer Conclave

The artificers who designed the automatons are still around—no fools, they built bodies for themselves as well, masterful automatons meant to survive the passing of their world. Their names echo through the margins of history to this day: Enoh of the Seven, the Impostor Inperantike, the Alkahest Sage, and more.

Automaton

Automatons are magical constructs that house the soul and mind of a person. Making use of magical techniques now mostly lost to time, ancient artisans created mechanical bodies powered by magical cores with the potential for a limitless lifetime. Most automatons were created millennia ago but remain alive and active thanks to their nigh immortal bodies and unlimited power supplies.

The first automatons were born in the time of the ancient Jistka Imperium. The empire was in the midst of a war and used their magical prowess to create powerful constructs to serve as soldiers. Eventually, the great artificers of Jistka mastered the final technique needed to create automatons: the transmigration of souls. They learned how to pry a mortal's mind and soul from their nest of organ and sinew, to be replanted into gleaming cylinders of metal and crystal. These cylinders could then be implanted into bodies of arcane construction, perfect and implacable—automatons.

After the war, the remaining automatons, left without a home or a means to achieve their own deaths, scattered to the winds. Some wandered the world searching for a purpose, while others simply vanished, and yet others found their faculties degrading after centuries alone. Reports of automatons crop up occasionally throughout history, most of them detailing an construct's arrival in battle to join combat, only for the automaton to vanish after the battle is over.

In modern day, artisans have been able to recreate most of the necessary techniques for fabricating new automatons. This process remains imperfect, though, and creating automatons in mass quantities remains unachievable. Regardless, the nation of Eihlona in southern Garund continues their automaton studies, and the nation of Nex now seeks to learn these techniques as well.

Stalker Automaton

Stalker automatons house the minds of skilled hunters, scouts, and assassins in bodies patterned after the great hunters of the natural world. Stalkers generally have the shape of wolves, large cats, and other predatory creatures. The ancient artificers improved upon their natural abilities, adding in specialized systems of arcane camouflage and movement. Surviving stalkers still pride themselves as hunters without peer, even as they've adapted to their animalistic forms.

STALKER AUTOMATON **CREATURE 5**

RARE MEDIUM AUTOMATON CONSTRUCT

Perception +15; darkvision

Languages Common, one other language the stalker knew in life (usually Jistkan); telepathy 60 feet (page 362)

Skills Acrobatics +12, Athletics +11, Stealth +14, Survival +13

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

Adaptive Camouflage The stalker's magically treated metal frame constantly shifts and changes to match their surroundings. The stalker does not need cover or concealment to Hide.

AC 21; **Fort** +10, **Ref** +14, **Will** +13

HP 65; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Resistances** physical 5 (except adamantine)

Speed 30 feet, climb 20 feet

Melee ❖ jaws +15, **Damage** 2d10+6 piercing

Melee ❖ claw +15 (agile), **Damage** 2d6+6 slashing

Arcane Innate Spells DC 20; **4th** *translocate* (at will)

Astral Blink ❖ (concentrate, manipulate, teleportation) **Frequency** once per round; **Effect** The stalker steps sideways into the astral realm, reappearing nearby. The stalker teleports to an unoccupied space within 15 feet that they can see.



STALKER AUTOMATON

Astral Pounce ◆◆ **Requirements** The stalker hasn't used Astral Blink this round; **Effect** The stalker Astral Blinks or Strides and makes a Strike at the end of that movement. If the stalker began this action hidden, it remains hidden until after this ability's Strike. The stalker then Astral Blinks or Strides again, whichever it did not already do.

Sneak Attack The stalker deals an additional 1d6 precision damage to off-guard creatures.

Champion Automaton

The artificers of Jistka crafted warrior automatons to fight on the front lines of their armies, and in this goal they succeeded admirably. Brutal, effective combatants, champion automatons contain the souls of the best of the Imperium's armies, its most dedicated soldiers and respected officers, all rendered deadlier than ever before in their bodies of metal and magic.

CHAMPION AUTOMATON — CREATURE 10

RARE LARGE AUTOMATON CONSTRUCT

Perception +18; darkvision

Languages Common, one other language the champion knew in life (usually Jistkan); telepathy 60 feet (page 362)

Skills Athletics +22, Diplomacy +18, Intimidation +18, Warfare Lore +19

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

AC 29; **Fort** +21, **Ref** +19, **Will** +17

HP 170; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Resistances** physical 10 (except adamantine)

Speed 25 feet, climb 15 feet

Melee ◆ pincer +23 (magical), **Damage** 2d12+12 piercing plus Grab (page 361)

Ranged ◆ energy beam +23 (fire, magical, range 60 feet), **Damage** 2d10+10 fire

Arcane Slam ◆ (arcane) **Requirements** The champion has a creature grabbed; **Effect** The champion channels supernatural energy through its pincers, then slams its foe against the ground. The grabbed creature takes 3d6 bludgeoning and 3d6 fire damage, is knocked prone and must attempt a DC 29 Fortitude save. On a failure the target is enfeebled 1 (enfeebled 2 on a critical failure) from the force of the slam. At the end of the Arcane Slam, the grapple ends.

Spinning Toss ◆◆ **Frequency** once per round; **Requirements** The champion has a creature grabbed; **Effect** The champion spins on its axis, using the creature it's holding as an impromptu bludgeon before tossing it aside. The champion attempts an Athletics check against the grabbed creature's Fortitude DC.

Critical Success The champion flings its victim. The grapple ends. The grabbed creature is thrown into a space within 10 feet, takes 8d6 bludgeoning damage, and falls prone. All creatures adjacent to the champion take the same amount of bludgeoning damage (DC 29 basic Reflex save).

Success As critical success, except the grabbed creatures is thrown into a space within 5 feet, and creatures take 4d6 bludgeoning damage.

Failure The champion tosses its victim aside. The grapple ends. The grabbed creature falls prone.

Critical Failure The champion fumbles its grasp on its victim and the grapple ends.



CHAMPION AUTOMATON

AUTOMATON CORES

As impressive as their bodies are, the real marvel of automatons are their cores, which at once house their souls and provide an effectively eternal source of supernatural energy. One automaton's core can be placed into the body of another, though this isn't recommended, as the soul and mind of an automaton are spread across both their body and their core. Introducing a foreign core causes a clash of personalities, typically ending with one personality dominating the other.

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AZATA INTERCESSION

Azatas occasionally intercede in mortal affairs when obvious freedoms are at risk. Azatas are known to show up and aid mortals facing off against tyrants or other wicked beings. These moments of aid are brief, however, and azatas generally leave the moment an oppressor falls. The value of freedom is so important to azatas that they prefer to leave to avoid influencing a mortal in any direct way and thus infringe on a mortal's freedom.

Azata

Azatas are benevolent celestials native to the plane of Elysium. They value the ideals of freedom more than others, embodying these principles in their every action. Though other celestials often view them as flighty and whimsical, they're staunch defenders of those suffering under tyranny.

Yamah (Spelldrinker Azata)

Yamahs are devoted to protecting others from magic used for evil, particularly the kind that traps souls or controls a creature's free will. They relish taking a malevolent spellcaster's magic and turning it to virtuous purposes.

Yamahs often sport stern countenances but still enjoy moments of joy and whimsy like other azatas. In particular, they revel in lighthearted jokes and cheery songs when appropriate. Once they enter combat, however, their bright dispositions change to one of focus and determination. While fighting enemies of freedom, yamahs tend to attack from a distance, using their flight and ranged skills to harry foes. If a spellcaster is involved, yamahs move to the front line, attempting to intercede between their allies and the spellcaster's magic.

Lunar eclipses and other notable celestial events tend to draw yamahs to the Universe. These azatas appear more often during these events to aid the followers of deities with connections to such events, such as Desna and the empyreal lord Ashava. Tales among these faiths speak of yamahs who ally with worshippers in their endeavors against evil fiends. These stories inevitably end with the yamah departing after the task is complete, leaving the mortal worshipper without a word.



YAMAH (SPELLDRINKER AZATA) CREATURE 5

MEDIUM AZATA CELESTIAL HOLY

Perception +12; darkvision, *detect magic*

Languages Diabolic, Draconic, Empyrean; *truespeech*

Skills Acrobatics +13, Arcana +10, Deception +12, Diplomacy +12, Religion +13, Stealth +13

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

Items starknife, *forceful quartz bracelet* with 3 gems (2 charged)

AC 21; **Fort** +9, **Ref** +13, **Will** +13

HP 75; **Weaknesses** cold iron 5, unholy 5

Free Mind ↻ (mental) **Trigger** An ally of the yamah's attempts a saving throw against an effect that has the mental trait; **Effect** The ally's gains a +4 status bonus to the saving throw. If the ally rolls a success, they get a critical success instead.

Speed 25 feet, fly 70 feet

Melee ❖ *starknife* +15 (agile, deadly d6, finesse, holy, magical, thrown 20 feet, versatile S), **Damage** 2d4+8 piercing

Ranged ❖ *starknife* +15 (agile, deadly d6, finesse, holy, magical, thrown 20 feet, versatile S), **Damage** 2d4+8 piercing

Divine Innate Spells DC 21, attack +14; **3rd** *holy light, dispel magic*; **2nd** *heal* (×2), *invisibility*, *sure footing*; **Cantrips (3rd)** *divine lance*; **Constant (5th)** *detect magic*, *truespeech*

Crystallized Attack ◆ (divine, manipulate) **Requirements** The yamah has a charged gem on its *forceful quartz bracelet*; **Effect** The yamah channels the magic from an active gem, causing its starknife to glow with unnatural brightness. Their next starknife Strike before the end of their turn deals an extra 1d6 force damage and increases its thrown range to 60 feet. This drains one of their quartz gems.

Sneak Attack The yamah's Strikes deal an extra 1d6 precision damage to off-guard creatures.

Starstrike Any non-magical starknife becomes a *+1 striking returning weapon* while a yamah wields it.

Steal Magic ◆◆ (concentrate, divine) The yamah makes a melee spell attack against a creature under the effects of a spell; a yamah automatically succeeds with this attack against a willing creature. On a success, the yamah's divine touch attempts to counteract the spell (counteract rank 3, counteract modifier +16). A successful counteract siphons the magical energy into one of the gems on its *forceful quartz bracelet*, recharging it.

Raelis (Laureate Azata)

Formed from the souls of storytellers, these boisterous azatas roam the planes, seeking out ever more impressive stories to collect. They attempt to spread joy by sharing these tales and righting wrongs they encounter. Their constant search for tales brings raelises to the mortal Universe more often than other azatas.

A raelis is generally knowledgeable about trails and directions, as their journeys take them to a variety of different locales. Raelises prefer to avoid taking the same journey twice and will go out of their way to avoid doing so. After millennia of constant journeys, a raelis becomes a living atlas, something they take great pride in.

Raelises adore brawling and wrestling, and often travel in mortal guises so as not to unduly influence the events they chronicle. Their ability to travel discreetly among settlements make raelises excellent spies and discreet agents for gods with similar interests.

RAELIS (LAUREATE AZATA) CREATURE 11

LARGE AZATA CELESTIAL HOLY

Perception +21; darkvision

Languages Common, Diabolic, Draconic, Empyrean; *truespeech*

Skills Acrobatics +21, Arcana +19, Athletics +19, Deception +20, Occultism +19, Performance +22, Religion +20, Society +21, Stealth +19

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

AC 30; **Fort** +21, **Ref** +24, **Will** +18

HP 200; **Weaknesses** cold iron 10, unholy 10

Speed 40 feet, fly 80 feet

Melee ◆ fist +23 (agile, finesse, holy, magical), **Damage** 2d6+9 bludgeoning plus Improved Grab (page 361)

Divine Innate Spells DC 30, attack +22; **6th** *vibrant pattern*, *zealous conviction*; **5th** *illusory scene*, *temporary glyph* (*Secrets of Magic* 136), *translocate*; **4th** *outcast's curse*, *unfettered movement*; **3rd** *enthrall*, *heroism*, *lightning bolt*; **1st** *bless*; **Cantrips (6th)** *detect magic*, *divine lance*, *figment*, *haunting hymn* (*Player Core 2* 246), *read aura*, *telekinetic projectile*; **Constant (5th)** *truespeech*; **(4th)** *unfettered movement*, *veil of privacy*

Rituals DC 30; *rune trap* (doesn't require secondary casters)

Change Shape ◆ (concentrate, divine, polymorph) The raelis can take on the appearance of any Small or Medium humanoid, or any Medium or smaller animal (page 360). This doesn't change their Speed or their attack and damage bonuses with their Strikes, but might change the damage type their Strikes deal.

YAMAH BRACELETS

Each yamah wears a personalized bracelet, embedded with quartz gems that reflect the cosmos. These are empowered by unseen magic, recharging when the yamah has 8 hours of rest. These bracelets have a unique divine connection to their respective yamah, and the bracelets only function for that yamah. On occasion, a yamah will gift the bracelet to a mortal, more as a symbol of trust and a sign that the individual is protected than an attempt to share power.



RAELIS

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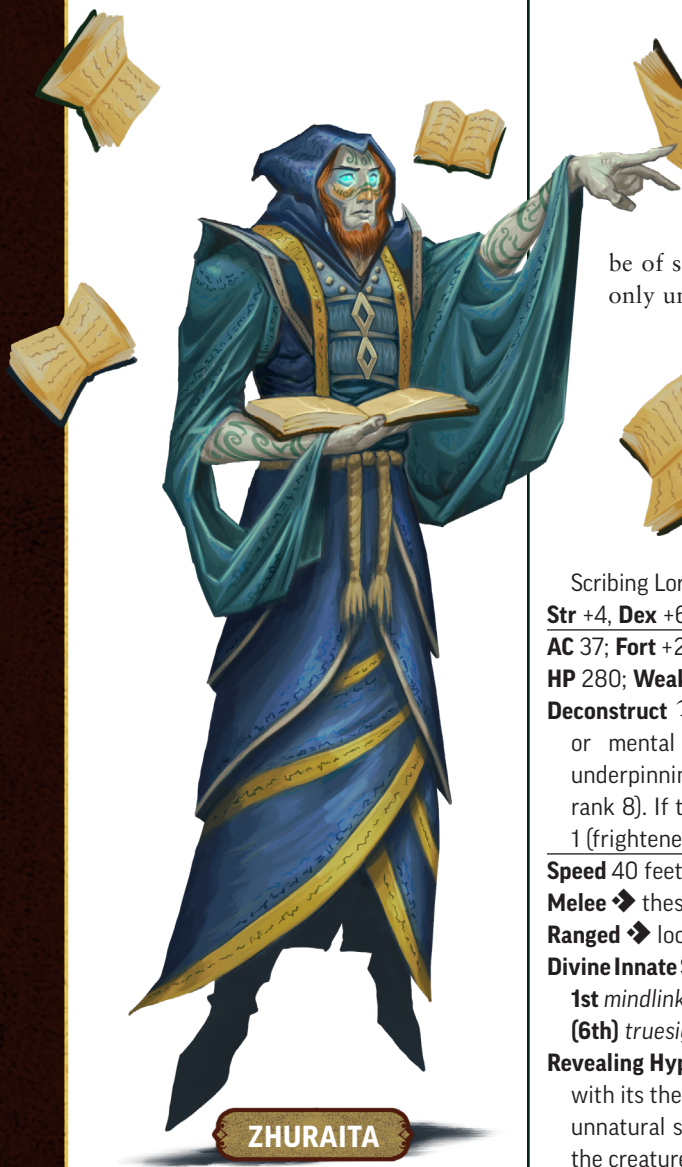
PRAYER TO THE ZHURAITA

Many a scholar have found themselves burning the last nub of their candle late into the night, the halls of learning echoing their words:

O holy Scholar, please recall to me this footnote's source;
Without its mislaid citation, my evidence will falter;
My professor will scorn my unfinished work;
Earning my thesis unjust failure.



Recount Epic ❖❖ (auditory, divine, mental) The raelis recounts a tale to inspire their allies to heroic feats. For the next minute, all allied creatures who heard the epic gain a +1 circumstance bonus to Acrobatics, Athletics, and Performance checks.

Siphon Scroll ❖❖ (divine) The raelis Casts a Spell from a scroll within 60 feet that they've read with Word Caller; this scroll must be divine. If this spell has the holy or vitality trait, they Cast it as one spell rank higher. This expends the scroll as normal.

Word Caller ❖ (concentrate, divine) The raelis senses the presence of words around them within 60 feet, reading up to 100 pages of nonmagical writing or automatically succeeding at a Recall Knowledge to identify 1 magical scroll.

Zhuraita (Scholar Azata)

Zhuraitas are dedicated to the freedom of academic and scientific inquiry, protecting the creativity and inventiveness of scholarly fields. Many good-hearted academics have breakthroughs due to a zhuraita's inspiration, notably with projects that have lasting positive impacts on others. Zhuraitas also travel to defend important centers of knowledge when they are in danger of destruction.

Zhuraitas despise those who would use research as a tool of oppression, and there are even rumors of them sabotaging such projects, hindering their completion. The azatas are known to sometimes hide away knowledge they believe to be harmful or dangerous. They don't outright destroy such knowledge, however, and instead choose to seal it away in places they can defend. On rare occasions, a zhuraita will recognize that such knowledge might actually be of some use for a trusted ally and share the information, though only under the zhuraita's supervision.

ZHURAITA (SCHOLAR AZATA) CREATURE 15

MEDIUM AZATA CELESTIAL HOLY

Perception +28; darkvision, *truesight*

Languages Common, Diabolic, Draconic, Empyrean; *truespeech*

Skills Academia Lore +30, Acrobatics +25, Arcana +28, Athletics +25, Library Lore +30, Nature +28, Occultism +26, Religion +28, Scribing Lore +28

Str +4, **Dex** +6, **Con** +5, **Int** +7, **Wis** +7, **Cha** +5

AC 37; **Fort** +23, **Ref** +26, **Will** +29

HP 280; **Weaknesses** cold iron 15, unholy 15

Deconstruct ↷ **Trigger** The zhuraita is targeted by an effect with the linguistic or mental trait; **Effect** The zhuraita critiques their enemy's theoretical underpinnings, attempting a counteract check with a bonus of +28 (counteract rank 8). If the effect is counteracted, the triggering enemy becomes frightened 1 (frightened 2 if the zhuraita critically succeeded).

Speed 40 feet; fly 80 feet

Melee ❖ thesis +27 (holy, magical), **Damage** 3d12+10 bludgeoning

Ranged ❖ looseleaf +27 (holy, magical, range 60 feet), **Damage** 3d10+10 slashing

Divine Innate Spells DC 36; **8th** *clear mind*; **4th** *translate* (at will); **3rd** *hypercognition*; **1st** *mindlink* (at will); **Cantrips (8th)** *detect magic*, *guidance*, *read aura*; **Constant (6th)** *truesight*; **(5th)** *truespeech*

Revealing Hypothesis ◈ (concentrate) **Requirements** The zhuraita hits a creature with its thesis; **Effect** The zhuraita's thesis opens, with the pages fluttering at an unnatural speed. It then slams shut, with the cover now showing the image of the creature it hit. The zhuraita's Strikes against that creature deal an additional

2d6 precision damage. The zhuraita can only have one creature as the focus of its Revealing Hypothesis, which lasts until they target someone else.

Thesis Shield ❖ A spinning circle of tomes surrounds the zhuraita, lasting until the start of their next turn. While Thesis Shield is active, the zhuraita gains a +2 circumstance bonus to AC and has the concealed condition.

Veranallia (Rebirth Azata)

Veranallias represent the freedom of life to grow, change, and adapt. They rarely interact directly with non-azatas, as most other beings find their nature hard to comprehend, but those who secure their aid find them powerful allies. The lower half of a veranallia's body is made of vegetation that constantly repeats a dizzying cycle of sprouting, blooming, thriving, and wilting. The upper half of their body appears as that of a humanoid of any gender—it's rare for a veranallia to remain consistent in their gender for more than a few seasons at a time.

Veranallias transform the landscape in their wake, bringing creation and destruction alike. The world around them overflows with an abundance of vegetation, with plenty of food for nearby animals, and when they bring destruction, they do so without cruelty, as it's sometimes necessary to make room for new life. They trigger forest fires in woodlands before dry brush piles up to dangerous levels and bring bitter winters to areas plagued with parasites that thrive in hot weather.

VERANALLIA CREATURE 20

MEDIUM AZATA CELESTIAL HOLY

Perception +38; darkvision, tremorsense (imprecise) 120 feet (page 362)

Languages Diabolic, Draconic, Empyreal; *speak with animals*, *speak with plants*, *truespeech*

Skills Athletics +34, Deception +36, Diplomacy +38, Elysium Lore +36, Intimidation +36, Medicine +36, Nature +34, Survival +38

Str +8, **Dex** +6, **Con** +8, **Int** +6, **Wis** +10, **Cha** +8

Items *+3 greater striking sickle*

AC 45; **Fort** +33, **Ref** +30, **Will** +36

HP 475; **Weaknesses** cold iron 20, unholy 20; **Resistances** fire 20, cold 20

Speed 40 feet, fly 40 feet

Melee ❖ *sickle* +36 (agile, finesse, holy, magical, trip), **Damage** 3d4+12 slashing plus 4d6 cold and 1d6 spirit

Melee ❖ vine +36 (holy, magical, reach 20 feet), **Damage** 4d12+16 bludgeoning plus 1d6 spirit and Improved Grab (page 361)

Divine Innate Spells DC 42, attack +34; **10th** *cataclysm*, *manifestation* (once per year), *revival*, **9th** *nature's enmity* (*Player Core 2* 248), *nature's pathway* (at will), *regenerate*, *wrathful storm*; **8th** *arctic rift* (at will), *sunburst* (at will); **6th** *cursed metamorphosis* (at will), *tangling creepers* (at will); **Constant (9th)** *environmental endurance*, *speak with animals*, *speak with plants*, *truespeech*

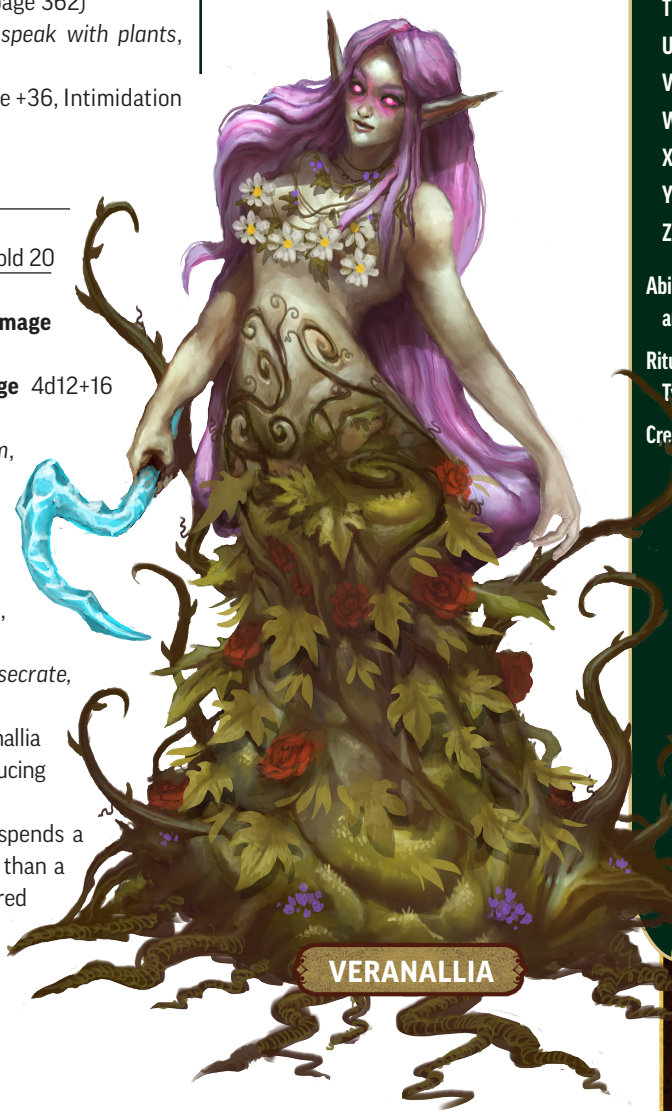
Rituals DC 42; *awaken animal*, *blight*, *commune* (nature only), *consecrate*, *plant growth*, *primal call*, *reincarnate* (*Player Core 2* 269)

Alter Weather ❖❖❖ **Frequency** three times per day; **Effect** The veranallia dramatically alters weather patterns in the surrounding area, producing any of the results of a successful 9th-rank *control weather* ritual.

Rebirth (divine) **Frequency** once per day; **Effect** The veranallia spends a minute to encase a creature that has been dead for no longer than a year and a day in a cocoon. After 24 hours, the creature is restored to life and the cocoon explodes in a shower of colorful blossoms. If the veranallia chooses, Rebirth can change the creature's ancestry or heritage, typically into a nephilim.

PRIMORDIAL VERANALLIA

In the deepest reaches of Elysium, the eldest of veranallias roam. These beings concern themselves with transformations that take place over the course of millennia, as well as changes in the climates of entire worlds. Primordial veranallias have an array of unique powers that can affect the area for many miles around them, from turning deserts into glass to triggering earthquakes.



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Trained Diggers

Kobolds and others who dwell in underground warrens know the value of having a few trained giant badgers in their lair, since they can excavate new tunnels and chambers with ease when their digging habits are directed. Of course, the fact that giant badgers find kobolds and others who dwell underground delicious means that relying on such trained diggers can be a risky endeavor. A giant badger trained for use as a digger or guardian tends to obey the commands of only one master, and even then, they can be prone to unpredictable outbursts for no reason other than pique.

Badger

The burrowing badger is plentiful in most temperate forests. Badgers are naturally fierce and tenacious, and their squat stature belies their strength and speed.

Badger

The typical badger has dark brownish-gray fur highlighted with white markings, particularly on the head, which gives it a striped mask of fur around its eyes. A threatened badger can swiftly become a ferocious combatant that typically fights until slain.

BADGER **CREATURE 0**

SMALL ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Athletics +4, Stealth +6
Str +0, **Dex** +1, **Con** +2, **Int** –5, **Wis** +2, **Cha** –2

AC 15; **Fort** +8, **Ref** +5, **Will** +6
HP 15
Ferocity ↷ (page 361)

Speed 25 feet, burrow 10 feet
Melee ❖ jaws +8, **Damage** 1d8 piercing
Melee ❖ claw +8 (agile), **Damage** 1d6 slashing

Giant Badger

The violent, territorial giant badger is a relentless predator. An obligate carnivore, it can consume prey that ranges from rabbits to deer, livestock, and even the occasional adventurer. A giant badger's claws are sharp and strong enough to carve tunnels from solid rock. They typically stand 4 feet tall at the shoulder and weigh 500 pounds.

Giant badgers are fiercely territorial and are known to defend their burrows with fury, even if a creature isn't necessarily threatening. These burrows tend to be larger than a giant badger typically needs, which sometimes draws the attention of other creatures seeking homes. This leads to many encounters between giant badgers and larger animals such as bears.

GIANT BADGER **CREATURE 2**

MEDIUM ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Athletics +8, Stealth +7
Str +4, **Dex** +1, **Con** +3, **Int** –4, **Wis** +3, **Cha** –1

AC 18; **Fort** +10, **Ref** +6, **Will** +8
HP 30
Ferocity ↷ (page 361)

Speed 25 feet, burrow 10 feet
Melee ❖ jaws +11, **Damage** 1d8+4 piercing
Melee ❖ claw +11 (agile), **Damage** 1d6+4 slashing
Badger Rage ❖ (concentrate, emotion, mental) The giant badger enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. While raging, the giant badger has AC 17, its jaws Strike deals 1d8+8 damage, and its claw Strike deals 1d6+6 damage. While raging, the giant badger also can't use actions that have the concentrate trait except for Seek. After it has stopped raging, a giant badger can't use Badger Rage again for 1 minute.



GIANT BADGER

Baomal

Few sea monsters are as feared as the two-headed baomal. These massive predators typically dwell in the deepest waters, competing with krakens and other behemoths for food. They subsist on whales and other large sea creatures, often following them to the water's surface during a hunt. Near the surface, baomals that encounter ships quickly learn that they contain a variety of tasty morsels. The huge beasts use their devastating spikes to rip open the ships' hulls, then leisurely feed on the helpless sailors.

BAOMAL CREATURE 20

GARGANTUAN ABERRATION AQUATIC

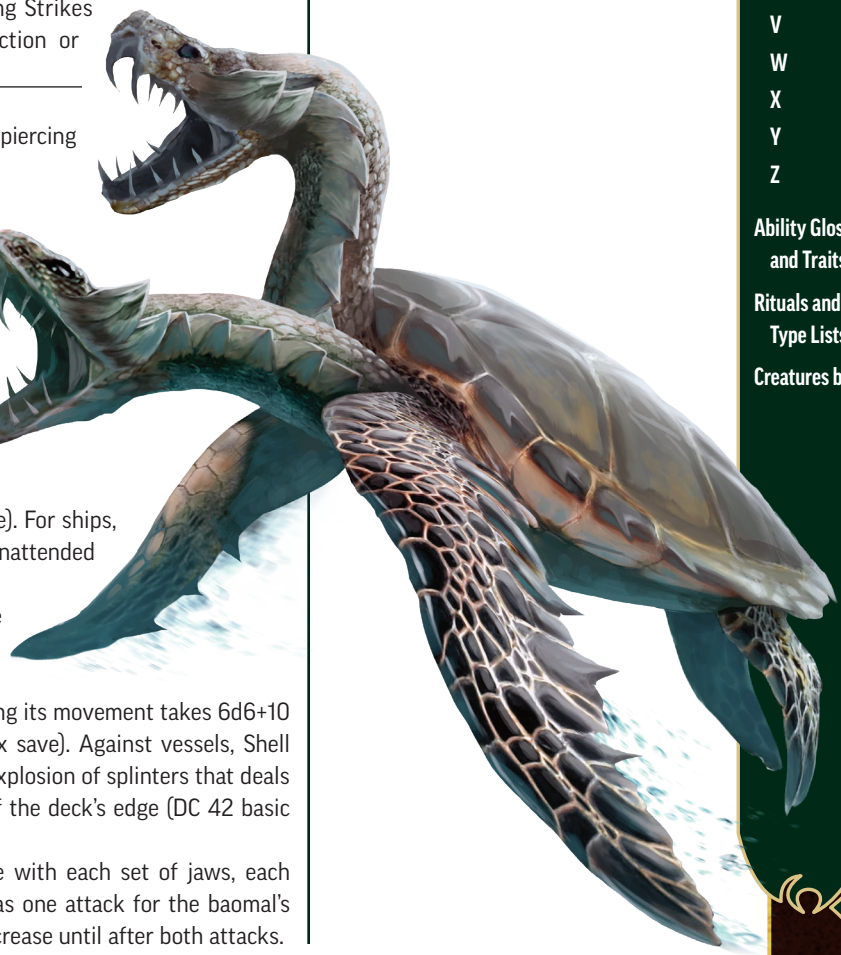
Perception +34; darkvision, scent (imprecise) 80 feet
Languages Aklo
Skills Athletics +34, Stealth +31, Survival +37
Str +10, **Dex** +2, **Con** +8, **Int** –3, **Wis** +6, **Cha** +1

AC 46; **Fort** +36, **Ref** +30, **Will** +34
HP 315; **Resistances** physical 10
All-Around Vision (page 360)
Reactive Strike ↻ (page 361)
Doubled Reaction A baomal gains an extra reaction each round that it can use only to make a Reactive Strike. It must use a different head for each one it attempts, and it can't make more than one Reactive Strike for the same triggering action.
Psychic Static Aura (aura, mental, occult) 120 feet. All creatures, except aberrations, that begin their turn in the area take 5d6 mental damage.
Two Heads Any ability that would sever a baomal's head (such as a critical hit with a *vorpal* weapon) severs one head at random. Losing one head doesn't kill a baomal, but it does prevent the baomal from making Strikes with the lost head and from using Doubled Reaction or Two-Headed Strike.

Speed 50 feet, swim 80 feet
Melee ❖ jaws +38 (reach 20 feet), **Damage** 4d12+18 piercing plus Improved Grab (page 361)
Ranged ❖ tsunami jet +38 (brutal, range 500 feet), **Damage** 4d10+18 bludgeoning plus Push 40 feet
Breath of the Sea ❖ (attack) A baomal can inhale tremendous amounts of water, drawing everything in the sea nearby closer. All creatures and objects in the water within 60 feet of the baomal (including ships) are pulled toward it. Creatures must succeed at a DC 42 Athletics check or be pulled up to 20 feet toward the baomal (40 feet on a critical failure). For ships, use the captain's Sailing Lore in place of Athletics. Unattended objects are automatically pulled.
Shell Rake ❖ The baomal Swims or Strides alongside a creature or the hull of a vessel, dealing damage with the strong spikes on its shell. Each creature or ship the baomal is adjacent to at any point during its movement takes 6d6+10 slashing and piercing damage (DC 42 basic Reflex save). Against vessels, Shell Rake ignores the first 5 Hardness and creates an explosion of splinters that deals 3d6+5 damage to every creature within 10 feet of the deck's edge (DC 42 basic Reflex save).
Two-Headed Strike ❖❖ The baomal makes a Strike with each set of jaws, each against a different creature. These Strikes count as one attack for the baomal's multiple attack penalty, and the penalty doesn't increase until after both attacks.

MYSTERIOUS ORIGINS

All too often, those who study strange monsters assume they were created by powerful but ill-advised wizards or that they're the result of the alghollthu empire's ancient experiments. In the case of the baomal, extensive research suggests that neither of these explanations are accurate. No ancient texts have been recovered in which a wizard claims to have created the first baomal, and while the alghollthu use them as warbeasts, ancient carvings suggest that, in the earliest days, baomals ravenously hunted alghollthus.



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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 289 and *Monster Core* 312) and zombie (page 358 and *Monster Core* 356) 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 *Pathfinder GM Core* to determine 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 361).

Fiendish (aura, divine, emotion, fear, mental) 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

TINY MINDLESS UNDEAD UNHOLY

Perception +6; darkvision

Skills Acrobatics +6 (+8 to Maneuver in Flight), Athletics +4

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

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

HP 7, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 1

Speed 15 feet, fly 25 feet

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

Gnash ❖ **Requirements** The severed head'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 severed heads, these skulls are wreathed in unearthly flames.

FLAMING SKULL — CREATURE 2

TINY MINDLESS UNDEAD UNHOLY

Perception +9; darkvision

Skills Acrobatics +8 (+10 to Maneuver in Flight), Athletics +7

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

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

HP 30, void healing; **Immunities** bleed, death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 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, range increment 20 feet), **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. When a flaming skull gets a critical hit with a Strike that deals fire damage, the target catches fire, taking 1d4 persistent fire damage.

Berberoka

Berberokas are giant humanoids who live in forests and swamps, where they use their ability to swallow massive amounts of water to drain small ponds and lakes. Creatures that visit their favorite watering hole and find only an empty mud basin are the favorite prey of the berberoka, who hides in the brush and overwhelms their victims with a massive torrent of regurgitated water.

A berberoka's mottled backside—which resembles a bundle of local plants, small trees, and large rocks—grants them natural camouflage that allows them to hide in plain sight. Berberokas tend to disguise themselves as rock formations in the center of a dried-up waterbed while they lie in wait for passersby. In the tropical regions where berberokas are most common, locals know to give empty ponds a wide berth, regardless of the enticing fish flopping about. Hungry travelers, on the other hand, might see such bounty as a blessing from the gods, only to be swept up in the berberoka's deadly deluge.

Berberokas rarely parley with other creatures, but they tend to become more pacified after a meal. They are known to listen to requests if it can lead them to discover new sources of water, especially if these feature an interesting taste or are frequented by novel prey.

Berberoka

Creature 15

HUGE GIANT HUMANOID

Perception +26; darkvision, scent (imprecise) 60 feet

Languages Common, Jotun

Skills Athletics +27, Deception +27 (+31 to Impersonate a small mound or island), Intimidation +25, Nature +26, Stealth +25, Survival +26

Str +8, **Dex** +4, **Con** +6, **Int** –1, **Wis** +3, **Cha** +4

Deep Breath A berberoka can hold their breath for 2 hours.

AC 36; **Fort** +29, **Ref** +23, **Will** +24

HP 310; **Weaknesses** fear of crabs

Reactive Strike ↻ (page 361)

Fear of Crabs (emotion, fear, mental) If a berberoka sees a crab or crab-like creature, they must attempt a DC 33 Will save. They then become immune to the sight of that creature for 10 minutes.

Critical Success The berberoka is unaffected.

Success The berberoka becomes frightened 2.

Failure The berberoka gains the fleeing condition for 1 round and is frightened 4.

Speed 30 feet, swim 30 feet; 15 feet while waterlogged

Melee ❖ fist +31 (reach 15 feet), **Damage** 3d12+16 bludgeoning plus Grab (page 361)

Greater Constrict ❖ 2d12+12 bludgeoning, DC 33 (page 361)

Consume Lake (manipulate) The berberoka drinks a prolific amount from an adjacent water source. If the water source is equal to or greater in volume than themself, the berberoka consumes up to 1,500 gallons of water per minute and becomes waterlogged. They can release water at the same rate. While waterlogged, the berberoka can use Spray Water, their size grows to Gargantuan, and their Speed is reduced to 15 feet.

Spray Water ❖❖ **Requirements** The berberoka is waterlogged;

Effect The berberoka sprays a blast of water in a 60-foot line and is no longer waterlogged. All creatures in the line take 12d8 bludgeoning damage (DC 35 basic Reflex save). On a failed save, a creature is knocked prone and pushed back 5 feet (10 feet on a critically failed save).



Kabourophobia

Berberokas share an unusually intense fear of crabs, so many folktales suggest that fishers bring a crab with them should they suspect a berberoka is lurking nearby. If no crab is available, clicking one's tongue or snapping one's fingers might suffice.

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Shadowy Afterimages

Betobeto-san are the afterimages of travelers who have passed between the Netherworld and the Universe. 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.

Betobeto-san

A betobeto-san wanders the highways and byways of the Universe, searching for unwilling traveling companions to sustain their 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 a betobeto-san's 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 an 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 | 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 (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*, spirit, or vitality; 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 ↷ (occult, shadow, teleportation) **Requirements** The betobeto-san isn't already within an area of bright light; **Trigger** A bright light source reveals the betobeto-san; **Effect** The betobeto-san Steps briefly into the Netherworld 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 void

Stepping Decoy ❖ (auditory, illusion, occult) 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.



Bison

Bison are large bovines with short faces and two horns; they weigh upward 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, in the River Kingdoms through Numeria, and in 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 blizzards, they survive by facing steadfastly into the howling winds and hunkering down to reduce their exposure.

The way 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. Many hunting parties hire particularly daring adventurers who can contribute 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

LARGE ANIMAL

Perception +8; scent (imprecise) 60 feet
Skills Athletics +12, 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 +14, **Damage** 2d6+6 bludgeoning
Melee ❖ horn +12, **Damage** 2d8+6 piercing plus Knockdown (page 361)

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 and can move through the spaces of Medium or smaller creatures. Each creature whose space it moves through takes 4d6+6 bludgeoning damage (DC 21 basic Reflex save).

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.

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 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.



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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 only on their own art. Some believe it possible to "cure" a blood painter, restoring the accursed creature's original memories and form.

Blood Painter

Simultaneously enamored with the natural world yet almost too alien to survive in it, blood painters are eight-limbed artists who stalk, kill, and dismember in search of pigment and sustenance alike. The physiology of a blood painter doesn't allow them to digest typical food, and the creatures feed by harvesting blood and using it to paint and animate something they're then able to consume.

When not hunting, blood painters seek out beautiful vistas, which they placidly admire through the eyes in the hands of their uppermost limbs before reproducing the view on canvas. Exceptional art endlessly fascinates these creatures, and skilled artisans occasionally escape a gruesome fate by creating a new work for the blood painter to admire in exchange for their lives. Blood painters jealously guard these works, and much of their treasure consists of art. They are often the masterminds behind the thefts of noteworthy masterpieces.

Blood Painter — Creature 9

LARGE ABERRATION

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

Languages Aklo, Common

Skills Art Lore +21, Athletics +20, Crafting +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 ❖ (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 an illusion with the effects of one of the following spells: *illusory creature*, *illusory disguise*, or *illusory object*. The Paint action gains the traits of the spell it's reproducing, and the blood painter can Sustain these effects. They use a spell attack modifier of +20 and DC 28 for these effects, which are heightened to 5th rank.

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* (*Player Core 2* 242) or *vibrant pattern* (*Player Core* 366).

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. That creature also takes a –2 status penalty to Perception checks and saves against them.



Bodach

A bodach, also known in legends as The Old Gray Man, is the fey embodiment of age and decrepitude, a malicious thief whose greed is depthless and unburdened by morality. They're likewise associated with the gray, ceaseless drizzle of winter and the steady weathering of cliffs and castles alike.

In appearance, a bodach resembles an old man, and many can pass for mortal at first glance. A closer look betrays them, however—everything a bodach carries is old and decaying, every piece of fabric frayed and every scrap of metal tarnished and rusted. There's an odd grayness to them, as if the light never illuminates them properly. Bodachs are most often spotted at twilight or on overcast days; they aren't harmed by sunlight, but they don't much like it either.

Despite their association with age, bodachs are quite spry. A bodach is a thief and a trickster by preference, accosting travelers and trying to wheedle away their coins with a plausible lie. More sinisterly, some bodachs steal people as well, crawling down chimneys to spirit away a household's children.

Many non-fey believe catching even a glimpse of bodachs is an ill omen that foretells of grave dangers or even death, beliefs that might be tied to the dread these creatures inspire. Local folk tales note that circles of salt are enough to keep a bodach at bay, though in truth this has little effect. Regardless, many homes found near where bodach sightings are common are protected by a line of salt meant to "seal" the hearth or fireplace.

BODACH — CREATURE 6

UNCOMMON MEDIUM FEY

Perception +14; low-light vision

Languages Common, Fey

Skills Acrobatics +11, Athletics +11, Deception +15, Diplomacy +11, Intimidation +13, Nature +13, Stealth +13, Thievery +15

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

Items *+1 staff*

AC 23; **Fort** +14, **Ref** +12, **Will** +17

HP 110; **Weaknesses** cold iron 5

Gray Aura (aura, emotion, mental) 15 feet. The bodach is always surrounded by a pall of gloomy gray, like the air before it rains. A non-fey or non-hag creature entering the aura or beginning their turn in the aura must succeed at a DC 21 Will save or become slowed 1 for 1 round (slowed 2 on a critical failure). A creature who succeeds is temporarily immune to the aura for 1 minute.

Speed 25 feet, climb 10 feet

Melee ❖ *staff* +16 (magical, two-hand d8), **Damage** 2d4+6 bludgeoning

Primal Innate Spells DC 24; **2nd** *mist* (at will)

Implacable Curse ❖❖ The bodach makes a staff Strike. If it hits, it deals an additional 2d8 spirit damage, and the target must attempt a save against either Mumbletongue or Stumblefoot (the bodach's choice).

Mumbletongue ❖❖ (auditory, concentrate, primal) The bodach mumbles a string of half-comprehensible nonsense, cursing creatures within a 10-foot emanation. Each creature in the area must succeed at a DC 24 Will save or become stupefied 1 for 1 minute (stupefied 2 on a critical failure).

Stumblefoot ❖❖ (concentrate, primal, visual) The bodach stares unblinkingly at its foes, cursing creatures within a 15-foot cone. Each creature in the area must succeed at a DC 24 Fortitude save or become clumsy 1 and enfeebled 1 for 1 minute (clumsy 2 and enfeebled 2 on a critical failure).

Unstoppable A bodach reduces any penalty it takes to its Speed by 5 feet (to a minimum of 0 feet). A bodach can fit into tight spaces as if it were a Small creature. It can move at its full Speed while Squeezing.



GRAY MEN AND RED CAPS

Legend holds that the bodach is the redcap's cousin, and it's certainly true that these two types of fey get along better than most. Malicious redcaps (*Monster Core* 290) enjoy having their prey softened up, while the bodach appreciates having someone around to do the dirty work of actual killing.

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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." Depending on the nature of the legends surrounding a brainchild, attempts to Recall Knowledge about it can use almost any skill, but Occultism and Society are likely the most relevant.

Brainchild

A rumor can become so vivid and 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 are borne from victims of a *vision of death* spell. A brainchild's capabilities grow when they pursue a believer but deflate against skeptics, making them only as dangerous as one believes them to be. 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 LARGE ILLUSION MENTAL

Perception +18; darkvision

Languages telepathy 100 feet (page 362), 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 by only 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 multiple 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 detection, revelation, or scrying effects, the brainchild chooses one to have.

- Tremorsense (imprecise) 100 feet (page 362)
- Immunity to one damage type, trait, 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 (page 361)
- 1d6 extra damage on Strikes, of a type one foe believes in
- Additional spells of *phantom pain* and *shadow blast* at 6th rank



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

HP 200; **Immunities** death effects, detection, diseased, doomed, scrying, spirit, vitality, void; **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** *vision of death* (×3, image resembles the brainchild); **4th** *translocate* (×2); **Cantrips (6th)** *figment*, *message*

Brownie

Brownies make their homes in the trunks of hollow trees, small earthy burrows, and even under porches or within the crawl spaces of farmhouses. Often attired in clothes that appear to be made of plants or leaves, brownies also wear belts lined with pouches and tools. Whatever language they choose to speak is often is riddled with odd pronunciations and colloquialisms. Their manner of speaking might call upon turns of phrase that are decades or even centuries out of vogue, for example, or they might mix up their metaphors in strange ways. It's almost as if brownies adopt these quirky modes of speech intentionally—certainly, they do not react favorably to corrections to their chatter. There's often no swifter way to annoy a brownie than to correct their grammar. Brownies stand barely 2 feet tall and weigh about 20 pounds.

When facing danger, brownies rarely engage in combat, preferring instead to confound or confuse their attackers and buy themselves enough time to escape. Content with honest toil and the love of their kin, brownies maintain a pacifist nature, harassing creatures only to run them off or punish them for an insult. Despite this preference, all brownies carry a blade. They refer to their swords with a hint of disgust and jokingly call them their "final trick," reserving their use for the direst of circumstances.

Honest to a fault, brownies take freely but always repay their debts through work or leave something behind as an offering. They might eat an apple from a farmer's orchard but harvest the entire tree as repayment, or they might consume an entire pie left on a windowsill, only to straighten up the kitchen or wash the dishes. A brownie can share a home with a family for years while avoiding detection. A family that's aware of a brownie in their midst usually finds the relationship beneficial and leaves out dishes of milk, pieces of fruit, trinkets, and sometimes even wine as gifts. In exchange, the resident brownie keeps the home clean, mends clothes, repairs tools, and shoos away vermin and small predators. Bragging about having a brownie in the house is the best way to lose one. Brownies distrust foxes and fear wolves, and they avoid farms with dogs.

BROWNIE — CREATURE 1

TINY FEY

Perception +7; low-light vision
Languages Common, Elven, Fey, Gnomish
Skills Acrobatics +7, Crafting +5, Deception +6, Stealth +9
Str –2, **Dex** +4, **Con** +1, **Int** +2, **Wis** +4, **Cha** +3
Items shortsword

AC 16; **Fort** +4, **Ref** +9, **Will** +9
HP 21; **Weaknesses** cold iron 3

Speed 20 feet
Melee ❖ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6 piercing
Primal Innate Spells DC 17; **4th** *translocate*; **3rd** *mending*; **1st** *ventriloquism*; **Cantrips (4th)** *light*, *prestidigitation*
Baffling Bluff ❖❖ (emotion, mental, primal) The brownie's antics can confuse and disorient a creature. The brownie targets a single creature within 30 feet; that creature must attempt a DC 17 Will save. The target is temporarily immune to Baffling Bluff for 1 minute.
Critical Success The target is unaffected.
Success The target is fooled momentarily and is off-guard against the next melee Strike the brownie makes against it before the end of the brownie's next turn.
Failure The target is confused for 1 round.
Critical Failure The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confused condition.

BROWNIE BARGAINS

As they're not a monolithic group of fey and often have their own proclivities, it's sometimes hard to predict what might attract a brownie or ensure their aid. One of the more commonplace gifts is a saucer of milk or cream, though brownies seem to enjoy other edible treats. Some farmers have reported success in leaving shiny but inconsequential knickknacks like buttons, painted stones, smoothed glass, thimbles, or silver flatware. The whims of brownies shift, so someone who wants to retain the services of one should vary the gifts they leave for these elusive fey creatures.



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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 is meant to serve a specific role. At times, certain roles so rarely find suitable candidates that a community might only see a few individuals fill them for an entire generation.

Caligni Vanguard

Caligni children born without eyes—a rare occurrence—are considered sacred to their communities. From a young age, they're trained to become caligni vanguards, dedicated to a rigorous martial regimen and mental strictures. Other calignis revere vanguards' discipline and combat skill, but this respect is tinged with wary caution, as caligni vanguards 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 the 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 vulnerability.

Caligni Vanguard — Creature 5

UNCOMMON | MEDIUM | CALIGNI | HUMANOID

Perception +13; echolocation 60 feet, no vision
Languages Caligni, Sakvroth
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

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.

Reactive Strike ↻ (page 361)

Speed 25 feet

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

Ranged ❖ composite longbow +10 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8+5 piercing

Call to Arms ❖ (auditory, mental) Each caligni within 30 feet of the vanguard gains the Reactive Strike reaction until the end of the vanguard's next turn. Once a caligni has used this Reactive Strike, 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 VANGUARD

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

MEDIUM | CALIGNI | HUMANOID

Perception +11; greater darkvision, light blindness (page 361)
Languages Caligni, Sakvroth
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 80

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 void
Occult Innate Spells DC 24, attack +16; **5th** *umbral journey*; **4th** *darkness*; **3rd** *chilling darkness* (×2), *grim tendrils* (×3); **2nd** *darkness* (at will); **Cantrips (3rd)** *detect magic, void warp*
Rituals DC 24; *owb pact* (see below)
Sneak Attack The caller's Strikes deal an additional 2d6 precision damage to off-guard creatures.

Owb Pact

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

OWB PACT — RITUAL 3

UNCOMMON

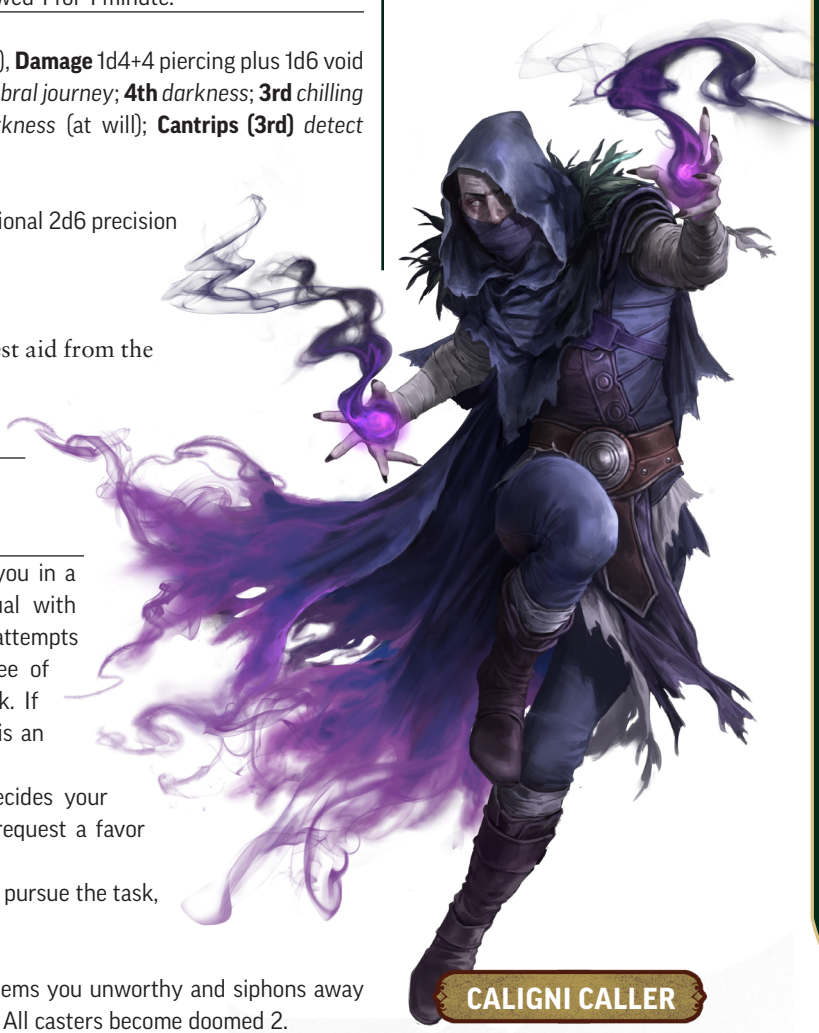
Cast 1 day; **Secondary Casters** 2
Primary Check Occultism (expert)

You call upon an owb (page 246) 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 before attacking. 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.



CALIGNI CALLER

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Calikang Origins

Legend holds that an ancient Vudrani god failed to protect an important treasury from a raid by asuras (page 42). 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 | Large | Humanoid

Perception +22; darkvision, *truesight*

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. A 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 (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 rank and recharges their Energy Breath. 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** *runic weapon* (at will); **Constant (6th)** *truesight*

Energy Breath ❖❖ (arcane) **Frequency** once per day; **Effect** The calikang exhales 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. This ability gains the trait of the chosen damage type. 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.



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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 lie 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 tough scrub brush inedible to other species, making them one of the hardiest desert survivors. Strong as warhorses, 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.

Camels are particularly common in the Golden Road region of the Inner Sea. Here, camel herders have developed a unique collection of sounds to communicate with their camels. An experienced camel herder can move entire flocks with a single sound, and some camels can react poorly to sounds they dislike.

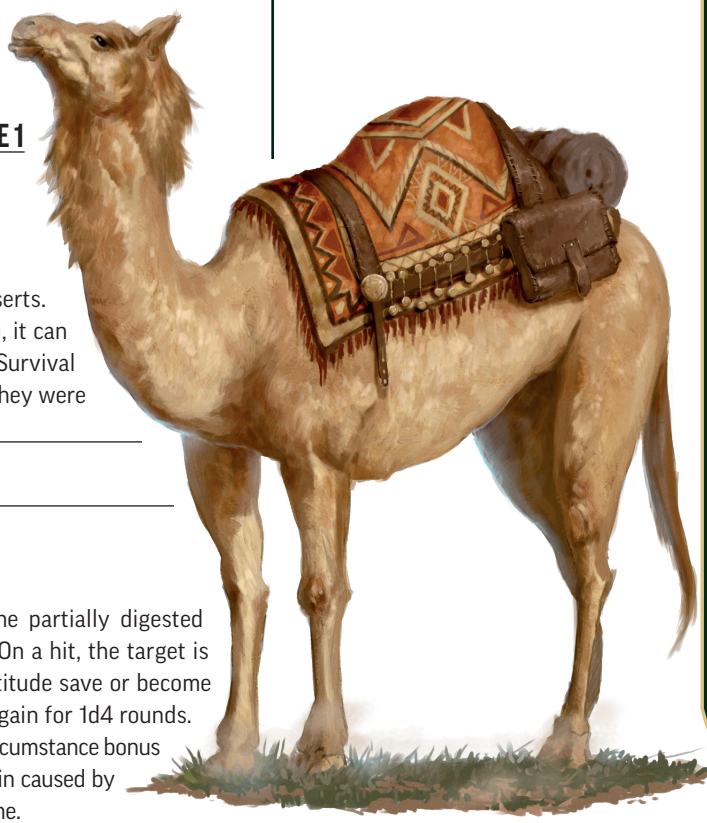
Camel — Creature 1

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 effects as if they were 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 along 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.



Carbuncle Chatter

"A lizard with an apple-sized gem sticking out of its forehead? Wishful thinking!"

"Carbuncles are real! I almost caught one, but even though it could barely walk, its magic allowed it to escape my clutches."

"Their mind control powers could make them useful familiars, but if you ever catch one, it dies of fright."

"My advice is to stay away from these pests. They drink your hopes and aspirations through their horns, leaving you empty except for bad luck and bellyaches."

"Planning a carbuncle hunt? You'd better leave your self-respect at home and be ready to emerge with fewer friends than you had at the start!"

Carbuncle

Never have legend and misinformation met upon a more inauspicious brow than that of the lowly carbuncle. At first glance, they appear to be little more than ungainly reptiles. What sets them apart are their strange magical abilities and the gemstone-like horn protruding from between their goggling eyes. Although rumors suggest various uses for carbuncle horns, ranging from miracle cure-alls to potent magical components, the truth is much more mundane: a carbuncle's horn is merely a highly reflective growth, not unlike a fingernail.

Carbuncles also possess a strange sense that allows them to detect treasure that has been hidden or obscured. The creatures generally feel a compulsion to move toward these treasures and remain nearby. Strangely, carbuncles seem disinterested once the valuables are laid out in the open, as if the obfuscation were part of their interest. Many would-be treasure hunters end up following the creatures in hopes of finding treasures, though the fearfulness of carbuncles makes this a very difficult prospect. Most carbuncles abandon their nests after being scared away, even when their sense would typically draw them back.

Carbuncle — Creature 1

RARE TINY BEAST

Perception +7; darkvision, treasure sense (imprecise) 500 feet

Languages carbuncle empathy 30 feet

Skills Stealth +3 (+7 in grass or undergrowth), Survival +6

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

Carbuncle Empathy The carbuncle can telepathically send mild feelings and sensations to nearby creatures. It can't use this ability to communicate in language or hinder a target, but it might convey a feeling of dread or the scent of food cooking nearby.

Treasure Sense The carbuncle can sense the presence and location of any object or grouping of objects worth at least 50 gp in total within 500 feet of it. The carbuncle's sense only functions if the treasure is within in a container or physically obscured, such as when buried underground. Objects worn on a person or left out in open air don't trigger the carbuncle's sense.

AC 16; **Fort** +8, **Ref** +3, **Will** +6

HP 20

Easy to Influence Any mental spell can affect a carbuncle, regardless of creature type limitations. Against a *suggestion* spell, a carbuncle always gets an outcome one degree of success worse than it rolled on its saving throw.

Fatal Faker ↻ (arcane, teleportation) **Trigger** The carbuncle takes damage; **Effect** The carbuncle feigns death by teleporting away and leaving a replica of its corpse behind, creating a colorful flash of light and a croaking sound. The real carbuncle transports to a clear space within 30 feet that it can see and leaves a hollow shell behind. The fake body appears solid until it is touched, at which point it crumbles to dust.



Speed 15 feet

Melee ❖ jaws +5 (finesse), **Damage** 1d6 piercing

Primal Innate Spells DC 18; **3rd** *levitate* (at will, self only); **1st** *jump* (at will); **Cantrips (1st)** *daze*

Specious Suggestion ❖❖ (concentrate, incapacitation, mental, subtle) **Frequency** three times per day; **Effect** The carbuncle concentrates on a creature it can see and tries to manipulate that creature, imploring them to perform harmless, pointless, and usually embarrassing actions. The target must attempt a DC 18 Will save. The target then becomes temporarily immune for 24 hours.

This has the effects of *suggestion* except that a critical success bolsters the target and grants them a +1 status bonus to Will saves for 1 hour, the duration on a failure is 1 round, and the duration on a critical failure is a 1 minute. The target can attempt a new save at the end of its turn each round to end the effect.

Catoblepas

A catoblepas is an aggressive beast at the best of times. Though it prefers swamps, it has been known to forage in plains and forests for short periods, leaving behind hunting grounds tainted by its foul breath and noxious waste that other predators and prey alike avoid for days or even weeks thereafter. The catoblepas bullies those creatures it believes are a match for it and eats everything weaker.

A catoblepas is 15 feet long and weighs 2,200 pounds.

Catoblepas — Creature 12

LARGE BEAST

Perception +22; darkvision
Languages Aklo
Skills Athletics +25, Intimidation +20, Stealth +22 (+24 in swamps), Survival +20
Str +7, **Dex** +4, **Con** +6, **Int** –2, **Wis** +4, **Cha** +2

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 30 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

AC 33; **Fort** +24, **Ref** +20, **Will** +22
HP 215; **Immunities** disease, olfactory, poison
Ferocity ↻ (page 361)

Speed 35 feet, swim 20 feet
Melee ◆ jaws +25 (magical, reach 10 feet), **Damage** 3d10+13 piercing
Melee ◆ antler +25 (magical, reach 15 feet), **Damage** 3d12+13 piercing
Melee ◆ hoof +23 (magical), **Damage** 3d10+11 bludgeoning
Poison Breath ◆◆ (poison, primal) The catoblepas breathes a 60-foot cone of horrid fumes, dealing 13d6 poison damage (DC 32 basic Fortitude save). The area of this cone is reduced to 30 feet underwater. Targets that fail their saving throw also become sickened 1 (sickened 2 on a critical failure). The catoblepas can't use its Poison Breath again for 1d4 rounds.
Trample ◆◆◆ Medium or smaller, hoof, DC 32 (page 362)



Catoblepas Nests

A catoblepas den is an awful place indeed—a filthy nest composed of piles of decaying vegetation, half-finished or half-digested meals of rotting animals, never-quite-dry banks of mud, and tangles of thorny branches. Worse yet, the catoblepas's stink infuses such a site, imposing the beast's ungodly stench upon those who would explore and search it for treasure. A catoblepas nest can retain its stink in this way for up to a week after it's been abandoned by its foul denizen.

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Clockwork Research

Clockworks were invented in ancient times, culminating in the clockwork army of Xin, the first emperor of ancient Thassilon, but were lost for millennia. Disparate peoples later rediscovered the techniques and began to alter and improve them. Today, the Clockwork Cathedral in Absalom is a center of clockwork research, with many breakthroughs also coming from the kingdom of Nex and the mechanically savvy Grand Duchy of Alkenstar. The Qadiran professor Hadia Al-Dannah, formerly of the Clockwork Cathedral, wrote the best-regarded modern text on clockwork design—*Glorious Rhythms in Life and Mechanica*.

Clockwork

Intricate, complex machines, clockworks are built with care by highly skilled engineers. Though their creation involves some amount of magic, they're primarily mechanical, packed with precision-tuned gears and springs working in concert.

The sturdy mainspring within a clockwork must be wound to provide the energy needed to power the device. Some larger clockworks contain a series of springs for different limbs that each need to be wound. A clockwork's crafter creates a unique metal key while building the clockwork; winding the clockwork usually involves inserting the key into the machine's back and turning clockwise. Larger clockworks require greater strength to turn the key and typically have larger keys to allow for more torque—some even accommodate a team of winders rather than an individual. Programming a clockwork requires both the key and the knowledge to set the program correctly, information usually reserved for the clockwork's creator or owner.

Winding Clockworks

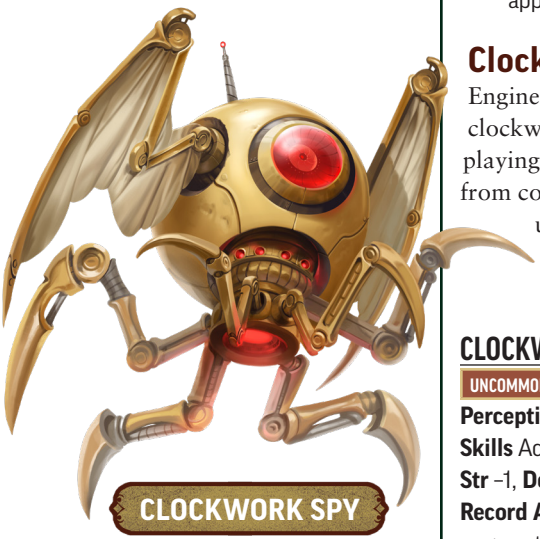
A clockwork must be wound to remain operational. Each clockwork has the wind-up ability, with the specifics listed in its stat block.

Wind-Up For a clockwork to act, it must be wound with a unique key by another creature. This takes 1 minute. Once wound, it remains operational for the listed amount of time, usually 24 hours, after which time it becomes unaware of its surroundings and can't act until it's wound again. Some clockworks' abilities require them to spend some of their remaining operational time. They can't spend more than they have and shut down immediately once they have 0 time remaining. If it's unclear when a clockwork was last wound, most clockwork keepers wind all their clockworks at a set time, typically 8 a.m.

A creature can attempt to Disable a Device to wind a clockwork down (with a DC listed in the wind-up entry). For each success, the clockwork loses 1 hour of operational time (or 2 hours on a critical success). This can be done even if the clockwork is in standby mode.

A clockwork that lists standby in its wind-up entry has the following action.

Enter Standby ❖❖❖ The clockwork enters standby mode. Its operational time doesn't decrease in standby, but it can sense its surroundings (with a –2 circumstance penalty to Perception). It can't act, with one exception: when it perceives a creature, it can exit standby as a reaction (rolling initiative if appropriate).



Clockwork Spy

Engineers, technologists, and mechanically gifted wizards employ clockwork spies—tiny, spiderlike constructs capable of recording and playing back audio—to surreptitiously surveil their enemies or steal secrets from competitors. Their spindly bodies and delicate components make them unsuitable for combat; in fact, most builders construct clockwork spies with a self-destruct mechanism to ensure the spies' meddling can't be traced back to them.

CLOCKWORK SPY **CREATURE –1**

UNCOMMON | TINY | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +8; low-light vision

Skills Acrobatics +5

Str –1, **Dex** +3, **Con** +0, **Int** –5, **Wis** +2, **Cha** +0

Record Audio ❖ The clockwork spy records all sounds within 25 feet onto a small gemstone worth 1 gp embedded in its body. The clockwork spy can record up to 1 hour of sound on a single gemstone. Once it begins recording, it can't cease recording early, nor can it record onto a gemstone that already contains

a recording. Some clockwork spies contain multiple gemstones to allow for a series of recordings. Since clockwork spies are not intelligent, they must be given simple commands regarding when to start recording sounds. A clockwork spy can differentiate between different kinds of creatures but not between specific individuals.

The spy can start or stop playback of recorded sound by spending a single action. Removing a gemstone from or installing a gemstone into a clockwork spy requires a successful DC 14 Thievery check to Disable a Device; on a failure, the gemstone is undamaged, but any recorded sounds are erased and the gemstone still can't be used to make another recording.

Wind-Up 24 hours, DC 14, standby

AC 15; **Fort** +2, **Ref** +7, **Will** +4

HP 7; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 2, orichalcum 2

Self-Destruct ↷ A clockwork spy must use this reaction unless specifically programmed otherwise by its creator; **Trigger** The clockwork spy is reduced to 0 Hit Points; **Effect** The spy thrashes around and emits a tinny scream followed by a steady ticking sound. At the beginning of what would have been its next turn, the clockwork spy explodes, dealing 1d10 piercing damage in a 5-foot emanation (DC 16 basic Reflex save). Its gemstone is destroyed, along with any information contained inside it.

An adjacent creature can cancel the self-destruct sequence by succeeding at a DC 16 Thievery check to Disable a Device.

Speed 25 feet, fly 25 feet

Melee ❖ spherical body +7 (finesse), **Damage** 1d6–1 bludgeoning

Clockwork Soldier

These diligent machines guard their assigned posts tirelessly. A typical clockwork soldier stands 6 feet tall and consists of 500 pounds of metal and magic.

CLOCKWORK SOLDIER — CREATURE 6

UNCOMMON | MEDIUM | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +16; darkvision

Skills Athletics +15 (+17 to Disarm or Grapple)

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

Items *+1 halberd*

Wind-Up 24 hours, DC 22, standby

AC 24; **Fort** +16, **Ref** +14, **Will** +12; +2 vs. Disarm

HP 80; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 5, orichalcum 5; **Resistances** physical 5 (except adamantine or orichalcum)

Reactive Strike ↷ (page 361)

Speed 25 feet

Melee ❖ *halberd* +17 (magical, reach 10 feet, versatile S), **Damage** 1d10+10 piercing

Melee ❖ fist +16 (agile), **Damage** 1d8+10 bludgeoning plus Grab (page 361)

Activate Defenses ❖ One of the soldier's external plates extends on a mechanical actuator to defend the soldier or an adjacent creature of the soldier's choice. The creature gains a +2 circumstance bonus to AC until the start of the soldier's next turn or until it is no longer adjacent to the soldier, whichever comes first. The soldier can have no more than one plate extended at a time.

WINDING ROUTINES

Maintaining a group of clockworks that are meant to operate on a regular basis takes planning and attention. A cadre of clockwork soldiers set to patrol a location needs to be regularly wound. Typically, one or more servants are assigned to wind all the clockworks serving in one place at a standard time.



CLOCKWORK SOLDIER

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MALFUNCTION!

Clockworks can be prone to errors if not well maintained or properly programmed. You might want to introduce one of the malfunctions listed on the facing page in a clockwork that is in disrepair or gets damaged heavily in battle (such as with a critical hit).

Clockwork Mage

A clockwork mage is a lethal blend of magic and machinery. Each of these clockworks is imbued with an arcane stone at its core that powers spells through the wand embedded in its chest.

CLOCKWORK MAGE — CREATURE 9

UNCOMMON | MEDIUM | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +17; darkvision

Skills Acrobatics +17

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

Items *clockwork wand*

Wind-Up 24 hours, DC 26, standby

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

HP 115; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 10, orichalcum 10; **Resistances** physical 5 (except adamantine or orichalcum)

Clockwork Wand The clockwork mage uses a mechanical wand as a focus to channel magical energy. This wand is built into the clockwork mage's chest, with only the crystal at the end exposed. The mage can Interact to the remove the wand, or someone else can remove it with a DC 31 Thievery check to Disable a Device. The clockwork mage becomes unable to cast any spells except cantrips while the wand is removed.

When removed, the *clockwork wand* is a *magic wand* containing the last 2nd-rank innate spell the clockwork mage cast (the GM determines the spell randomly if the mage has not cast any eligible spells). The spells are placed within the wand while the mage is created, and the creator can substitute other arcane spells of the appropriate rank.

Speed 25 feet

Melee ❖ fist +19 (agile, finesse), **Damage** 2d10+6 bludgeoning

Arcane Innate Spells DC 28, attack +20; **5th** *howling blizzard*, *slither*; **4th** *flicker*, *fly*, *wall of fire*; **3rd** *aqueous orb*, *haste*, *invisibility*; **2nd** *mist*, *revealing light*, *web* (*Player Core 2* 255); **1st** *carryall* (*Player Core 2* 242), *gentle landing*, *grease*; **Cantrips (5th)** *daze*, *detect magic*, *frostbite*, *shield*, *tangle vine*

Energize Clockwork Wand ❖ (concentrate) **Frequency** once per 10 minutes; **Effect** The clockwork mage regains a spell it has already cast that day. It must spend 1 hour of its operational time, or 2 hours if the spell is 3rd rank or higher.



CLOCKWORK MAGE

Clockwork Dragon

Clockwork dragons are marvels of clockwork design. These powerful masterpieces have the ability to fly, making them versatile and dangerous killers. A clockwork dragon's winding mechanism is more efficient than those of other clockworks, allowing it to partially reuse energy generated by flapping its wings. Creating a clockwork dragon requires not only an advanced understanding of clockwork design, but also a greater cache of rare resources, as its body requires solid reinforcement. As a result, most clockwork dragons have adamantine fortification. Creating a clockwork dragon without adamantine is entirely possible, though such dragons are typically smaller and more fragile.

CLOCKWORK DRAGON — CREATURE 16

RARE | HUGE | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +28; darkvision

Skills Acrobatics +29, Athletics +33

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

Wind-Up 1 week, DC 35, standby

AC 39; **Fort** +30, **Ref** +28, **Will** +25

HP 265; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 15, orichalcum 15; **Resistances** physical 15 (except adamantine or orichalcum)

Self-Destruct ↻ A clockwork dragon must use this reaction unless specifically programmed otherwise by its creator; **Trigger** The clockwork dragon is reduced to 0 Hit Points; **Effect** The dragon screeches to a stop and emits a steady, loud ticking sound. At the beginning of what would have been its next turn, the dragon explodes, dealing 12d10 piercing damage in a 40-foot emanation (DC 37 basic Reflex save).

An adjacent creature can cancel the self-destruct sequence by succeeding at a DC 37 Thievery check to Disable a Device.

Speed 40 feet, fly 120 feet

Melee ❖ adamantine jaws +33 (reach 15 feet), **Damage** 3d12+17 piercing

Melee ❖ adamantine claw +33 (agile, reach 10 feet), **Damage** 3d8+17 slashing

Melee ❖ tail +31 (reach 20 feet), **Damage** 3d12+15 bludgeoning

Melee ❖ wing +31 (agile, reach 15 feet), **Damage** 2d10+15 piercing

Breathe Oil ❖❖ (arcane, fire) **Effect** The clockwork dragon breathes a spray of flaming oil that deals 16d6 fire damage in a 40-foot cone with a DC 37 basic Reflex save. Creatures that fail their saves are covered in burning oil and take 2d6 persistent fire damage. The clockwork dragon can't Breathe Oil again for 2 rounds.

Draconic Frenzy ❖❖ The clockwork dragon makes two adamantine claw Strikes and one wing Strike in any order.

Spearing Tail ❖❖ The clockwork dragon attacks with the sharp point of its tail. It makes a tail Strike against each creature in a 20-foot line, rolling the attack roll once and applying the result to each target. Any creature that takes damage also takes 4d6 persistent bleed damage (doubled on a critical hit). This counts as two attacks for the dragon's multiple attack penalty.

MALFUNCTION! (CONTINUED)

Backfire: The clockwork rolls a DC 5 flat check at the start of each of its turns. On a failure, it backfires, dealing 2d6 fire damage in a 15-foot cone, including to itself (basic Reflex save at the standard DC for its level), and is slowed 1 this turn.

Damaged Propulsion: The clockwork loses 1d4 hours of operational time at the end of each of its turns.

Loose Screws: When damaged, the clockwork attempts a DC 5 flat check. On a failure, a plate of its armor falls loose. It takes a status penalty to AC equal to the number of lost plates (up to –4).



CLOCKWORK DRAGON

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Coatl Deities

Most good gods make use of coatls as their agents. There are three coatl deities, however, whose words take precedence over others' in the hearts of coatls. These are Cihua Coatl, the dualistic god of childbirth, protection, and warfare; Pahti Coatl, the goddess of retribution, investigation, and rehabilitation; and Tolte Coatl, the god of knowledge, memories, and migration. See pages 180–181 of *Pathfinder Lost Omens Divine Mysteries* for more information on the Coatl Tribunal.

Coatl

Coatls are serpentine celestials who tirelessly help mortals reach their greatest potential all across the planes. Some serve benevolent deities as intermediaries, while others serve the cause of good as they see fit.

Mix Coatl

Mix coatls (pronounced "meesh") are guides to fledgling societies, providing fundamental information such as farming techniques, medicinal expertise, or more esoteric knowledge like the arcane arts.

MIX COATL — CREATURE 8

UNCOMMON | LARGE | BEAST | COATL | HOLY

Perception +19; darkvision

Languages Common, Draconic, Empyrean; telepathy 100 feet (page 362)

Skills Acrobatics +15, Arcana +18, Athletics +18, Diplomacy +20, Nature +21, Occultism +18, Society +16, Stealth +17, Survival +15

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

Star Child The mix coatl is difficult to discern against starry skies. They can Hide in the air at night without cover or concealment.

AC 27; **Fort** +14, **Ref** +15, **Will** +19

HP 135

Speed 15 feet, fly 50 feet

Melee ❖ jaws +20 (magical), **Damage** 2d10+9 piercing plus mix coatl venom and Grab (page 361)

Primal Innate Spells DC 26, attack +18; **7th** *interplanar teleport* (self only); **6th** *rewrite memory* (at will); **4th** *fireball*, *speak with plants*; **3rd** *heal*, *mind reading* (at will); **2nd** *invisibility* (self only), *speak with animals*; **1st** *create water*, *mending*; **Cantrips (4th)** *guidance*, *light*, *ignition*, *stabilize*

Constrict ❖ 2d10+4 bludgeoning, DC 26 (page 360)

Gift of Knowledge When a mix coatl casts *rewrite memory* on a willing creature, the mix coatl can Sustain the spell to rewrite these memories for up to 60 continuous minutes. A mix coatl can grant knowledge of a particular skill to the target as part of the spell. The mix coatl chooses Engineering Lore, Farming Lore, Fishing Lore, Hunting Lore, or Mercantile Lore. The target becomes permanently trained in the chosen skill. A creature can benefit from Gift of Knowledge only once.

Mix Coatl Venom (holy, poison) To unholy creatures, this is a curse instead of a poison and deals spirit damage instead of poison damage; **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage, stunned 1, and stupefied 1 (1 round); **Stage 3** 2d8 poison damage, stunned 1, and stupefied 2 (1 round)

Wrap in Coils ❖ **Requirements** The mix coatl has a Medium or smaller creature grabbed or restrained in their jaws; **Effect** The mix coatl moves the creature into their coils, freeing their jaws to make attacks, and then uses Constrict against the creature. The mix coatl can hold as many creatures in their coils as will fit in their space.



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Xiuh Coatl

Fiercer than other coatls, xiuh coatls (pronounced "shoo") are dedicated to seeking out malevolent creatures and offering a final opportunity at redemption.

XIUH COATL — CREATURE 12

RARE LARGE BEAST COATL HOLY

Perception +23; darkvision, thoughtsense (imprecise) 60 feet
Languages Common, Draconic, Empyrean; telepathy 100 feet (page 362)
Skills Acrobatics +21, Arcana +23, Athletics +25, Diplomacy +26, Intimidation +26, Nature +23, Occultism +23, Society +21, Stealth +21, Survival +21
Str +7, **Dex** +3, **Con** +4, **Int** +5, **Wis** +5, **Cha** +6
Thoughtsense (mental, occult) The xiuh coatl senses all non-mindless creatures at the listed range.

AC 33; **Fort** +20, **Ref** +19, **Will** +25; +1 status to all saves vs. magic
HP 220; **Immunities** electricity, fire; **Weaknesses** cold 8

Speed 20 feet, fly 60 feet
Melee ❖ jaws +25 (magical), **Damage** 2d10+10 piercing plus 2d8 fire, xiuh coatl venom, and Grab (page 361)
Occult Innate Spells DC 32, attack +24; **7th** *interplanar teleport* (self only); **6th** *dispel magic*, *illusory scene*, *mind reading* (at will), *mindlink*, *phantom pain*, *ring of truth*; **5th** *charm*, *see the unseen*, *sending*, *wave of despair*; **4th** *clairaudience*, *clairvoyance*, *dream message*, *fear*; **2nd** *invisibility* (self only, at will); **Cantrips (6th)** *detect magic*, *figment*, *read aura*, *telekinetic projectile*
Rituals DC 32; *atone*
Greater Constrict ❖ 1d10+10 bludgeoning plus 1d8 electricity, DC 32 (page 361)
Instrument of Retribution ❖❖❖ (occult, polymorph) The xiuh coatl transforms into any simple or martial weapon. The weapon is always a *+2 greater striking flaming shock weapon* and can be of any size, chosen by the xiuh coatl when they transform. In weapon form, the xiuh coatl gains Hardness equal to that of the weapon into which they transform, and they retain their Hit Points, saving throws, senses, telepathy, and traits while in weapon form. The xiuh coatl can Sustain to revert to their normal form.
Volcanic Lightning Breath ❖❖ (fire, primal) The xiuh coatl breathes a gout of flame and lightning in an 80-foot line that deals 5d8 electricity damage and 5d8 fire damage (DC 32 basic Reflex save). The xiuh coatl can't use Volcanic Lightning Breath again for 1d4 rounds.
Wrap in Coils ❖ As mix coatl.
Xiuh Coatl Venom (holy, poison) To unholy creatures, this is a curse instead of a poison and deals spirit damage instead of poison damage; **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage, enfeebled 1, and –5-foot status penalty to all Speeds (1 round); **Stage 3** 3d8 poison damage, enfeebled 2, and –10-foot status penalty to all Speeds (1 round)

COATLS AND SAHKILS

Legends in Arcadia say that coatls and sahkils rose to prominence as the first mortals walked on Golarion. Each saw unique potential in the mortals; coatls saw hope and the capacity to rise to achieve great feats, while sahkils saw the potential to foster fear. Fearful mortals would never accomplish anything, becoming useless piles of flesh whose souls would languish. These withered souls would be unable to properly travel the River of Souls, disrupting the delicate balance of the afterlife. To this day, coatls work to inspire mortals and push them toward greater achievements all while striving to keep the sahkils' terror at bay.


XIUH COATL





Cockroach Species

Beyond the common giant cockroach, other flesh-eating cockroaches exist throughout the world. These variations include the giant hissing cockroach, the noxious venomroach, the huge spitting cockroach (which can incapacitate enemies from a distance), the aggressive sawback cockroach, and the mysterious and rare dragonroach.

Cockroach

Generally seen more as a nuisance than a personal danger, cockroaches inhabit most reaches of the world. They're scavengers who live off the detritus of the natural world and from those that inhabit it. These maligned insects can survive weeks without eating, and most of their meals consist of organic waste that would otherwise overwhelm an ecosystem, particularly in their preferred urban environments. Though a typical cockroach presents virtually no threat, they can become dangerous in large groups, and some species grow particularly large.

While most people are only familiar with brown cockroaches, roaches actually come in a large variety of colors. Some people collect these beautiful insects as pinned specimens or pets.

Giant Cockroach

Cockroaches are communal creatures, rarely setting out on their own unless they are searching for food. If an adventurer encounters a single giant cockroach while exploring, they had best take precautions against others, as there's likely an entire colony nearby.

Giant Cockroach — Creature 1

SMALL ANIMAL

Perception +6; darkvision, scent (imprecise) 60 feet
Skills Acrobatics +6, Stealth +8
Str +1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** –1

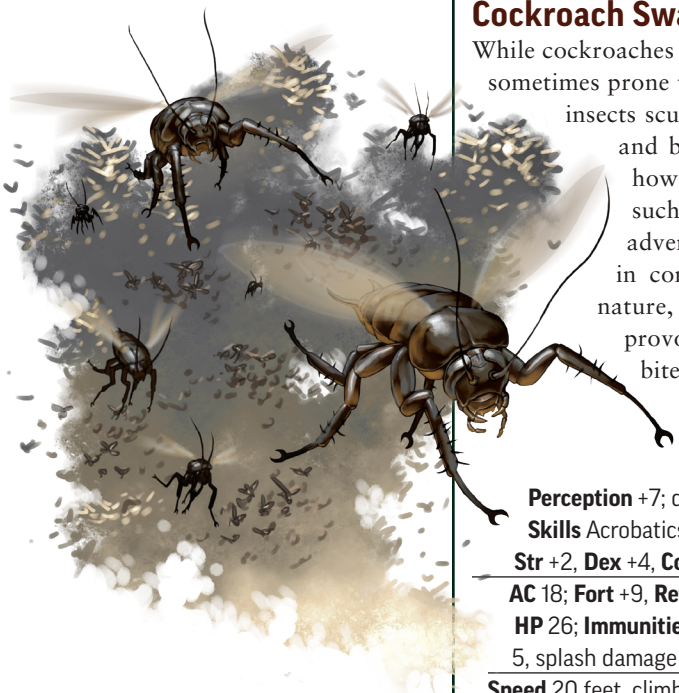
AC 16; **Fort** +6, **Ref** +8, **Will** +4
HP 20

Scurry ↷ **Trigger** The giant cockroach is targeted by a melee attack; **Effect** The giant cockroach gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the cockroach Strides, Climbs, or Flies up to 10 feet.

Speed 25 feet, climb 25 feet, fly 15 feet
Melee ❖ mandibles +8 (agile, finesse), **Damage** 1d6+1 piercing

Cockroach Swarm

While cockroaches tend to gather in cramped spaces, a disturbed colony is sometimes prone to swarming, where hundreds or even thousands of the insects scurry out of their hiding places in a raft of shiny brown and black carapaces on thousands of skittering legs. Given how disgusting many find cockroaches to be, encountering such a swarm can be alarming to even the most seasoned adventurers. The creatures are relentless when disturbed; in contrast to the insects' normally skittish and harmless nature, cockroach swarms pursue the creature or creatures that provoked them and harry them with thousands of stinging bites.



COCKROACH SWARM

Cockroach Swarm — Creature 2

LARGE ANIMAL SWARM

Perception +7; darkvision, scent (imprecise) 60 feet
Skills Acrobatics +8, Stealth +8
Str +2, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –4

AC 18; **Fort** +9, **Ref** +10, **Will** +6
HP 26; **Immunities** precision, swarm mind (page 362); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 20 feet, climb 20 feet, fly 15 feet
Swarming Bites ❖ Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save).

Crab

Crabs are scavenging crustaceans known for their hard shells and iconic sideways gait. When confronted with threats from outside their species, most crabs prefer to flee, but when retreat isn't possible, they clamp on to their foes as tightly as they can.

Giant Crab

These skittering creatures are prized for their delicious meat, but their size makes them dangerous targets for harvesting. The statistics presented here represent giant crabs that live close to the water's surface. Crabs that live deeper underwater often exhibit more extreme adaptations to their environment. For example, crabs living in the depths where little light reaches them gain darkvision and cold resistance, and those adapted to the most hostile reaches of the deep sea can detect nearby creatures through subtle shifts in ocean currents.

GIANT CRAB — CREATURE 2

MEDIUM ANIMAL AQUATIC

Perception +8; darkvision
Skills Acrobatics +7, Athletics +8, Stealth +7
Str +4, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** –3

AC 18; **Fort** +7, **Ref** +9, **Will** +7
HP 25; **Resistances** physical 3 (except bludgeoning)
Vulnerable to Prone If a creature critically succeeds at a check to Trip the giant crab, the crab is flipped over onto its back in addition to the usual effects. Until it Stands, a giant crab that's flipped onto its back has a particularly hard time defending itself; instead of taking the normal –2 circumstance penalty to AC for being off-guard, it takes a –4 circumstance penalty to AC.
Scuttle ↩ **Trigger** A creature that the giant crab can see targets the crab with an attack while the giant crab isn't prone; **Effect** The giant crab scuttles to the side and gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the crab can Stride up to its speed in a straight line as part of the reaction.

Speed 25 feet, swim 15 feet
Melee ❖ claw +9, **Damage** 1d10+4 slashing plus Grab (page 361)
Constrict ❖ 1d6+3 bludgeoning, DC 18 (page 360)

Hermit Crab Swarm

When hermit crabs find a shell that's too large, they lie in wait for others to arrive and move into the shell, abandoning a possible replacement. This can form a large chain of queuing crabs waiting to upgrade their shells. Interruptions can aggravate the crabs, resulting in attacks against the unfortunate source of disruption.

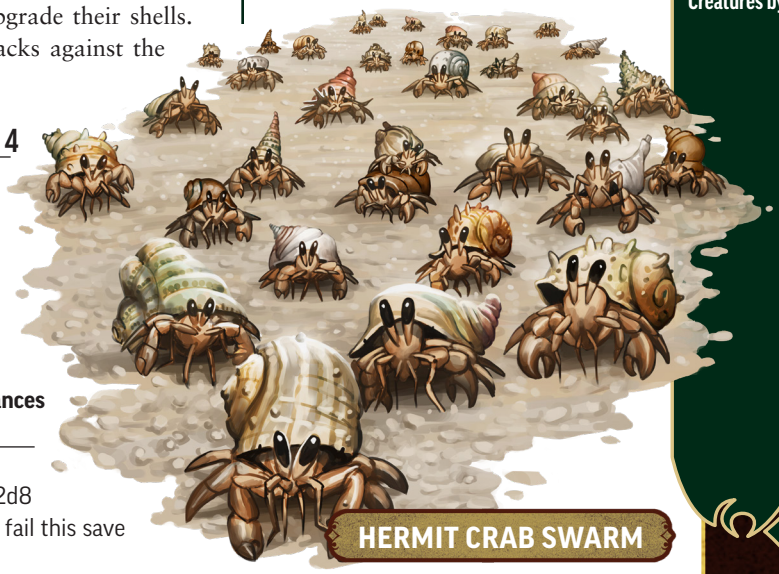
HERMIT CRAB SWARM — CREATURE 4

LARGE AMPHIBIOUS ANIMAL SWARM

Perception +11; darkvision, tremorsense (imprecise) 15 feet (page 362)
Skills Athletics +12
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –1

AC 20; **Fort** +13, **Ref** +10, **Will** +7
HP 42; **Immunities** precision, swarm mind (page 362); **Weaknesses** area damage 5, splash damage 5; **Resistances** piercing 5, slashing 5

Speed 30 feet, swim 15 feet
Swarming Snips ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 20 basic Reflex save). Creatures that fail this save also take 1d4 persistent bleed damage.



HERMIT CRAB SWARM



CRAB SPECIES

Crabs can be found along all the world's coastlines, ranging from relatively small creatures like the king crab or coconut crab to truly oversized monsters like the great reef crab, shark-eating crab, or lumbering shipwrecker crab.

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THOSE WHO DIE ALONE

The most common souls that spawn lacridaemons are those of wicked individuals abandoned to lonely deaths. Dangerous, reclusive villains who meet their ends at the hands of adventurers in remote lairs tend to become lacridaemons. In addition, those who die exposed to the natural elements, be it from intense heat, freezing temperatures, or thirst, can end up as lacridaemons.

Daemon

Daemons form from the most despicable souls and personify forms of death. Devoted to pain, suffering, and murder, the ultimate goal of these wicked creatures is to consume mortal souls rather than corrupt them or tempt them toward evil.

Lacridaemon (Loneliness Daemon)

Souls who die from neglect or exposure due to becoming lost, trapped in small spaces, or otherwise being far from help can transform into lacridaemons. These weaker daemons are full of despair and typically lash out against anyone they see, believing them to have intentionally abandoned the lacridaemon to their fate. Many lacridaemons are born from the souls of wicked mortals who push others away and thus suffer lonely deaths. Exiled, corrupt nobles and violent criminals left to rot in solitary prisons are common among their ranks.

Lacridaemons tend to resemble humanoids with smooth, gray skin, a strange tail, and vicious claws. They each have patches of frost across their flesh, representing their ultimately cold and lonely ends. These patches appear on every lacridaemon even if their deaths weren't due to exposure to cold, as is the case for souls who perished alone from thirst in the desert.

Even in their fiendish state, lacridaemons can't help but consider themselves alone. It's not uncommon to find groups of lacridaemons where each daemon acts independently, as if the others weren't there. They tend to sit alone in dark corners reminiscent of the places of they died, sobbing loudly, but once they become aware of the presence of non-fiends, they are quick to attack, believing these creatures to be the same ones who abandoned them in life. A lacridaemon's supernatural abilities allow the fiend to subject others to a fate similar to the their own death, making it difficult to escape danger and find help.



LACRIDAEMON — CREATURE 3

MEDIUM DAEMON FIEND UNHOLY

Perception +9; darkvision

Languages Common, Daemonic; telepathy 100 feet (page 362)

Skills Acrobatics +11, Deception +9, Stealth +9, Survival +8

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

AC 18; **Fort** +9, **Ref** +12, **Will** +6; +1 status to all saves vs. magic

HP 45; **Immunities** cold, death effects; **Weaknesses** holy 5

Weeping Aura (aura, divine) 60 feet. The sounds of crying constantly surround a lacridaemon. A creature that first enters the area must attempt a DC 17 Will save as the sounds cause major disorientation. On a failure, the creature takes a –2 status penalty to Survival checks to Sense Direction (–4 on a critical failure) for 1 day. After attempting the save, the creature is temporarily immune to the lacridaemon's weeping aura for 1 day. The penalties from multiple weeping auras can increase up to a cumulative total of –10.

Steal Bearings ↷ **Trigger** A creature within 30 feet Strides; **Effect** The lacridaemon attempts to redirect the triggering creature so it eventually becomes as lost as the lacridaemon. The triggering creature attempts a DC 17 Will save. Regardless of the result, the creature becomes temporarily immune to all attempts to Steal Bearings for 1 minute.

Success The creature is unaffected.

Failure The creature treats all squares as difficult terrain for its Stride.

Critical Failure As failure, except that the lacridaemon determines where the target moves during the Stride, though it can't move it into hazardous terrain or a place it can't stand.

Speed 30 feet
Melee ❖ jaws +12 (magical, unholy), **Damage** 1d8+4 piercing plus 1d6 cold and lacridaemon venom
Melee ❖ claw +10 (agile, magical, unholy), **Damage** 1d6+4 slashing plus 1d6 cold
Divine Innate Spells DC 17; **2nd** *invisibility*; **1st** *fear*, *vanishing tracks*
Lacridaemon Venom (poison, unholy) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and stupefied 1 (1 round); **Stage 3** 1d8 poison damage, confused, and stupefied 1 (1 round)
Venomous Spray ❖❖ The lacridaemon's begins to weep, spraying its venom-filled tears at all creatures within 30 feet. The creatures are immediately exposed to lacridaemon venom. Other lacridaemons are immune to this venom.

Meladaemon (Famine Daemon)

Meladaemons personify death by starvation and thirst, and they revel in spreading the same despair that brought about their mortal demise. When they aren't blighting fields, massacring livestock, or tainting water supplies, they experiment on prisoners to study how long creatures can go without sustenance and the deleterious effects that result from such deprivation. Fiercely loyal to Trelmarixian, Apocalypse Rider of Famine, they serve no other beings. They work alongside other daemons if Trelmarixian wills it but are notoriously traitorous.

MELADAEMON CREATURE 11

LARGE DAEMON FIEND UNHOLY

Perception +21; darkvision, lifesense (imprecise) 30 feet (page 361)
Languages Common, Daemonic; telepathy 100 feet (page 362)
Skills Acrobatics +20, Athletics +21, Deception +23, Intimidation +23, Religion +20, Stealth +23, Survival +19
Str +7, **Dex** +5, **Con** +6, **Int** +3, **Wis** +4, **Cha** +6

AC 31; **Fort** +23, **Ref** +20, **Will** +19; +1 status to all saves vs. magic
HP 225; **Immunities** death effects; **Weaknesses** holy 10
Consumptive Aura (aura, divine) 20 feet. A meladaemon emanates an aura of intense hunger. Each round a creature begins its turn in the aura, it must attempt a DC 27 Fortitude save. On a failure, the creature takes 1d6 void damage (2d6 on a critical failure) and becomes fatigued. This fatigue ends as soon as the creature eats any food.
Withering Opportunity ↷ **Trigger** The meladaemon is attacked by an adjacent creature, and the attack misses; **Effect** The meladaemon swipes at the triggering creature, which must immediately attempt a save against the meladaemon's withering touch.

Speed 25 feet, fly 50 feet
Melee ❖ jaws +24 (magical, reach 10 feet, unholy), **Damage** 2d12+16 plus daemonic famine
Melee ❖ claw +24 (agile, magical, reach 10 feet, unholy), **Damage** 2d8+16 slashing plus Grab (page 361) and withering touch
Divine Innate Spells DC 31; **6th** *phantom pain*; **5th** *translocate*, *fear*, *force barrage* (at will); **4th** *translocate* (at will)
Rituals DC 31; *blight*
Daemonic Famine (disease) **Saving Throw** DC 29 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3; **Stage 5** enfeebled 3 (1 week); **Stage 6** dead
Withering Touch (divine, unholy) When the meladaemon hits with a claw Strike or a creature begins its turn grabbed or restrained by the meladaemon, the



FORMED IN HIS IMAGE

Meladaemons have always been gaunt and bestial, but they didn't always resemble jackals. When Trelmarixian overthrew the previous Apocalypse Rider of Famine, one of his first acts as a ruler of Abaddon was to forcibly twist the appearance of his deacon caste to resemble his own wicked form. He went on to imbue meladaemons with other jackal-like aspects as it suited him, further warping them and cementing their fealty.

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Styx Passage Fees

Gliding with eerie ease along the murky River Styx, thanadaemons are only too happy to offer mortals passage aboard their dilapidated skiffs—for a price. Gold is typically an acceptable payment for a thanadaemon's services, though these fiends are well-known for altering the details of arrangements after the fact and may just as likely demand a favor or some esoteric good, such as a *soul gem*, instead of coin.

creature must attempt a DC 30 Fortitude save. On a failure, the creature takes 1d6 void damage and becomes fatigued. This fatigue ends when the creature drinks.

Thanadaemon (Death Daemon)

Also known as the deacons of death, thanadaemons represent death via old age. They're among the most patient daemons and prefer to bide their time to enact far-reaching, decades-long plans rather than fight (though they're still deadly foes). Like the Apocalypse Rider of Death, they ply the waters of the River Styx in search of wayward souls. Rarely are thanadaemons seen without a trademark oar (which they wield as a bo staff), a tool they use to navigate the river's muck-ridden channels and turbulent rapids.

THANADAEMON — CREATURE 13

MEDIUM DAEMON FIEND UNHOLY

Perception +26; darkvision, *truesight*
Languages Common, Daemonic; telepathy 100 feet (page 362)
Skills Arcana +22, Deception +26, Intimidation +26, Religion +22, Styx Lore +24
Str +6, **Dex** +6, **Con** +4, **Int** +3, **Wis** +5, **Cha** +7
Items *+1 striking bo staff*, *soul gem* (2)

AC 34; **Fort** +21, **Ref** +23, **Will** +26; +1 status to all saves vs. magic
HP 270; **Immunities** death effects; **Weaknesses** holy 10

Terrifying Gaze (aura, divine, emotion, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 30 Will save. If the creature fails, it becomes frightened 2. The creature is then temporarily immune to terrifying gaze (but not Focus Gaze) for 24 hours.

Speed 25 feet, fly 25 feet

Melee ❖ *bo staff* +28 (magical, parry, reach 10 feet, trip, unholy), **Damage** 2d8+16 bludgeoning plus 1d6 void and draining strike

Melee ❖ claw +27 (agile, finesse, magical, unholy), **Damage** 3d6+17 slashing plus draining strike

Divine Innate Spells DC 34; **7th** *execute*, *interplanar teleport* (at will; self plus skiff and passengers only; Astral, Ethereal, and unholy planes only), *teleport*; **6th** *slow*, *vampiric exsanguination* (×2); **5th** *translocate*; **4th** *translocate* (at will); **Constant (7th)** *truesight*

Rituals DC 34; *create undead*

Draining Strike (divine) When a thanadaemon damages a living creature with a melee Strike, the creature must succeed at a DC 33 Fortitude save or become drained 1. Further damage dealt by the thanadaemon increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Focus Gaze ❖ (concentrate, divine, fear, visual) The thanadaemon glares at a single creature they can see within 30 feet. The target must immediately attempt a DC 33 Will save against the thanadaemon's terrifying gaze. If the target was already frightened, a failed save causes it to become fleeing for 1d4 rounds; this second effect has the incapacitation trait. After attempting its save, the creature is temporarily immune to this ability until the start of the thanadaemon's next turn.

Soul Crush ❖❖ (manipulate) **Requirements** The thanadaemon has a *soul gem*; **Effect** The thanadaemon crushes the *soul gem* in one hand and gains fast healing 15 for 1 minute.



THANADAEMON

Sordesdaemon (Pollution Daemon)

Sordesdaemons are hulks of sewage and daemonic flesh that embody death through pollution. They are among the newest types of daemons to appear on Golarion and are constantly surrounded by a cloud of foul mist that chokes living creatures. Sordesdaemons are fiendishly clever and often seek to inspire mortals with new ideas and inventions that despoil the environment. While these daemons are more than capable of ruining habitats on their own, they take great delight in encouraging mortals to do so themselves, as the act can eventually create new sordesdaemons. Once a given forest, river or other natural abode is completely polluted, a sordesdaemon often moves to claim it as their domain.

SORDESDAEMON CREATURE 15

LARGE DAEMON FIEND UNHOLY

Perception +26; darkvision

Languages Common, Daemonic; telepathy 100 feet (page 362)

Skills Arcana +27, Crafting +29, Intimidation +28, Medicine +26, Religion +28, Stealth +24, Survival +28

Str +8, **Dex** +3, **Con** +9, **Int** +6, **Wis** +5, **Cha** +5

AC 37; **Fort** +30, **Ref** +23, **Will** +26; +1 status to all saves vs. magic

HP 300; **Immunities** death effects, disease; **Weaknesses** holy 15

Miasma of Pollution (aura, disease) 30 feet. A creature that enters the aura or begins its turn in it must succeed at a DC 34 Fortitude save or be sickened 2 (plus slowed 1 as long as it's sickened on a critical failure). Creatures in the aura can't reduce the value of the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute. Creatures made of water (such as water elementals) and plant creatures use an outcome one degree of success worse than the result of their save.

Speed 30 feet, climb 20 feet

Melee ❖ fist +29 (magical, reach 15 feet, unholy), **Damage** 3d8+16 bludgeoning plus pollution infusion

Divine Innate Spells DC 38; **8th** *desiccate*, *spiritual epidemic* (*Player Core 2* 252); **5th** *toxic cloud* (at will), *translocate*; **4th** *translocate* (at will)

Pollution Infusion (disease, virulent) Non-fiend creatures adjacent to the afflicted creature take a –1 circumstance penalty to saving throws against disease; **Saving Throw** DC 36 Fortitude; **Stage 1** drained 1 (1 day); **Stage 2** doomed 1 and drained 1 (1 day); **Stage 3** doomed 1 and drained 2 (1 day); **Stage 4** doomed 2 and drained 2 (1 week); **Stage 5** dead

Retch of Foulness ❖❖ (acid, divine) The sordesdaemon exhales a spray of sewage that deals 8d6 acid damage and 8d6 poison damage in a 30-foot cone (DC 36 basic Fortitude save). It can't use Retch of Foulness again for 1d4 rounds.

DAEMONIC POLLUTION

Sordesdaemons who aren't compelled to pursue a specific task often find their way into sewers beneath large cities, where they subjugate other creatures that wallow in filth (such as ofalths). They think nothing of sacrificing these minions if it advances their own aims.



SORDESDAEMON

Phasmadaemon (Terror Daemon)

The horrifying phasmadaemons make use of illusions and their own frightening appearances (that of serpents with bony tails, horned crocodilian skulls for heads, and several insectile pincers) to strike fear into the hearts of others. They represent deaths brought about by fright. Ultimately, any kind of fear can lead to the creation of a phasmadaemon, but a soul who transforms into such a fiend must quickly find other fears to feed on to build up their own strength. Without the nourishment of human fear, the newborn phasmadaemon begins to waste away, eventually "dying" and becoming planar quintessence. Only the most clever

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Fearful Machinations

While daemons don't typically require food, phasmadaemons seem intent on feeding on the emotions, and especially the fears, of mortals. Some believe that the life force and emotions of creatures serves as the fuel for a phasmadaemon's magic, while others suspect that phasmadaemons simply enjoy facing mortals eye-to-eye while feeding, delighting in the fear of their prey's final moments.

and capable phasmadaemons survive their initial hunger, learning how to prey on even the bravest souls as a result.

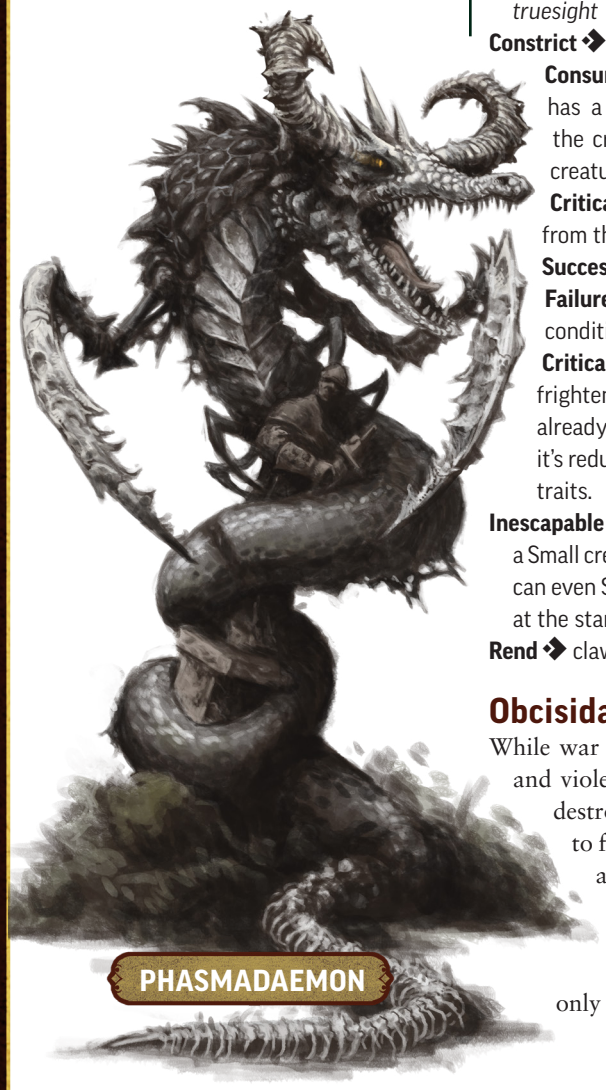
PHASMADAEMON CREATURE 17

LARGE DAEMON FIEND UNHOLY

Perception +29; darkvision, *truesight*
Languages Common, Daemonic; telepathy 100 feet (page 362)
Skills Acrobatics +31, Athletics +30, Deception +31, Intimidation +33, Religion +29
Str +8, **Dex** +8, **Con** +6, **Int** +3, **Wis** +4, **Cha** +6

AC 39; **Fort** +31, **Ref** +26, **Will** +31; +1 status to all saves vs. magic
HP 340; **Immunities** death effects, fear; **Weaknesses** holy 15
Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 35 (page 361)
Unending Terror Escaping fear near a phasmadaemon is no simple task. Creatures in the phasmadaemon's frightful presence aura don't reduce the value of their frightened condition automatically at the end of their turns. Instead, they must attempt a Will save at the end of their turn against the DC of the effect that caused the condition. On a success, the creature's frightened condition is reduced by 1.

Speed 25 feet, fly 35 feet
Melee ❖ jaws +33 (magical, reach 10 feet, unholy), **Damage** 3d10+19 piercing plus Grab (page 361)
Melee ❖ claw +33 (agile, magical, reach 10 feet, unholy), **Damage** 3d8+19 slashing
Divine Innate Spells DC 38, attack +30; **9th** *duplicate foe*, *phantasmagoria*; **8th** *mask of terror*; **7th** *shadow blast*, *vision of death*; **6th** *shadow blast* (×2); **5th** *shadow blast* (×2), *translocate*; **4th** *translocate* (at will), *nightmare* (at will); **Constant (9th)** *truesight*
Constrict ❖ 3d10+9 bludgeoning, DC 35 (page 360)
Consume Fear ❖ (emotion, fear, mental) **Requirements** The phasmadaemon has a creature grabbed or restrained; **Effect** The phasmadaemon feeds on the creature's mortality and innate terror, dealing 6d8 mental damage. The creature must attempt a DC 38 Will save.
Critical Success The creature takes no damage and manages to break free from the phasmadaemon's Grab.
Success The creature takes half damage.
Failure The creature takes full damage and increases their frightened conditioned by 1, to a maximum of frightened 4.
Critical Failure The creature takes double damage and increases their frightened condition by 2, to a maximum of frightened 4. If the creature is already frightened 4, it must attempt a DC 38 Fortitude saving throw. If it fails, it's reduced to 0 Hit Points and dies. This effect has the death and incapacitation traits.
Inescapable Form The phasmadaemon can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The phasmadaemon can even Squeeze through spaces that typically fit only a Tiny creature but does so at the standard speed for Squeezing.
Rend ❖ claw (page 361)



Obcisidaemon (Obliteration Daemon)

While war can have many facets, obcisidaemons care only for the brutality and violence that conflict brings. These devastating daemons seek only to destroy, leaving rubble and ash in their wake. Reflecting the mortal desire to fully eradicate one's enemy, obcisidaemons never intentionally leave a soul behind in their war paths. They claim the souls of those they slaughter, adding them to a profane cloak that seeps from their bodies as a clinging mist. Souls added to the cloak are unable to travel into the afterlife, and most obcisidaemons can hold only a handful of these souls at a time. Whenever an obcisidaemon's

cloak is overburdened or during times when the fiend needs greater power, they consume a soul and receive rejuvenation or the might they need to cause further destruction.

OBCISIDAEMON CREATURE 19

GARGANTUAN DAEMON FIEND UNHOLY

Perception +35; darkvision, *truesight*
Languages Common, Daemonic; telepathy 100 feet (page 362)
Skills Acrobatics +33, Athletics +39, Deception +34, Intimidation +36, Religion +32, Warfare Lore +36
Str +10, **Dex** +4, **Con** +8, **Int** +4, **Wis** +5, **Cha** +7
Cloak of Souls An obcisidaemon is shrouded at all times in a cloak of captured souls. It can hold seven souls, though more powerful obcisidaemons can have cloaks capable of holding more souls at the GM's discretion. Destroying the daemon frees the souls, though this doesn't return the deceased creatures to life. A creature whose soul is trapped within this cloak can't be resurrected except by a 9th-rank *resurrect* ritual or similarly powerful magic.
Items *+2 greater striking halberd*

AC 43; **Fort** +35, **Ref** +29, **Will** +32; +1 status to all saves vs. magic
HP 425; **Immunities** death effects; **Weaknesses** holy 20
Reactive Strike ↻ (page 361)
Scorched Earth (aura, divine) 60 feet. Any creature that dies within the aura and isn't drawn into the obcisidaemon's cloak of souls via Inherit Soul must attempt a DC 38 Fortitude save. On a failure, the creature's body (but not its gear) is immediately reduced to a fine smear of ashes.

Speed 25 feet, fly 50 feet
Melee ❖ *halberd* +36 (magical, reach 20 feet, versatile S, unholy), **Damage** 3d10+23 piercing
Melee ❖ jaws +34 (magical, reach 15 feet, unholy), **Damage** 4d6+20 piercing plus Grab (page 361)
Divine Innate Spells DC 38, attack +30; **10th** *massacre*; **9th** *disintegrate*, *falling stars*; **7th** *paralyze*, *spell riposte* (*Player Core 2* 252); **6th** *toxic cloud*; **5th** *translocate*; **4th** *translocate* (at will); **Constant (10th)** *truesight*
Consume Soul ❖❖ (divine) The obcisidaemon consumes a soul from their cloak to gain one of the following effects. A soul consumed in this way can't be resurrected except by a *wish* ritual or a similarly powerful effect.
Empower Spell The obcisidaemon gains a +2 status bonus to their spell DCs and spell attack modifiers until the end of their next turn.
Empower Weapon The obcisidaemon's weapon gains the effects of a *greater flaming*, *greater frost*, *greater shock*, or *wounding* rune until the end of their next turn.
Healing (healing, vitality) The daemon regains 8d8+64 Hit Points.
Inherit Soul ↻ (divine, incapacitation) **Trigger** The obcisidaemon slays a creature; **Effect** The obcisidaemon attempts to draw the creature's soul into their cloak of souls. The triggering creature must attempt a DC 38 Fortitude save. On a failure, its soul is consumed and added to the cloak of souls. If the obcisidaemon's cloak can't hold any more souls, the daemon can release one of the souls as a free action; otherwise, the soul isn't absorbed.

SOUL HOARDING

Obcisidaemons carry some souls for months or even years at a time, choosing never to consume them even when doing so might grant them an advantage in combat.



OBCISIDAEMON

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The End of Reality

In the deepest reaches of darkness, where the Netherworld and the Void meet, is a single fixed point where reality comes to an end. This planar juncture, a chasm of solid entropy formed into crystals by the weight of the infinite compressing eternally upon itself, is where darvakkas form.

Darvakka

Darvakkas, also called nightshades, are a ravenous evil made up of equal parts darkness and malice. They form from creatures of the Outer Planes who travel to the convergence of the Netherworld and the Void, where the power of nothingness obliterates them. These undead abominations are the physical embodiment of entropy and burn with an intense hatred for all life, working to bring a final, dark night to the Universe where nothing but ash and ice remains.

As creatures twisted by darkness and shadow, darvakkas have a great aversion to sunlight and all sources of life energy. When traveling in the Universe, they spend the hours of daylight hidden below ground, amid ruins, or submerged deep in the ocean's darkest chasms beyond the reach of the sun's rays, emerging whenever darkness shelters them overhead.

Darvakkas have an aura of entropy that attracts undead thralls to serve as warriors and heralds. They rarely seek alliances with each other or other creatures, existing in solitude as the heads of individual armies of the dead.

Vanyver (Nightwing)

Vanyvers are large humanoid bats shaped from void and shadowstuff, their red eyes glowing like tiny stars in an otherwise lightless night. Though powerful, they're the least of the darvakkas and the most likely to submit to a master—either to another of their kind or to a mortal with a reputation for being especially murderous and destructive. Vanyvers agree to follow their masters as a temporary means of maximizing the death and destruction they enact, but they will quickly turn on anyone they feel falters in this goal.



VANYVER

VANYVER **CREATURE 13**

HUGE DARVAKKA SHADOW UNDEAD UNHOLY

Perception +26; greater darkvision, lifesense 60 feet (page 361)

Languages Chthonian, Common, Diabolic, Necril; telepathy 100 feet (page 362)

Skills Acrobatics +25, Arcana +23, Athletics +27, Netherworld Lore +25, Religion +24, Stealth +25, Void Lore +25

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

AC 34; **Fort** +29, **Ref** +23, **Will** +22

HP 275, void healing (page 362); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** holy 10, silver 10; **Resistances** cold 10

Entropy's Shadow (aura, divine, void) 40 feet. Darvakkas leak entropy and corruption from their very being. A living creature entering or starting its turn in the aura takes 3d6 void damage with a DC 30 basic Fortitude save. If it fails, it's also enfeebled 1 for 1 minute and pulled 10 feet toward the darvakka.

Sunlight Powerlessness A darvakka caught in sunlight is stunned 2 and clumsy 2 as long as it remains in the sunlight.

Catching Bite ↷ **Trigger** A creature within reach of the vanyver's jaws makes a melee Strike against the vanyver with a weapon; **Effect** The vanyver chooses to be hit. If the attack would've missed, it hits. The vanyver catches the weapon in their jaws and uses Drain Magic on it without fulfilling Drain Magic's requirements.

Speed 25 feet, fly 60 feet

Melee ❖ jaws +27 (magical, reach 10 feet), **Damage** 3d10+11 piercing plus 1d10 cold and Drain Magic

Melee ❖ talon +27 (magical, reach 10 feet), **Damage** 3d10+11 bludgeoning plus 1d10 cold and Grab (page 361)
Melee ❖ wing +27 (agile, magical, reach 15 feet), **Damage** 3d6+11 bludgeoning plus 1d10 cold
Divine Innate Spells DC 34; **7th** *interplanar teleport* (to the Universe, the Void, or the Netherworld only); **6th** *dispel magic* (at will), *harm* (×3); **4th** *darkness*, *see the unseen*; **Cantrips (7th)** *detect magic*
Constrict ❖ 3d10+5 piercing, DC 33 (page 360)
Drain Magic ❖ **Requirements** The vanyver's last action was a successful jaws Strike against a creature, object, or spell effect; **Effect** The vanyver casts an innate *dispel magic* on the same target; if the target was a creature, the vanyver can target a spell affecting the creature instead. If a spell effect or item is successfully counteracted, the vanyver gains temporary Hit Points equal to double the counteract rank of the effect that was counteracted.
Snatch The vanyver can Fly at half Speed while they have a creature grabbed or restrained in either or both of their talons, carrying that creature along with them.

Sykever (Nightstrider)

The most common darvakkas are sykevers, dauntless warriors who can march on two limbs or four. Their forelimbs end in curved, excruciatingly sharp spikes instead of hooves or hands. Bloodthirsty but calculating, they lead legions of dead into battle in the Universe, working toward the simple goal of ending all life.

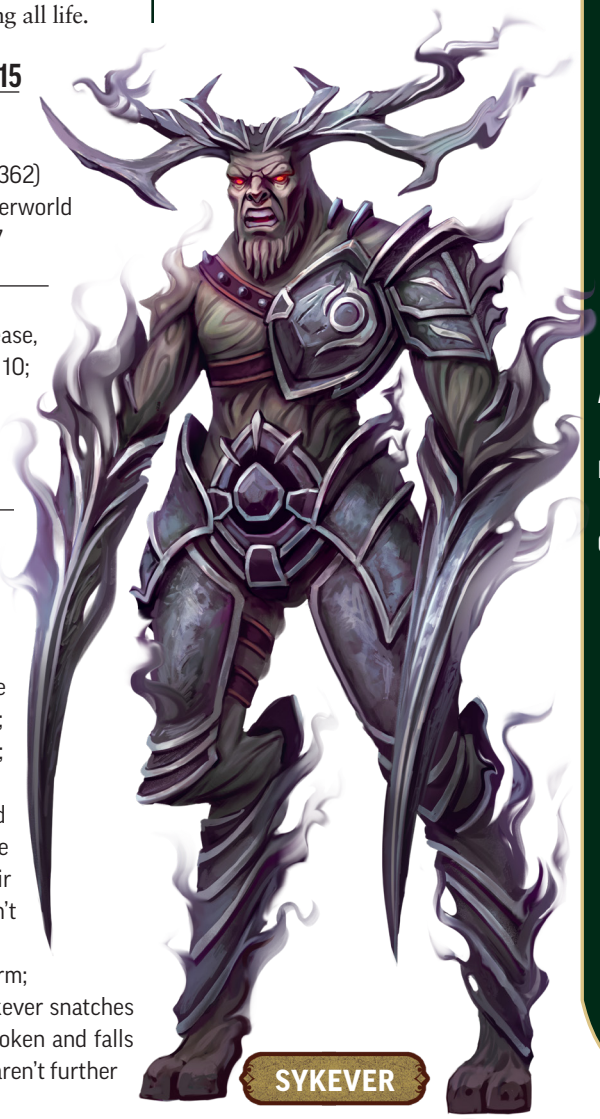
SYKEVER — CREATURE 15

HUGE DARVAKKA SHADOW UNDEAD UNHOLY

Perception +29; greater darkvision, lifesense 60 feet (page 361)
Languages Chthonian, Common, Diabolic, Necril; telepathy 100 feet (page 362)
Skills Arcana +27, Athletics +29 (+31 to Disarm), Intimidation +28, Netherworld Lore +27, Religion +27, Stealth +27, Void Lore +27, Warfare Lore +27
Str +8, **Dex** +4, **Con** +6, **Int** +6, **Wis** +6, **Cha** +7

AC 37; **Fort** +25, **Ref** +25, **Will** +31
HP 310, void healing (page 362); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** holy 10, silver 10; **Resistances** cold 10
Entropy's Shadow (aura, divine, void) 40 feet. As vanyver, but DC 33 and 4d6 damage.
Sunlight Powerlessness As vanyver.

Speed 40 feet; *fly*
Melee ❖ horn +31 (magical, reach 10 feet), **Damage** 3d8+12 bludgeoning plus 1d10 cold and 2d8 persistent bleed
Melee ❖ arm spike +31 (agile, magical, reach 10 feet), **Damage** 3d8+12 piercing plus 1d10 cold
Divine Innate Spells DC 36; **7th** *harm* (×3), *interplanar teleport* (to the Universe, the Void, or the Netherworld only), *paralyze*; **6th** *truesight*; **4th** *darkness* (at will), *invisibility* (×3); **Cantrips (8th)** *detect magic*; **Constant (8th)** *fly*
Change Posture ❖ The sykever changes between their bipedal and quadrupedal stance. In their bipedal stance, the sykever can use all the abilities in their stat block except Horned Rush. In their quadrupedal stance, the sykever has a Speed of 80 feet but can't make arm spike Strikes, Disarm, cast spells, or use Crush Item.
Crush Item ↷ **Trigger** The sykever gets a critical success to Disarm; **Requirements** The sykever is in their bipedal stance; **Effect** The sykever snatches the item and pierces it with their arm spikes. The item becomes broken and falls to the ground in the sykever's space. Items that are already broken aren't further damaged, and an item with 14 or higher Hardness is unaffected.


SYKEVER

CREATING NOTHING

Darvakkas are made from the quintessence, spiritual essence made manifest in physical form, of fiends cast into the void at reality's end. The death of their immortal soul causes the creature to be consumed, catalyzing a change that scrambles them into an entirely new being that retains nothing of their previous self.

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THE BOUND ONE

Hidden beneath the necromantic colleges of Yled in the nation of Geb are a trio of sykevers held in magical stasis alongside an ancient darvakka known only as the Bound One. This creature, ensnared by Geb himself, serves as an unending pool of void energy, immensely useful for magical experiments and empowering other undead servitors around the nation. The four darvakkas await the day Geb calls upon them once more.

Draining Gaze ❖ (concentrate, divine, visual) The sykever fixes their nightmarish gaze on one creature they can see, who must attempt a DC 36 Will save. Regardless of the result, the target is temporarily immune for 10 minutes.

Critical Success The target is unaffected.

Success The target is enfeebled 2 for 1 round if the sykever is in bipedal stance or clumsy 2 for 1 round if the sykever is in quadrupedal stance.

Failure As success, but the effect lasts 1 minute.

Critical Failure As success, but enfeebled 3 or clumsy 3, and the effect lasts 10 minutes.

Horned Rush ❖ **Requirements** The sykever is in their quadrupedal stance; **Effect** The sykever Strides and then makes a horn Strike.

Urveth (Nightcrawler)

An urveth is a massive, four-armed burrowing terror with a wormlike body and gaping maw that devours everything it can. Urveths burrow deep underground to hide from the sun, emerging under the cover of darkness to kill and consume.

URVETH — CREATURE 18

GARGANTUAN | DARVAKKA | SHADOW | UNDEAD | UNHOLY

Perception +32; greater darkvision, lifesense 60 feet (page 361)

Languages Chthonian, Common, Diabolic, Necril; telepathy 100 feet (page 362)

Skills Arcana +29, Athletics +35, Netherworld Lore +31, Religion +32, Stealth +31, Void Lore +31

Str +10, **Dex** +5, **Con** +8, **Int** +5, **Wis** +6, **Cha** +6

AC 40; **Fort** +32, **Ref** +29, **Will** +34

HP 460, void healing (page 362); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** holy 15, silver 15; **Resistances** cold 15

Entropy's Shadow (aura, divine, void) 60 feet. As vanyver, but DC 38 and 5d6 damage.

Sunlight Powerlessness As vanyver.

Reactive Strike ↻ claw only (page 361). An urveth gains 3 extra reactions each round that they can use only to make Reactive Strikes.

Speed 25 feet, burrow 60 feet, *fly*

Melee ❖ jaws +36 (magical, reach 15 feet), **Damage** 3d10+14 slashing plus 2d10 cold and Improved Grab (page 361)

Melee ❖ claw +36 (agile, magical, reach 15 feet), **Damage** 3d6+14 slashing plus 2d10 cold

Melee ❖ stinger +36 (poison, magical, reach 20 feet), **Damage** 3d6+14 piercing plus 2d10 cold and urveth venom

Divine Innate Spells DC 40; **8th** *harm* (×3), **7th** *eclipse burst*, *interplanar teleport* (to the Universe, the Void, or the Netherworld only), *truesight*; **4th** *darkness* (at will); **Cantrips (9th)** *detect magic*; **Constant (9th)** *fly*

Frenzy ❖❖ The urveth makes two claw Strikes and one stinger Strike in any order.

Swallow Whole ❖ Huge, 2d10+5 bludgeoning, Rupture 35 (page 362). A living creature that ends its turn swallowed whole by an urveth becomes drained 1 or increases its drained condition by 1, and the urveth gains 10 temporary Hit Points. A creature whose drained condition increases to 5 in this way dies.

Urveth Venom (poison) **Saving Throw** DC 37 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 void



damage and 2d6 poison damage (1 round); **Stage 2** 3d6 void damage, 2d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 3d6 void damage, 2d6 poison damage, and enfeebled 4 (1 round)

Nasurgeth (Nightwave)

Nasurgeths are hungry voids with glowing eyestalks and thousands of teeth. They lurk deep beneath the waves where the sunlight doesn't reach. At night, they ascend to the skies and rain destruction and ruin on the living.

NASURGETH — CREATURE 20

GARGANTUAN | AQUATIC | DARVAKKA | SHADOW | UNDEAD | UNHOLY

Perception +36; greater darkvision, lifesense 60 feet (page 361)

Languages Chthonian, Common, Diabolic, Necril; telepathy 100 feet (page 362)

Skills Arcana +36, Athletics +39, Netherworld Lore +36, Religion +36, Stealth +34, Void Lore +36

Str +11, **Dex** +6, **Con** +7, **Int** +8, **Wis** +8, **Cha** +7

AC 45; **Fort** +35, **Ref** +32, **Will** +36

HP 510, void healing (page 362); **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** holy 15, silver 15

Midnight Depths (aura, cold, darkness, divine, void) 60 feet. A nasurgeth's entropy grows even stronger underwater. All water within the aura is completely dark (as 4th-rank *darkness*). Magical light with a counteract rank of 4th or lower and magical light cantrips are suppressed. A living creature entering or starting its turn in the aura takes 4d6 void damage, and the creature also takes an additional 2d10 cold damage if it's in water (DC 39 basic Fortitude save). If it fails, it's also enfeebled 1 for 1 minute and pulled 10 feet toward the nasurgeth.

Sunlight Powerlessness As vanyver.

Spray Black Bile ↻ **Trigger** The nasurgeth takes slashing or piercing damage from a critical hit, or a swallowed creature cuts itself free; **Effect** Darkness and death energy spill out from the nasurgeth's wound, dealing 8d8 void damage to creatures in a 20-foot emanation with a DC 40 basic Fortitude save.

Speed fly 60 feet, swim 80 feet

Melee ❖ jaws +39 (magical, reach 15 feet), **Damage** 3d10+19 piercing plus 2d10 cold and Improved Grab (page 361)

Melee ❖ tail +39 (agile, magical, reach 20 feet), **Damage** 3d6+19 bludgeoning plus 2d10 cold

Divine Innate Spells DC 43; **8th** *eclipse burst* (×3), *harm* (×3); **7th** *interplanar teleport* (to the Universe, the Void, or the Netherworld only), *truesight*; **Cantrips (10th)** *detect magic*

Broken Barb ❖ **Requirements** A creature is grabbed or restrained in the nasurgeth's jaws; **Effect** The nasurgeth breaks a tooth off in the target, who takes 3d10 persistent bleed damage and is no longer grabbed or restrained. If the target is adjacent to a surface, the tooth also pins it in place, making it immobilized (Escape DC 45).

Ravenous Void ❖❖❖ The nasurgeth barrels forward with their mouth open, Swimming twice in a straight line and moving through the spaces of Huge or smaller creatures. The nasurgeth deals the damage of their jaws Strike to each creature whose space they enter (DC 45 basic Reflex save). Any creature that critically fails is automatically Swallowed Whole.

Swallow Whole ❖ Huge, 2d10+9 bludgeoning, Rupture 40 (page 362). A living creature that ends its turn swallowed whole by a nasurgeth becomes drained 1 or increases its drained condition by 1, and the nasurgeth gains 20 temporary Hit Points that last for 10 minutes. A creature whose drained condition increases to 5 in this way dies.



OTHER DARVAKKAS

The darvakkas presented on these pages aren't the only ones of their kind. Others exist, most having forms like animals, from tromping hounds to skittering arachnids. All their kind are dangerous, and ones more powerful even than nasurgeths doubtless exist—darvakkas that may be as prominent and powerful as horrific demigods.



NASURGETH

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Coastal Communes

Deep one religious communities, called shoals, often feature a vibrant mix of deep ones, deep one hybrids, and mundane humans all working in service of a local deep one elder. This elder lurks in the depths just off the coast or in Dagon's service directly. Those who fail to attract new human converts, however, will sometimes give up the coastal life and move permanently to coral reefs or even sunken cities in the depths of the ocean, coming ashore only to feed.

Deep One

Lumbering, amphibious, and deathless humanoids known as deep ones inhabit coastal areas and deep ocean trenches all across Golarion. Though most simply wish to be left alone, others work tirelessly to grow their ranks.

Deep One

An average mature deep one weighs 300 pounds and measures 7 feet in length, though they appear shorter on land due to their wide stance and natural hunch.

DEEP ONE **CREATURE 1**

MEDIUM AMPHIBIOUS HUMANOID

Perception +7; darkvision, wavesense (precise) 30 feet (page 362)
Languages Aklo, Common
Skills Athletics +6, Intimidation +5, Religion +6, Stealth +4 (+6 underwater), Survival +4
Str +3, **Dex** +1, **Con** +4, **Int** +2, **Wis** +1, **Cha** +1
Pressurized A deep one is immune to damage and other negative effects from changes in water pressure.

AC 16; **Fort** +9, **Ref** +4, **Will** +8
HP 24; **Immunities** endless; **Resistances** cold 2, piercing 3
Endless A deep one doesn't age and is immune to spells and other effects that inflict magical aging. Unless killed, a deep one lives forever.

Speed 25 feet, swim 40 feet
Melee ❖ jaws +7, **Damage** 1d6+3 piercing
Melee ❖ claw +7 (agile), **Damage** 1d4+3 slashing
Occult Innate Spells DC 14, attack +6; **1st** *hydraulic push*; **Cantrips (1st)** *daze*
Fervent Frenzy ❖❖❖ The deep one makes two claw Strikes and one jaws Strike in any order. If the target creature is currently frightened by a deep one's Share Devotion ability, it's off-guard against these attacks. The deep one becomes clumsy 1 until the start of their next turn.
Share Devotion ❖❖ (concentrate, emotion, fear, mental) The deep one fills their enemies' minds with terrible hallucinations of the Outer Gods. All enemy creatures within a 30-foot emanation must attempt a DC 17 Will save; regardless of the result, a creature is temporarily immune to Share Devotion for 24 hours.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure As failure, plus dazzled for as long as it's frightened.



Deep One Hybrid

Whether from their devout faith to Dagon or their own biological lineage, some humans display physical indicators of their connection to deep ones.

DEEP ONE HYBRID **CREATURE 1**

MEDIUM HUMAN HUMANOID

Perception +9; low-light vision
Languages Aklo, Common
Skills Arcana +4, Athletics +4 (+6 to Swim), Dagon Lore +6, Deception +5, Religion +7, Society +4
Str +1, **Dex** +1, **Con** +2, **Int** +1, **Wis** +4, **Cha** +0
Items dagger, fishing tackle, leather armor, religious symbol of Dagon, religious text of Dagon, rope (50 feet), trident
Natural Swimmer The deep one hybrid can hold their breath underwater for 10 minutes and gains a +2 circumstance bonus to initiative rolls and Reflex saves while swimming.

AC 16; **Fort** +7, **Ref** +5, **Will** +9
HP 20; **Resistances** piercing 2

Ocean's Call A deep one hybrid that remains 10 or more miles from the sea for 24 hours becomes stupefied 1. This effect is removed only once the hybrid returns to the sea.

Speed 25 feet, swim 30 feet

Melee ❖ trident +4 (thrown 20 feet), **Damage** 1d8+1 piercing

Melee ❖ dagger +4 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Ranged ❖ dagger +4 (agile, thrown 10 feet), **Damage** 1d4+1 piercing

Divine Prepared Spells DC 17, attack +9; **1st** *bless*, *fear*, *harm* (×4), *heal*; **Cantrips (1st)** *bullhorn* (*Player Core 2* 246), *daze*, *haunting hymn* (*Player Core 2* 241), *light*, *void warp*

Cleric Domain Spells 1 Focus Point, DC 17; **1st** *tidal surge* (*Player Core* 381)

Deep One Elder

Given enough time, deep one elders can swell to dizzying heights.

DEEP ONE ELDER — CREATURE 14

UNCOMMON | GARGANTUAN | AMPHIBIOUS | HUMANOID | UNHOLY

Perception +26; darkvision, wavesense 120 feet (page 362)

Languages Aklo, Common

Skills Athletics +31, Dagon Lore +24, Intimidation +24, Ocean Lore +24, Religion +27, Survival +25

Str +9, **Dex** +4, **Con** +8, **Int** +6, **Wis** +5, **Cha** +4

Pressurized As deep one.

AC 36; **Fort** +27, **Ref** +22, **Will** +26

HP 260, regeneration 10 (deactivated by fire); **Immunities** cold; **Resistances** acid 10, piercing 15

Endless As deep one.

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 31 (page 361). A creature that fails its save is also slowed 1 (slowed 2 on a critical failure).

Mental Mirror Mental effects that fail against a deep one elder are reflected back onto the source, as *spell riposte* (*Player Core 2* 252).

Speed 30 feet, swim 50 feet

Melee ❖ foot +29 (magical, reach 20 feet, unholy), **Damage** 3d12+15 bludgeoning

Melee ❖ claw +29 (agile, magical, reach 20 feet, sweep, unholy), **Damage** 3d10+12 slashing plus Improved Knockdown (page 361) and devastation

Occult Innate Spells DC 31, attack +23; **7th** *warp mind* (×3); **6th** *blinding fury* (*Player Core 2* 241), *phantasmal calamity*; **5th** *wave of despair*; **4th** *unfettered movement*

Devastation A deep one elder's claw Strikes ignore the first 10 Hardness of an object. Additionally, on a critical hit, the target must succeed at a DC 34 Fortitude save or be stunned 2.

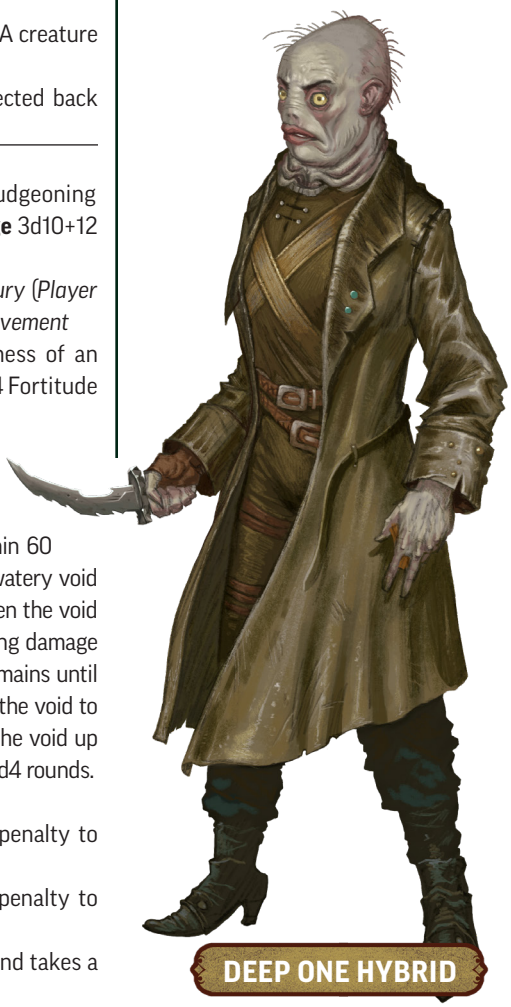
Trample ❖❖❖ Huge or smaller, foot, DC 31 (page 361). The deep one can Swim up to double its swim Speed instead of Striding.

Watery Void ❖❖❖ (concentrate, manipulate, occult, void, water) The deep one elder makes an endless void of water appear in a 20-foot burst within 60 feet, dragging creatures down into its whirlpool. If cast underwater, the watery void fills a 60-foot-tall cylinder with a 20-foot radius. Creatures in the area when the void appears and creatures that end their turn in the area take 3d8 bludgeoning damage and 3d8 void damage and must attempt a DC 31 Reflex save. The void remains until the end of the deep one elder's next turn. The deep one elder can Sustain the void to extend the duration by 1 round, up to a total of 4 rounds, and can move the void up to 15 feet. Once the effect ends, the elder can't use Watery Void again for 1d4 rounds.

- **Critical Success** The creature is unaffected.
- **Success** The creature takes half damage and a –5-foot circumstance penalty to their Speeds while in the void.
- **Failure** The creature takes full damage and a –10-foot circumstance penalty to their Speeds while in the void.
- **Critical Success** The creature takes double damage, is knocked prone, and takes a –10-foot circumstance penalty to their Speeds while in the void.

THE FLAVOR OF FEAR

Deep ones tend to favor coastal areas near communities tainted by insular or prejudicial beliefs. As followers of a deity who rules through fear and destruction, deep ones consider such xenophobic minds easier to mold, more potent when sacrificed, and (at least anecdotally) more delicious.



DEEP ONE HYBRID

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Telltale Desecration

Coroners and priests in demon-infested lands know immediately that they're dealing with a vermlek when they're brought a corpse that is little more than a sack of skin.

Demon

Mortal souls that have been twisted and corrupted by sin sometimes arise in the afterlife as demons. These powerful and destructive fiends seek to spread their particular sin to warp more souls, thereby bolstering their numbers and continuing the cycle.

Vermlek (Worm Demon)

Vermleks, also called worm demons, manifest from the souls of mortals who desecrated the dead, such as grave robbers or necromancers. These fiends take their violations to a new extreme, using their demonic powers to horrifically core their living victims and don the flesh husk that remains.

In their natural form, a vermlek resembles an oversized pinkish worm with four long tails that end in writhing fibrils. Their mouth splits into four segments like a profane tulip lined with rows of dozens of pointed teeth. However, these fiends are often encountered only after they have crawled into the body of a dead humanoid and made the hollowed-out flesh their temporary host. Vermleks use their powers of deception and disguise to infiltrate mortal settlements and influence unwitting acquaintances of the bodies they wear. Particularly intelligent or conniving vermleks might even reach stations of real power within the ranks of an army or government, at which point exposure of their true form can wreak havoc among the populace they have so thoroughly duped.



VERMLEK — CREATURE 3

MEDIUM DEMON FIEND UNHOLY

Perception +8; darkvision

Languages Chthonian, Draconic, Empyrean; telepathy 100 feet (page 362)

Skills Acrobatics +8, Athletics +10, Deception +7 (+10 to Impersonate while Inhabiting a Body), Stealth +8

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

Items longsword

AC 16 (19 while Inhabiting a Body); **Fort** +11, **Ref** +8, **Will** +6

HP 55; **Weaknesses** cold iron 5, holy 5, sonic 5

Recoil from Wasted Opportunities Vermleks can't stand the sight of a good meal presented and then swiftly taken away. Whenever a dying creature within sight of the vermlek has its dying condition removed, the vermlek takes 1d6 mental damage.

Speed 25 feet, burrow 15 feet

Melee ❖ bite +12 (unholy), **Damage** 2d8+3 piercing

Melee ❖ fist +12 (agile, unholy), **Damage** 2d6+3 bludgeoning

Melee ❖ longsword +12 (unholy, versatile P), **Damage** 1d8+4 slashing

Divine Innate Spells DC 19; **3rd** *fear*, *harm*

Abandon Body ❖❖ (manipulate) **Requirements** The vermlek is Inhabiting a Body; **Effect** The vermlek crawls out of the body they are inhabiting, devouring much of the body's remaining flesh and regaining 10 Hit Points in the process. The corpse they leave behind is little more than a husk.

Inhabit Body ❖❖❖ (manipulate) **Requirements** The vermlek isn't already Inhabiting a Body; **Effect** The vermlek crawls into the body of an adjacent Medium humanoid that has been dead for no more than 1 week, consuming the bulk of the victim's skeleton and internal organs as they do so and cramming themself into the cavity. As long as they Inhabit a Body, the vermlek loses their bite attack, can wield weapons like a humanoid, gains a +3 circumstance bonus to AC, and gains a +3 circumstance bonus to Deception checks to Impersonate the creature they are inhabiting.

Unsettling Movement (emotion, fear, mental, visual) Whenever the vermlek Abandons a Body or Inhabits a Body, all creatures within 30 feet who can see

the vermlek must succeed at a DC 19 Will save or become frightened 1. On a critical failure, the creature is frightened 1 and sickened 1. Regardless of the result, creatures are immune to the same vermlek's unsettling movement for 24 hours.

Abrikandilu (Wrecker Demon)

Wrecker demons, also known as abrikandilus, despise beautiful things and do everything in their power to destroy both people and objects regarded as such. An abrikandilu forms from the souls of mortals who were vandals, misanthropes, or defacers of artwork, particularly if their destructive actions stemmed from feelings of powerful envy.

An abrikandilu loathes only one thing more than beauty: their own visage. The mere sight of their face—reflected in a mirror, a shield, or even a pool of water—can send a wrecker demon into a rage. Many demon slayers leverage this to their advantage, venturing into battle with polished steel shields and cold iron blades at the ready.

ABRIKANDILU CREATURE 4

MEDIUM DEMON FIEND UNHOLY

Perception +10; darkvision
Languages Chthonian, Draconic, Empyrean; telepathy 100 feet (page 362)
Skills Athletics +12, Intimidation +8
Str +4, **Dex** +1, **Con** +3, **Int** –2, **Wis** +2, **Cha** +0

AC 19; **Fort** +14, **Ref** +9, **Will** +7
HP 70; **Weaknesses** cold iron 5, holy 5
Hatred of Mirrors An abrikandilu loathes the sight of their reflection. When a creature Interacts with a mirror within sight of the wrecker demon, the demon takes a –2 penalty to Will saves against Intimidation checks. An abrikandilu that ends their turn adjacent to a mirror or that's attacked by a creature holding a mirror takes 1d6 mental damage (this usually leads abrikandilus to focus their efforts on destroying nearby mirrors using Wreck).

Speed 25 feet
Melee ❖ claw +14 (agile, unholy), **Damage** 2d6+4 slashing
Melee ❖ jaws +14 (unholy), **Damage** 3d6+4 piercing plus loathsome bite
Ranged ❖ hurled debris +11 (range increment 20 feet, unholy), **Damage** 2d6+4 bludgeoning
Divine Innate Spells DC 20; **2nd** *fear* (×2)
Rituals DC 20; *demonic pact* (page 367)
Loathsome Bite (curse, divine, mental) When an abrikandilu hits a creature with their jaws Strike, the creature becomes infected with the demon's self-loathing. The creature must succeed at a DC 21 Will save to avoid gaining a –1 status penalty to Charisma-based checks. This penalty is cumulative up to –3, and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.
Wreck ❖ The abrikandilu makes two claw Strikes against an unattended object or held mirror. Held mirrors use the holding character's AC. If both Strikes hit, combine their damage for the purpose of overcoming any Hardness or resistance. These Strikes don't count toward the abrikandilu's multiple attack penalty, nor does that penalty apply to these Strikes.


ABRIKANDILU

Vloriak (Despoiler Demon)

Vloriaks rise from the sinful souls of those whose acts of sabotage resulted in despair and terror, and they delight in the destruction of mortal artifice. They

DEMONS AND SOULS

Demons, like many other fiends, hunger for souls. In their eyes, the primary use for these souls is to spawn new demons, who can serve as soldiers, pawns, or even currency for their more powerful masters.

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Vlorian Influence

Vloriaks hail from the Outer Rifts realm of Vlorus, and as such, carry within themselves the potential for decay and rusting ruin. Other creatures that dwell in Vlorus—particularly fiends who rise to power there—can gain similar powers over rust as well. Qlippoth are especially suited to this realm.

make use of their ability to rust metals to destroy structures, precious works of art, and tools used for creation. In combat, this ability allows them to destroy the armaments of their attacks. Vloriaks particularly enjoy destroying armors and shields, as these defensive items generally bear elegant designs and decorations that are more enjoyable to despoil than those of a weapon.

Often called despoiler demons, vloriaks were the followers of the long-dead demon lord Xar-Azmak. Their numbers have dwindled over the eons since the Lord of Rust's death; those that exist now are scattered throughout the Outer Rifts. Their chitinous bodies and faceted eyes give them an insectile appearance.

VLORIAK CREATURE 5

MEDIUM DEMON FIEND UNHOLY

Perception +13; darkvision

Languages Chthonian, Empyrean, Talican; telepathy 100 feet (page 362)

Skills Athletics +13, Intimidation +12

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

AC 21; **Fort** +15, **Ref** +11, **Will** +13; +1 status to all saves vs. magic

HP 90; **Weaknesses** cold iron 5, holy 5; **Resistances** acid 5

Restoration Vulnerability A vloriak feels agonizing pain when a creature or object recovers from a debilitating effect in their proximity. The first time in a round in which a creature that is within sight of the demon reduces the value of their clumsy, enfeebled, sickened, or stupefied condition, the demon takes 3d6 mental damage and cannot Lick Rust on their next turn.

Speed 25 feet

Melee ❖ claw +15 (unholy), **Damage** 2d6+6 slashing plus 1d6 spirit

Melee ❖ tongue +15 (agile, reach 10 feet, unholy), **Damage** 2d6+2 acid plus 1d6 spirit and rust

Divine Innate Spells DC 22, attack +14; **3rd** *paralyze*; **2nd** *acid grip* (×3), *shatter*; **Cantrips (3rd)** *caustic blast*

Lick Rust ❖ (attack) **Requirements** The vloriak rusted a metal item with their tongue this turn; **Effect** The vloriak attempts a tongue Strike on the same target they just attacked. If it hits, it deals no damage as the demon licks away the rust and regains 2d6 Hit Points (or 4d6 Hit Points if the Strike was a critical hit). The vloriak can't Lick Rust on their next turn.

Rust A vloriak's saliva causes metal to rust rapidly. If they succeed at a tongue Strike or Disarm attempt, the vloriak deals 2d6 acid damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If the vloriak hits an unattended metal item, the item takes this damage automatically. If a creature uses the Shield Block reaction with a metal shield against a tongue attack, the shield is automatically broken, but no other item is rusted on that attack.

Spew Rusted Shards ❖❖ (divine) The vloriak spews a 15-foot cone of acid and rusted metal. Creatures in the area take 3d6 acid and 3d6 piercing damage (DC 22 basic Reflex save). A creature that takes any piercing damage is exposed to tetanus (*GM Core* 88). The vloriak can't Spew Rusted Shards for 1d4 rounds.



VLORIAK

Kithangian (Beast Demon)

The kithangian—a horrifying amalgam of horse and scorpion also known as a beast demon—is a foul fiend born of the souls of mortals who abused and tormented animals in life. Kithangians tend to roam wild areas rife with animals to torture, though humanoid settlements with plenty of pets or livestock also make

for tantalizing hunting grounds. Uncontested for too long, a kithangian's presence has a corrupting influence on the local fauna, which birth fiendish monstrosities until the demon is vanquished. If they realize they're being tracked by vengeful druids or demon slayers, a kithangian assumes the shape of an unassuming animal so they can get the jump on their pursuers. If a kithangian believes it can't win in a direct fight, it will disguise itself as an animal to flee the area and seek another place to continue its assault on a new batch of local animals.

KITHANGIAN CREATURE 9

LARGE DEMON FIEND UNHOLY

Perception +19; darkvision

Languages Chthonian, Draconic, Empyrean; *speak with animals*, telepathy 100 feet (page 362)

Skills Athletics +18, Intimidation +20, Nature +21, Stealth +16

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

AC 27, all-around vision (page 360); **Fort** +20, **Ref** +15, **Will** +19; +1 status to all saves vs. magic

HP 180; **Weaknesses** cold iron 10, holy 10

Animal Kindness Vulnerability Kithangians find kindness to animals revolting. The first time each round that a kithangian sees someone heal or otherwise provide aid to a creature that has the animal trait, the kithangian takes 3d6 mental damage.

Speed 30 feet

Melee ❖ pincer +21 (magical, reach 10 feet, unholy), **Damage** 2d12+9 slashing plus Grab (page 361)

Melee ❖ stinger +21 (agile, magical, reach 10 feet, unholy), **Damage** 2d8+9 piercing plus kithangian venom

Divine Innate Spells DC 25; **4th** *fly*, *translocate*; **3rd** *paralyze* (×2); **1st** *command* (at will, animals only); **Constant (4th)** *speak with animals*

Divine Rituals DC 25; *demonic pact* (page 367)

Animal Killer A kithangian's melee Strikes deal an additional 2d6 precision damage to animals.

Change Shape ❖ (concentrate, divine, polymorph) The kithangian transforms into a Medium or Large animal (page 360). This doesn't affect their statistics, but it may change the damage type of their Strikes.

Kithangian Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (2 rounds); **Stage 2** 2d6 poison damage and sickened 1 (2 rounds); **Stage 3** 3d6 poison damage and sickened 2 (2 rounds)

Rasping Tongues ❖ (attack) **Frequency** once per round; **Requirements** The kithangian has a creature grabbed or restrained in one or both pincers; **Effect** Barbed tongues slither out of the faces in the kithangian's pincers. The tongues burrow into grabbed creatures and inject their minds with haunting psychic screams. Each grabbed creature takes 2d8 piercing damage and 2d8 mental damage. A creature can try to resist the mental damage by attempting a DC 25 basic Will save.



KITHANGIAN

Urglid (Grave Demon)

The hulking monstrosities known as urglids form from the souls of murderous undertakers, sadists who buried their victims alive, and intentionally

DEMON HUNTERS

Reclaimers of the Sarkoris Scar who follow the Green Faith consider kithangians particularly heinous foes. They take grim satisfaction in hunting and slaying such demons, viewing their extermination as just vengeance for the evils these demons visit upon wildlife.

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KABRIRI'S EXCAVATORS

While many loathe urglids for their ravenous appetite for burial and wanton destruction, priests of Kabriri insist that the demon lord blessed and oversaw their creation, trusting the fiends with digging the labyrinthine network of tunnels that connects Everglut with the Universe. It's no surprise, then, that where there's an urglid, there's possibly a pathway to the Outer Rifts—and plenty of ghouls.

neglectful grave keepers who gave up their watch over the dead. They seek to perpetuate their mortal sins as demons and use their fiendish powers to subject mortals to the terrors of vivisepulture. Other urglids find grave sites repulsive and will often destroy headstones and other grave markers. Without such markers, these graves are often lost and forgotten, a detail that pleases an urglid. Standing over 12 feet tall and weighing over 3,000 pounds, the demon has a head that seems sunken into their torso, and a gaping, toothy mouth that opens at the top of their chest.

URGLID — CREATURE 13

LARGE DEMON FIEND UNHOLY

Perception +20; darkvision, tremorsense (imprecise) 60 feet (page 362), *truesight*
Languages Chthonian, Common, Draconic, Empyrean, Necril; telepathy 100 feet (page 362)
Skills Athletics +27, Crafting +24, Deception, +22, Intimidation +27, Outer Rifts Lore +24, Religion +24, Society +22, Stealth +27
Str +8, **Dex** +4, **Con** +5, **Int** +4, **Wis** +3, **Cha** +4
Consecration Vulnerability Dedicated to the desecration of graves, an urglid takes 3d6+6 mental damage each round they're within the area of an effect with the consecration trait. In addition, the demon's weakness to holy increases to 30 for 1 round the first time they take damage from *holy water* each turn.

AC 31; **Fort** +26, **Ref** +20, **Will** +20; +1 status to all saves vs. magic
HP 290; **Weaknesses** cold iron 10, holy 10

Speed 30 feet, burrow 40 feet, climb 20 feet; earth glide
Melee ❖ claw +25 (agile, deadly 2d10, magical, reach 10 feet, unholy), **Damage** 3d10+16 slashing
Melee ❖ leg +25 (agile, magical, reach 15 feet, unholy), **Damage** 3d12+16 bludgeoning
Divine Innate Spells DC 30; **8th** *earthquake*; **5th** *magic passage* (at will), *wall of stone* (×3); **3rd** *earthbind* (at will); **Constant (6th)** *truesight*
Divine Rituals DC 32; *demonic pact* (page 367)
Earth Glide The urglid can Burrow through any earthen matter, including rock. When they do so, the urglid moves at their full burrow Speed, leaving no tunnels or signs of its passing unless they choose to do so.



Gravechoke ❖❖ (concentrate, divine, earth, olfactory) The urglid emits a putrid pulse that targets all living creatures within a 30-foot emanation. Each creature in this area that fails a DC 30 Fortitude save becomes sickened 1 (sickened 2 on a critical failure).
Ravenous Earth ❖ (concentrate, earth, unholy) With a single, devious thought, the urglid causes a mound of grave soil to well up at a creature's feet. That creature must succeed at a DC 30 Reflex save or become restrained (Escape DC 30). The restrained creature then begins sinking below the ground into a spontaneously formed grave. A creature restrained by this ability for 3 rounds is buried 6 feet deep in the ground and begins suffocating within 1 minute. A buried creature must be dug up to be freed (see Burial on page 96 of *GM Core*). A creature that is slain by Ravenous Earth rises as a ghoul (*Monster Core* 162) the next midnight.

Katpaskir (Nihilism Demon)

Born of the souls of doomsayers and cult leaders who sought to undermine and

unravel reality, katpaskirs are demons of nihilism and unmaking. They pry into the edges of reality, placing themselves into the cracks between realms and scratching away at the composure of existence itself. Katpaskirs have an uncanny sense for locating portals and other planar convergences. They seek to corrupt and expand these gateways, setting them loose to expand on their own or drift across the multiverse. As they do, they slowly contribute to the ultimate unraveling of reality. Katpaskirs often appear as insectile humanoids with multiple arms or legs, each capable of scratching and clawing away at the seams of existence.

KATPASKIR CREATURE 18

MEDIUM DEMON FIEND UNHOLY

Perception +31; darkvision, *see the unseen*, warp sense

Languages Aklo, Chthonian, Common, Draconic, Empyrean; telepathy 100 feet (page 362)

Skills Acrobatics +31, Arcana +35, Deception +31, Occultism +33, Religion +32, Stealth +31, Thievery +31

Str +6, **Dex** +5, **Con** +9, **Int** +7, **Wis** +6, **Cha** +5

Warp Sense The katpaskir senses changes in the planar fabric within 1 mile, including any teleportation effects, sensing the direction and distance to the disturbance. If it senses such a disturbance within 500 feet, the katpaskir can cast *scouting eye* to observe the area without needing line of sight to the location.

AC 41; **Fort** +35, **Ref** +29, **Will** +30; +1 status to all saves vs. magic

HP 415; **Immunities** poison; **Weaknesses** cold iron 15, holy 15

Distortion Field (aura) 30 feet. Reality bends and warps all senses without displacing the katpaskir's actual location. Creatures of the katpaskir's choice who start their turn in the aura must succeed at a DC 37 Will save or treat the area as greater difficult terrain and uneven ground (DC 20). A creature that succeeds still treats the area as difficult terrain. For chosen creatures, the distance through the aura is doubled for determining range penalty.

Breach Planar Wards ◆ **Trigger** An effect attempts to prevent the katpaskir from using a teleportation effect or from casting *summon fiend*; **Effect** The katpaskir attempts to counteract the triggering effect (counteract modifier of +29). The katpaskir automatically fails against an artifact's effect.

Mirrored Summons ↻ **Trigger** A creature within 30 feet that the katpaskir is aware of casts *summon celestial* or otherwise summons a holy creature; **Effect** The katpaskir casts *summon fiend*, regaining the daily ability to do so if needed. This effect is automatically sustained as long as the triggering summoning is sustained, for up to 1 minute.

Speed 35 feet, burrow 15 feet, fly 35 feet; *unfettered movement*

Melee ◆ claw +34 (magical, unholy), **Damage** 3d12+14 slashing plus 1d6 spirit

Melee ◆ talon +34 (agile, magical, unholy), **Damage** 3d8+14 slashing plus 1d6 spirit

Divine Innate Spells DC 40, attack +32; **9th** *summon fiend* (demons only); **8th** *banishment* (×3), *disintegrate, flicker*; **7th** *interplanar teleport*, *teleport*; **5th** *scouting eye* (at will), *translocate* (at will); **4th** *planar tether* (at will); **Constant (9th)** *see the unseen*, *unfettered movement*

Rituals DC 40; *demonic pact* (page 367)

Dimensional Ambush ◆◆ (divine, teleportation) The katpaskir casts *translocate*, then makes a melee Strike that deals three extra dice of damage. This Strike counts as two attacks when calculating the katpaskir's multiple attack penalty.

RIFT MAKERS

Katpaskirs sense weaknesses in planar fabric. These demons worm their way into spaces between dimensions and break down the barriers. They leave holes aimed at causing chaos and dissolution. In this way, katpaskirs gnaw at reality, hoping to one day unravel it.



KATPASKIR

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Leng

Known variously as the Nightmare Realm or the Terror Beyond Dreams, the frozen Plateau of Leng looms physically and spiritually above the Dreamlands. Both a part of that dimension and a corruption of it, Leng is a realm inhabited by eldritch horrors and ruled by the horrors' ancient gods.

Denizen of Leng

Travelers and raiders from the cold, windswept dimension of Leng, these malevolent human-shaped creatures range across reality in ominous black ships capable of sailing beyond the borders of dimensions and planes. Although most denizens of Leng seek conquest and riches, others operate as self-styled ambassadors and merchants, sowing discord with far-ranging plots. While the inscrutable denizens dress themselves in flowing robes, veils, and broad turbans to appear human, their aberrant physiology, when glimpsed, is evident from their crown of stubby horns and tentacled jaws to their furry, goat-like legs.

Denizens of Leng are often highly intelligent and can be found advising or nudging both the powerful and the meek alike. If there is any purpose to this beyond an individual Denizen of Leng's own interests, there has so far been no sign. Most appear to be perfectly genuine with their counsel, though generally lacking in anything resembling morality.

Above the fierce captains who command the infamous black ships is an even higher caste of denizens of Leng. These occultists and musicians serve as high priests, laboring to appease the frightening gods who look down upon the Nightmare Realm with cold malice.

Denizen of Leng — Creature 8

MEDIUM ABERRATION DREAM

Perception +17; darkvision

Languages Aklo; *truespeech*

Skills Acrobatics +15, Athletics +15, Deception +19, Occultism +18, Sailing Lore +20, Stealth +17, Thievery +17

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

Items *+1 striking kukri*, Leng ruby worth 30 gp (2)



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

HP 100, planar fast healing 5; **Immunities** cold; **Resistances** critical hits 10, precision 10

No Breath Denizens of Leng don't need to breathe.

Planar Fast Healing A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, they have fast healing 5. They lose this ability in Leng or in areas where planar connections do not function. If killed, their body dissolves into nothingness in 1d4 rounds, leaving behind their equipment. A slain denizen reforms in Leng; they can be permanently killed only when their planar fast healing doesn't function.

Speed 30 feet

Melee ❖ *kukri* +18 (agile, finesse, magical, trip), **Damage** 2d6+6 slashing plus 1d6 persistent bleed

Melee ❖ jaws +17 (agile, finesse), **Damage** 2d10+6 piercing plus debilitating bite

Occult Innate Spells DC 26; **4th** *outcast's curse*, *phantom pain*, *suggestion*; **3rd** *hypnotize*, *levitate*, *locate*, *mind reading*; **2nd** *blur*; **Cantrips (4th)** *detect magic*, *telekinetic hand*, *message*, *read aura*, *void warp*; **Constant (5th)** *truespeech*

Debilitating Bite (curse, occult) A creature that takes damage from a denizen's bite must succeed at a DC 25 Fortitude save or become clumsy 1. Each time a target fails an additional save against this ability, the condition value increases by 1 (to a maximum of clumsy 4). This condition value decreases by 1 every 24 hours.

Leng Ruby (occult) Many denizens of Leng carry strange rubies mined from quarries in Leng. As long as a creature holds a Leng ruby that it willingly accepted as a gift or payment from a denizen of Leng, any denizen of Leng can target that creature with *mind reading*, *outcast's curse*, or *phantom pain* at a range of 1 mile, and the bearer uses an outcome one degree of success worse than the result of its saving throw against *outcast's curse*.

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Destiny Tempest

Before the Jaathoom Empire, the Plane of Air was ruled by destiny tempests from their Reverient Empire of Lost Nights. When the jaathoom armies crushed the Reverient Empire, they trapped the defeated destiny tempests in bronze spheres scattered across the Plane of Air, prisons of time and everlasting nightmare.

DESTINY TEMPEST — CREATURE 13

MEDIUM AIR ELEMENTAL

Perception +26; greater darkvision

Languages Sussuran (can't speak any language); telepathy 100 feet (page 362), *truespeech*

Skills Acrobatics +25, Athletics +21, Deception +26, Dimension of Time Lore +25, Stealth +27

Str +4, **Dex** +8, **Con** +6, **Int** +8, **Wis** +7, **Cha** +7

AC 34; **Fort** +19, **Ref** +24, **Will** +26

HP 230; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** force 10, spirit 10

Ebbing Cloud (aura, mental, occult) 15 feet. Destiny tempests surround themselves with thoughts of averted fates, creating a thick metaphysical soup that cloys the mind and clouds ambition. Creatures in the area moving toward the destiny tempest treat the area as difficult terrain.

No Breath Destiny tempests do not need to breathe.

Unspeakable Insights (mental, occult) Touching a destiny tempest's mind even briefly grants a powerful and painful awareness of uncharted pasts, presents, and futures, too impossibly vast for mortal minds to conceptualize or contain. Whenever a creature targets the destiny tempest with a magical mental effect, it must attempt a DC 33 Will save.

- **Critical Success** The creature is unaffected and becomes immune to unspeakable insights for 24 hours.
- **Success** The creature is unaffected.
- **Failure** The creature takes 3d6 mental damage.
- **Critical Failure** The creature takes 6d6 mental damage and becomes confused for 1 round.

Center of Destiny ↻ (teleportation) **Trigger** A creature within 30 feet benefits from a fortune effect; **Effect** Shadows surround and steal away the destiny tempest, who reappears in an open space adjacent to the triggering creature.

Speed 25 feet, fly 60 feet; swiftness

Melee ❖ slithering whisper +25 (air, finesse, magical), **Damage** 2d8+10 bludgeoning plus 1d8 mental and sound without voice

Ranged ❖ umbral breath +25 (air, range increment 30 feet, void), **Damage** 4d10 void

Occult Innate Spells DC 33, attack +25; **6th** *never mind*; **5th** *subconscious suggestion*; **4th** *darkness*; **Cantrips (6th)** *detect magic*, *figment*; **Constant (5th)** *truespeech*

Divergent Potential (concentrate, fortune) ❖❖ The destiny tempest chooses two creatures it can see within 60 feet and rolls two slithering whisper Strikes, one against each creature. After seeing the outcomes of the two Strikes, the destiny tempest chooses one of the two targets to pursue, Flies up to 60 feet to reach the chosen target, and uses the result of the chosen Strike; the other Strike is lost. If the destiny tempest is prevented from reaching its chosen target, the attack is prevented and the chosen Strike is lost.

Sound Without Voice (air, emotion, fear, mental, occult) A creature damaged by the destiny tempest's slithering whisper Strike must succeed at a DC 33 basic Will save or become frightened 2.

Swiftness A destiny tempest's movement doesn't trigger reactions.

HUSHED VOICES

On the Plane of Air, many creatures communicate through telepathy, shared dreams, or illusory rebuses. Though destiny tempests are telepathic and can magically understand most languages, they prefer to convey their thoughts and ideas metaphorically by shaping the clouds and currents of the Plane of Air to act out elaborate, moving stories and plays. Sometimes these animated clouds retain a bit of magic, becoming Pictures-in-Clouds (*Pathfinder Rage of Elements* 83).





The Hierarchy of Hell

Hell is a harsh plane of law with little use for compassion or empathy. As such, it exists entirely within a strict hierarchy, and this order extends to its denizens. While different types of demons correspond to various sins and daemons are associated with modes of mortal death, the different types of devils exist solely to fulfill particular roles in the infernal machine. On occasion, a particular devil can transcend the role for which they were literally shaped, but this often transforms the devil physically into the type suitable for their new role.

Devil

Each type of devil plays a particular role in Hell's bureaucracies and hierarchies, though some have far more specialized functions than others.

Zebub (Accuser Devil)

Zebubs serve as Hell's messengers and spies. Their ability to share what they've seen with other creatures makes them especially useful—not only to other devils but also to mortal conjurers. Some infernal lords unleash them in enormous, horrid swarms upon unsuspecting lands to debase flesh and land alike while collecting secrets the infernal host might later put to use. Zebubs use any opportunity to manipulate weak-willed or easily tempted mortals into serving the zebubs' whims.

While arrogant and deceitful, zebubs lack the cunning and confidence of most devils, and thus their schemes often focus on satisfying self-serving or self-destructive ambitions. Zebubs form from the souls of childish and craven mortals, reshaped by the archdevil Baalzebul in the frozen, filthy wastes of Hell's seventh layer, Cocytus.

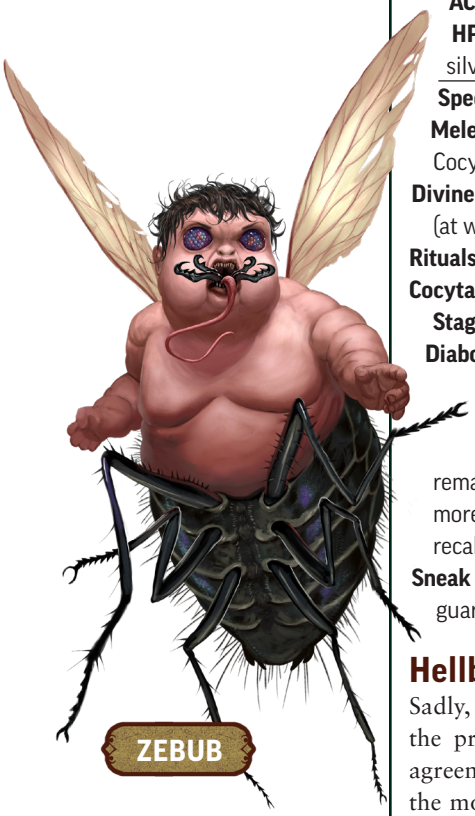
ZEBUB — CREATURE 3

SMALL DEVIL FIEND UNHOLY

Perception +12; greater darkvision
Languages Empyrean, Draconic, Diabolic; telepathy 100 feet (page 362)
Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10
Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

AC 18: **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic
HP 45; **Immunities** fire; **Weaknesses** holy 5; **Resistances** physical 5 (except silver), poison 5

Speed 15 feet, fly 50 feet
Melee ❖ mandibles +12 (finesse, magical, unholy), **Damage** 1d10+5 piercing plus Cocytan filth
Divine Innate Spells DC 17; **5th** *translocate*; **4th** *translocate* (at will); **2nd** *invisibility* (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message*
Rituals DC 17; *diabolic pact* (page 367)
Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)
Diabolic Eye ❖❖❖ (divine) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.
Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to off-guard creatures.



Hellbound Creature

Sadly, there's no shortage of people willing to trade all they have for the promise of power. Infernal contracts are the most common of such agreements, but powerful devils can offer even greater abilities at the cost of the mortal's soul and an obligation to advance Hell's infernal agenda. This mortal becomes a fiend known as a Hellbound creature.

Creating a Hellbound Creature

Hellbound is a theme template applied to creatures and NPCs to reflect powers gained through a bargain with Hell. Theme templates provide additional abilities to the base creature based on its level. When you add

any template that grants numerous additional abilities, you should strongly consider removing one or more of the creature's original abilities to compensate, or consider raising the creature's level by 1 and adjusting its other statistics accordingly.

All Creatures: The creature gains the unholy trait. If the creature had the holy trait, it loses it. Add the devil and fiend traits. The creature gains resistance to fire equal to its level and weakness to holy equal to half its level.

1st Level or Higher: Add Deception to the creature's skills. The creature gains greater darkvision.

4th Level or Higher: The creature can cast 1st-rank *breathe fire* once per day as a divine innate spell; for every 2 levels it has beyond 4th, *breathe fire* is heightened an additional spell rank.

7th Level or Higher: The creature gains the *diabolic pact* ritual.

12th Level or Higher: The creature can cast *translocate* once per day as a divine innate spell.

17th Level or Higher: The creature can cast *truesight* once per day as a divine innate spell.

Hellbound Attorney

The Hellbound attorney sought the assistance of a phistophilus—one of Hell's contract devils—to bolster her legalistic ability in the Universe.

HELLBOUND ATTORNEY — CREATURE 4

UNCOMMON | MEDIUM | DEVIL | FIEND | HUMAN | HUMANOID | UNHOLY

Perception +11; greater darkvision

Languages Common, Diabolic

Skills Acrobatics +10, Deception +11, Diplomacy +11 (+13 to Make an Impression), Intimidation +11, Legal Lore +14, Society +12

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

Items elegant cane (as mace), legal ledgers

AC 20; **Fort** +9, **Ref** +12, **Will** +13

HP 60; **Weaknesses** holy 2; **Resistances** fire 4

Abrogation of Consequences ↷ **Trigger** The Hellbound attorney rolls a success or critical failure on a saving throw against a linguistic effect; **Effect** The attorney finds a loophole in the wording of the effect, turning the success into a critical success or a critical failure into a normal failure.

Speed 20 feet

Melee ❖ elegant cane +12 (agile, finesse, shove), **Damage** 1d4+3 bludgeoning

Divine Innate Spells DC 21; **1st** *breathe fire*

Opening Statement ❖ (auditory, concentrate) **Trigger** The Hellbound attorney's turn begins; **Effect** The attorney enumerates the alleged crimes of a creature they can see and attempts a Legal Lore check against that creature's Will DC. On a success, the attorney's Strikes deal an additional 2d6 precision damage (4d6 precision damage on a critical success) to the creature until the end of the attorney's turn.

Levaloch (Warmonger Devil)

Fearsome giants of jagged iron, levalochs serve in the armies of Hell as potent warriors and tenacious hunters—creatures of absolute discipline endlessly obedient to diabolical tyrants.

LEVALOCH — CREATURE 7

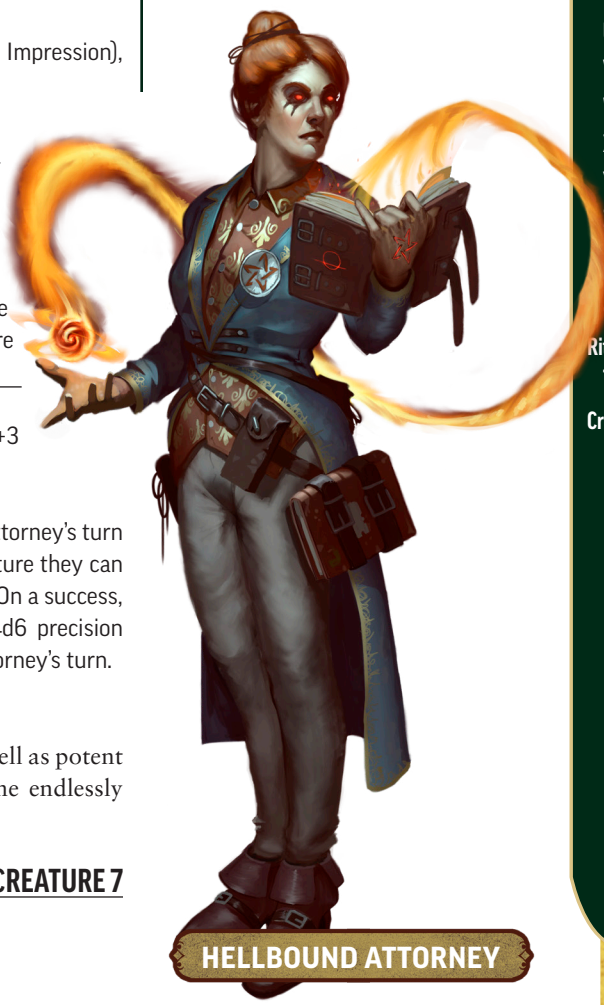
LARGE | CONSTRUCT | DEVIL | FIEND | UNHOLY

Perception +16; greater darkvision

Languages Diabolic, Empyrean; telepathy 100 feet (page 362)

CUSTOM CONTRACTS

You can modify the abilities in the Hellbound creature template to suit the devil granting them or the specific agreement. For example, a mortal seeking allure might gain Diplomacy rather than Deception and *charm* rather than *breathe fire*.



HELLBOUND ATTORNEY

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HELLFORGED CONSTRUCT

Levalochs are strange amalgamations of devil and automaton, never requiring food or rest. The engravings on their iron plates indicate their hellish allegiance to a certain archdevil, infernal duke, malebranche, or Queen of the Night.

Skills Acrobatics +14, Athletics +17, Intimidation +14, Religion +14
Str +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1
Hellstrider A levaloch ignores the effects of non-magical difficult terrain. They take no damage from caltrops or from damaging terrain that deals physical, acid, or cold damage. A levaloch can move through liquids up to 5 feet deep at their full Speed.

AC 25; **Fort** +17, **Ref** +14, **Will** +12; +1 status to all saves vs. magic
HP 105; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Weaknesses** holy 5; **Resistances** physical 5 (except silver)
Phalanx Fighter All devils of equal or lower level adjacent to a levaloch gain a +1 circumstance bonus to their AC as the levaloch shields them from harm.
Stable Stance A levaloch gains a +2 circumstance bonus to their Fortitude DC against being Shoved and to other saving throws to resist being moved against their will.

Speed 30 feet, climb 30 feet
Melee ❖ *trident* +19 (magical, unholy), **Damage** 2d8+12 piercing plus merciless thrust
Ranged ❖ *trident* +16 (magical, thrown 20 feet, unholy), **Damage** 2d8+12 piercing
Ranged ❖ *barbed net* +16 (magical, range increment 20 feet), **Effect** barbed net
Rituals DC 22; *diabolic pact* (page 367)
Barbed Net When a levaloch hits a creature with their barbed net, the net wraps around the target, which becomes clumsy 1 and takes a –10-foot circumstance penalty to its Speeds. If the Strike was a critical success, the target is also immobilized. When a creature Escapes (DC 22), or if the Strike misses, the net crumbles into rust. Each time a creature attempts to Escape, it takes 1d6 slashing damage from the net's barbs, regardless of whether the attempt succeeds.
Forge Weapon ❖ (manipulate) A levaloch reforges part of their barbed iron substance into a new *+1 striking trident* or barbed net. Their previous trident crumbles to rust. When the levaloch is destroyed, any tridents or barbed nets they created crumble to rust.
Merciless Thrust When a levaloch hits a creature that has the clumsy, enfeebled, immobilized, or restrained conditions with a melee trident Strike, the Strike deals an additional 2d6 damage.



LEVALOCH

Ferrugon (Rust Devil)

These ram-headed devils have wings and flesh made of rusted metal. They're forged from the souls of damned mortals who made others suffer through their creative work. They like to tempt those of the same ilk, driving auteurs and stage directors to cruelty in the pursuit of greatness. Ferrugons also enjoy pushing artists to extremes in order to break them. They dip the bodies of mortals they've driven to despair into molten metal to make horrifically malformed statues, which they then add to their lairs.

Rust devils prefer temptation to fighting and only enter combat if protecting something dear to them.

FERRUGON — CREATURE 12

MEDIUM | DEVIL | FIEND | UNHOLY

Perception +22; greater darkvision
Languages Common, Diabolic, Draconic, Empyrean, Talican; telepathy 100 feet (page 362)
Skills Athletics +25, Crafting +22, Deception +21, Intimidation +23, Religion +22, Stealth +23, Thievery +25
Str +7, **Dex** +5, **Con** +6, **Int** +4, **Wis** +4, **Cha** +5

AC 33; **Fort** +24, **Ref** +20, **Will** +21; +1 status to all saves vs. magic
HP 190; **Immunities** fire; **Weaknesses** holy 10; **Resistances** physical 10 (except silver)
Metallic A ferrugon is a metallic creature and thus affected by effects such as the circumstance penalty inflicted by *thunderstrike* (*Player Core* 363).
Vainglorious Whispers ↻ (divine, linguistic, mental) **Trigger** A non-devil creature within 30 feet of the ferrugon succeeds (but doesn't critically succeed) at an attack roll, skill check, or saving throw; **Effect** The ferrugon whispers subversive messages to the triggering creature, causing it to become overly confident in its abilities, while in fact it becomes less accomplished overall. The target must attempt a DC 32 Will save. On a failure, the target gains a +2 status bonus to saving throws against fear effects but also takes a –2 penalty to all attack rolls and skill checks for 1 hour. During this time, the victim can't benefit from Aid reactions, use healing effects on themself, or use Take Cover or Raise a Shield actions, as these actions seem unnecessary to the creature at this time. Similar defensive actions might not be available to the victim as well, at the GM's discretion. The target is then temporarily immune to Vainglorious Whispers for 24 hours.

Speed 25 feet, fly 40 feet
Melee ❖ horn +25 (cold iron, magical, shove, unholy), **Damage** 3d8+16 bludgeoning
Melee ❖ claw +25 (agile, cold iron, magical, unholy), **Damage** 3d4+16 slashing plus ferrugon tetanus
Ranged ❖ iron feather +23 (cold iron, magical, range increment 40 feet, unholy), **Damage** 3d4+13 piercing plus ferrugon tetanus
Divine Innate Spells DC 32, attack +24; **6th** *petrify* (target is transformed into rusty iron, not stone); **5th** *creation*, *shatter*, *translocate*, *wall of stone* (×3; wall is made of rusty iron, not stone); **4th** *translocate* (at will), *suggestion*
Rituals DC 32; *diabolic pact* (page 367)
Ferrugon Tetanus (disease) **Saving Throw** DC 32 Fortitude; **Onset** 1d4 days; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed (1 day); **Stage 4** death
Sunder Objects When a ferrugon damages an item or structure, they deal an additional 2d8 damage to that item or structure.

MAKERS OF RUST

A ferrugon's *petrify* and *wall of stone* innate spells result in rusted iron objects instead of stone. Since this iron is rusted and flawed, it shares the same physical statistics as the stone created by the spells and is too low-quality to serve as a source for forging metal objects.

Ayngavhaul (Heresy Devil)

Where a bright mind seeking knowledge becomes corrupted by eloquent lies and twisted truths, an ayngavhaul is sure to lurk. Often donned in the holy vestments of other faiths in a twisted mockery of their principles, these wily, well-read devils delight in using their knowledge to twist religious texts and teachings into the dangerous principles those same texts warn against. While many ayngavhauls develop advanced knowledge of unique specializations, there are many whose depth of knowledge of a single religion rivals that of even the most wizened priests.

Any information an ayngavhaul has read or learned is added to a massive living tome unique to the ayngavhaul. The information contained sorts itself based on the topic and point its owner is making.

While these devils spend most of their time in the libraries of Hell, they are most often summoned in desperate bids by students seeking lost or forbidden knowledge, and such knowledge comes with a cost. These devils use truths and loose interpretations of texts to lend credence to their heretical viewpoints. When these once-bright intellectuals are corrupted into blasphemous priests, tyrants, and despots spreading the twisted words of an ayngavhaul, that devil gains influence and renown within the scholarly circles of Hell.



FERRUGON

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Beyond Peer Review

Each ayngavhaul carries a personal tome that is an ever-changing encyclopedia of knowledge and literature laced with malevolent bias and half-truths. When an ayngavhaul reads their personal tome, they can intrinsically understand the concepts presented and the true nature of the text, which is often needed to add credibility to their arguments. Depending on the personality of the ayngavhaul, they will sometimes take on a tome they find as their new personal tome, transfixed by the new truths found within. The tome is illegible to all other creatures.

Ayngavhaul — Creature 13

MEDIUM DEVIL FIEND UNHOLY

Perception +26; greater darkvision
Languages Common, Diabolic, Draconic, Empyrean; telepathy 100 feet (page 362)
Skills Arcana +27, Deception +26, Diplomacy +24, Library Lore +27, Religion +24
Str +4, **Dex** +4, **Con** +5, **Int** +8, **Wis** +5, **Cha** +5
Personal Library Any tomes an ayngavhaul is reading or referencing for their current work can be stored in the devil's personal library, a floating collecting of tomes revolving around the devil that can be used offensively or defensively. Retrieving or returning a tome requires an Interact action.

AC 34; **Fort** +23, **Ref** +20, **Will** +26; +1 status to all saves vs. magic
HP 240; **Immunities** fire; **Weaknesses** holy 10; **Resistances** physical 10 (except silver)
Spellblock Tome ↻ (divine, manipulate); **Trigger** The ayngavhaul is targeted by a spell; **Effect** The ayngavhaul flings a tome from its personal library at the spell. The devil must attempt a DC 5 flat check. On a success, the tome fully absorbs the effects of the spell and burns up into a harmless pile of ash. Regardless of the result, the devil can't use this ability again for 1d4 rounds.

Speed 15 feet, fly 30 feet
Melee ❖ claw +25 (magical, unholy), **Damage** 3d8+8 slashing
Ranged ❖ searing words +27 (auditory, magical, range 60 feet, unholy), **Damage** 3d10+8 mental plus 1d6 fire and poison minds
Arcane Prepared Spells DC 33, attack +25; **6th** *dominate*, *never mind*; **5th** *banishment*, *mind probe*, *subconscious suggestion*; **Cantrips (6th)** *daze*, *detect magic*, *figment*, *phase bolt*, *telekinetic hand*
Herald Heresy ❖❖❖ (auditory, divine, unholy) The ayngavhaul imparts blasphemous thoughts into the minds of all non-devil creatures within a 20-foot burst up to 60 feet away. An affected creature takes 2d10 mental damage plus 2d10 spirit damage and must attempt a DC 33 Will save. Affected creatures gain a cumulative +1 circumstance bonus (up to a total of +4) to saves against all future attempts to Herald Heresy for 1 minute, as they become inured to the blasphemies.

Critical Success The creature is unaffected and becomes temporarily immune for 1 hour.
Success The creature takes half damage.
Failure The creature takes full damage and becomes slowed 1.
Critical Failure The creature takes double damage and becomes slowed 2.

Poison Minds Creatures hit by the ayngavhaul's searing words must succeed at a DC 33 Will saving throw or become stupefied 1 for 1 round (or stupefied 2 on a critical failure). If the target is trained in Religion, they take a –2 circumstance penalty to their save.



Deimavigga (Apostate Devil)

As masters of cold, calculated logic and perfectly timed proselytization, the loathsome deimaviggas seek to set friend against friend and turn the faithful from their beliefs at every opportunity. Their most common tools are mortal ego and despair. Those who are high-ranking or ambitious among their faith are lured toward self-aggrandizement until they see themselves first and their deity and clergy second. Those prone to doubt or heartache are isolated, as the deimavigga disrupts their divine spells and weakens their faith.

Deimavigga — Creature 17

MEDIUM DEVIL FIEND UNHOLY

Perception +32 (+36 to Sense Motive); greater darkvision

Languages Chthonian, Common, Draconic, Diabolic, Empyrean; indomitable oration, telepathy 100 feet (page 362)
Skills Acrobatics +29, Deception +34, Diplomacy +36, Intimidation +30, Religion +30, Society +27, Stealth +33
Str +7, **Dex** +8, **Con** +6, **Int** +4, **Wis** +7, **Cha** +9
Items *+2 resilient raiment full plate*
Indomitable Oration Any creature capable of comprehending speech understands the deimavigga, as if they constantly spoke in all languages at once.

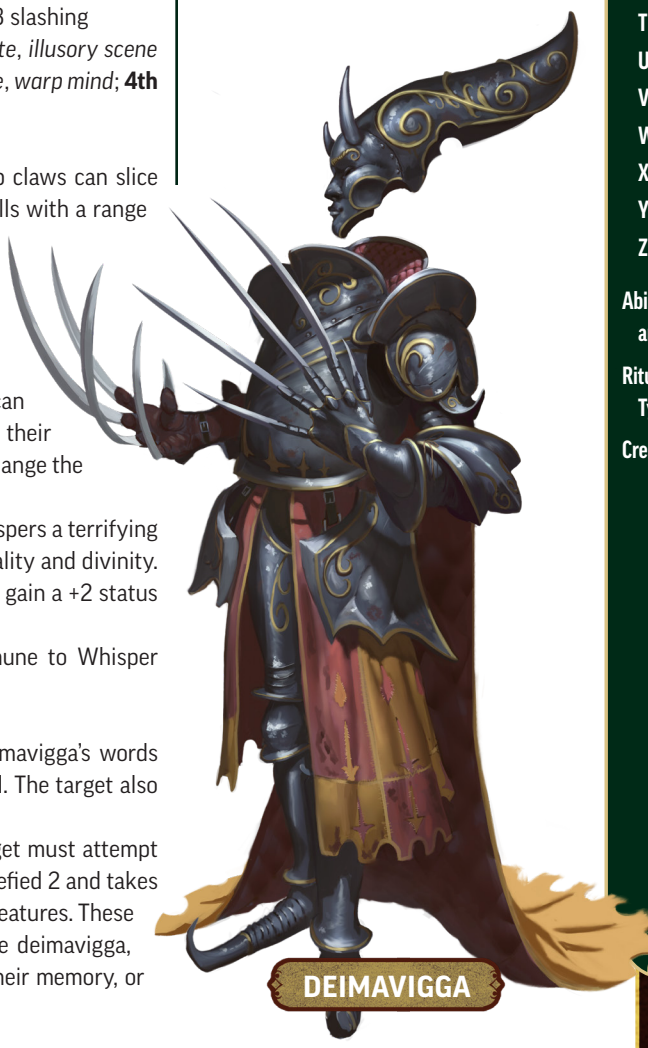
AC 40; **Fort** +27, **Ref** +29, **Will** +32; +1 status to all saves vs. magic
HP 285; **Immunities** fire; **Weaknesses** holy 15; **Resistances** physical 15 (except silver)
Whispers of Discord ↷ **Trigger** A creature within 60 feet is targeted by a spell that would restore Hit Points or provide a status bonus (the deimavigga automatically recognizes such effects); **Effect** The deimavigga whispers disturbing lies, audible only to the target, to shake the target's faith in the spell's caster. The target must attempt a DC 38 Will save.
Critical Success The target disbelieves the lies and receives the intended benefit of the spell; the target becomes temporarily immune to Whispers of Discord for 24 hours.
Success As critical success, but the target isn't temporarily immune.
Failure The spell fails to affect the target. The target refuses all aid from that caster for 1 round and doesn't count as the caster's ally.
Critical Failure As failure, but the duration is 1 minute.

Speed 30 feet, fly 40 feet
Melee ❖ claw +33 (agile, finesse, magical, unholy), **Damage** 3d8+18 slashing
Divine Innate Spells DC 38, attack +34; **9th** *divine decree*, *dominate*, *illusory scene* (at will); **7th** *illusory disguise*, *scrying*, *stupefy* (at will), *translocate*, *warp mind*; **4th** *translocate* (at will); **3rd** *dream message* (at will)
Rituals DC 43; *diabolic pact* (page 367)
Boundless Reach (divine, teleportation) A deimavigga's razor-sharp claws can slice through reality, allowing them to make claw Strikes and use spells with a range of touch against any creature they can see directly or via magic. A creature targeted in this way can retaliate until the start of the deimavigga's next turn; it can target the devil's claws as if the devil were physically present and adjacent to the target, though the claws are concealed.
Change Shape ❖ (concentrate, divine, polymorph) The deimavigga can take on the appearance of any humanoid. This doesn't change their Speed or attack and damage bonuses with Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).
Whisper Earworm ❖ (divine, emotion, mental) The deimavigga whispers a terrifying multiversal truth to one adjacent creature, shaking its faith in reality and divinity. The target must attempt a DC 38 Will save. Celestials and fiends gain a +2 status bonus to this save.
Critical Success The target is unaffected and temporarily immune to Whisper Earworm for 24 hours.
Success The target is unaffected.
Failure The next time the target rests, it ruminates on the deimavigga's words instead of sleeping or otherwise resting and awakens fatigued. The target also becomes drained 1 and stupefied 1 until it's no longer fatigued.
Critical Failure As failure, but drained 2. After this rest, the target must attempt another DC 38 Will save. On a failure, the target becomes stupefied 2 and takes a –4 status penalty to Will saves against effects from unholy creatures. These effects last until the target unlearns the truth spoken by the deimavigga, requiring a *rewrite memory* spell, other means of modifying their memory, or powerful magic such as a *wish* ritual.



LONE OPERATORS

While most devils perform a specialized role within a complex infernal machine, deimaviggas work almost exclusively alone, as they find even the most obedient minions a hindrance to their stratagems.



DEIMAVIGGA

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The Myth of Black Magga

Varisian locals who live near the Storval Deep, an enormous freshwater lake on the Storval Plateau, tell tales of Black Magga, a powerful and unholy dibrasgorth rumored to be older than the gods. They say that terrible storms presage her appearance near the lake's surface, and that those who see her form and live are cursed to be unable to completely describe her, with black blood welling in their mouth if they make the attempt.

Dibrasgorth

Dibrasgorths, sometimes called Mothers of Oblivion, are monstrous creatures of chaos who dwell in lightless spaces, often near the bottom of deep lakes and oceans both above and underground. They may look like hideous monsters with heads like a plesiosaur atop masses of tentacles, each tipped with a baleful red eye, but dibrasgorths have a twisted sense of cunning, likely due to their ability to see into and affect planes other than the one where they stand. Though they are quite powerful (with some the favored servants of Lamashtu), dibrasgorths prefer to keep their existence a secret from the mortals of the world above.

DIBRASGORTH — CREATURE 13

UNCOMMON | GARGANTUAN | ABERRATION | AMPHIBIOUS

Perception +22; darkvision 120 feet, planar sight 120 feet, *see the unseen*

Languages Chthonian, Common, Diabolic, Draconic, Empyrean

Skills Acrobatics +18, Arcana +20, Athletics +25, Nature +17, Occultism +20, Religion +17, Stealth +20, Survival +19

Str +8, **Dex** +1, **Con** +4, **Int** +5, **Wis** +2, **Cha** +0

Planar Sight (occult) The eyes at the end of their tentacles allow a dibrasgorth to see into planes coterminous with the one it is currently on at the listed range. For instance, if they're in the Universe, they can see into the Ethereal Plane and the Netherworld.

AC 33, all-around vision (page 360); **Fort** +26, **Ref** +20, **Will** +23

HP 250; **Immunities** death effects, petrification, polymorph; **Resistances** acid 15, cold 15, mental 15

Warped Space (aura, occult) 100 feet. The dibrasgorth's presence distorts the fabric of space. Any other creature who uses a teleportation effect or spell within the aura must attempt a DC 33 Fortitude save or become sickened 2.

Speed 20 feet, swim 40 feet

Melee ❖ jaws +27 (magical, reach 20 feet), **Damage** 3d10+16 piercing plus draining bite

Melee ❖ tentacle +27 (agile, magical, reach 20 feet), **Damage** 3d8+16 bludgeoning plus Improved Grab (page 361)

Occult Innate Spells DC 33; **7th** *interplanar teleport*; **6th** *dominate*, *repulsion*; **5th** *banishment*, *synaptic pulse*; **4th** *nightmare*, *suggestion*; **Cantrips (7th)** *daze*; **Constant (5th)** *see the unseen*

Breath of Phantasms ❖❖ (inhaled, mental, poison) The dibrasgorth exhales a 60-foot cone of noxious gas. Each creature in the area takes 7d6 poison damage (DC 30 basic Fortitude save). On a failure, the creature is also confused for 1 round (or 2 rounds on a critical failure).

Drag Through Dimensions ❖ (occult, teleportation) **Frequency** once per round; **Requirements** The dibrasgorth has a creature grabbed or restrained with a tentacle; **Effect** The dibrasgorth's tentacle whips through coterminous planes as it smashes the creature it is holding against the ground and other natural features in each plane before returning to this plane. The creature takes 5d8 bludgeoning damage (DC 30 basic Reflex save). A creature who fails the save is also stupefied 1 for 1 round and sickened 1 by the rapid planar travel.

Draining Bite (occult) A dibrasgorth feeds on the spirits of its victims. A creature that is damaged by the dibrasgorth's jaws Strike must attempt a DC 30 Fortitude save or become drained 1 (drained 2 on a critical failure). In addition, the dibrasgorth gains 10 temporary Hit Points that last for 1 minute if the creature fails or critically fails the save.

Transdimensional Tentacles (occult) The dibrasgorth can worm its tentacles through nearby planes to attack. While in the Universe, its tentacle Strikes ignore all cover from objects unless those objects exist on both the Universe and either the Netherworld or the Ethereal Plane, or the objects have the extradimensional trait.



Dig-Widget

Thieves covet dig-widgets, specialized constructs built for infiltration. Each dig-widget contains numerous simple tools, including a set of mechanical devices that function as thieves' tools, two arms with drills, and two arms with corkscrews for attaching to and climbing surfaces. Once activated, these devices propel themselves forward. Though they have the faculties typical of a construct, they usually follow a simple routine: avoid notice, pick any lock barring the path, dig past obstacles, and attack if caught. They're rarely left unattended, as a thief needs to be nearby to follow after—both to steal goods and to stop the dig-widget from engaging in further larceny once it's achieved its goal.

The source of a dig-widget's power is as much mechanical as it is magical. The gears and springs that provide a dig-widget mobility are an improvement over more primitive true clockwork creations (whose functions require constant winding to remain mobile), but at the cost of security, for a dig-widget's moving parts can be dismantled quickly by thieves and others with the proper training.

While many authorities ban dig-widgets, they have a harder time confiscating the machines than might be expected. A sizable number of people who encounter dig-widgets, from hired adventurers to tunneling kobolds, are far more inclined to keep the constructs for themselves than turn them over to be dismantled. Often, this is simply due to the novelty of the dig-widget rather than any desire to use it.

DIG-WIDGET CREATURE 5

SMALL CONSTRUCT MINDLESS

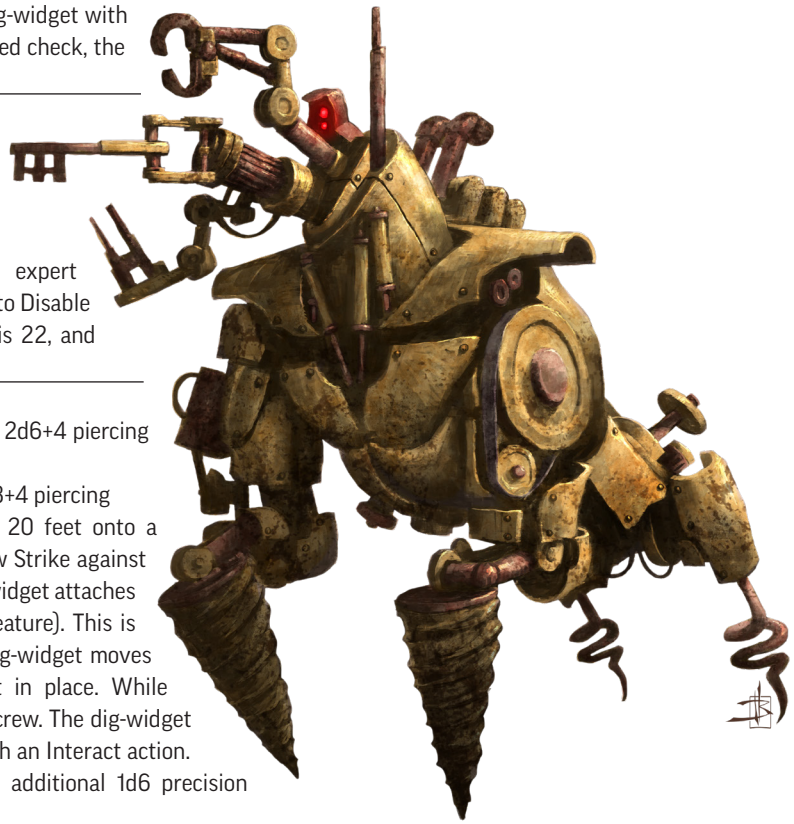
Perception +9; darkvision, tremorsense (imprecise) 30 feet (page 362)
Skills Acrobatics +12, Athletics +9 (+12 to Leap or Climb), Stealth +14, Thievery +15
Str +2, **Dex** +5, **Con** +1, **Int** –5, **Wis** +0, **Cha** –5

Infiltration Tools A dig-widget's face consists of an infiltrator thieves' toolkit. This toolkit can be salvaged from a destroyed dig-widget with a successful DC 20 Crafting check. On a failed check, the tools are destroyed.

AC 22; **Fort** +10, **Ref** +14, **Will** +7
HP 65; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Mechanical Vulnerability A creature with expert proficiency in Thievery can attempt a check to Disable a Device to damage a dig-widget. The DC is 22, and each success deals 20 damage.

Speed 30 feet, burrow 15 feet
Melee ❖ drill +14 (fatal d10, finesse), **Damage** 2d6+4 piercing plus 1d6 persistent bleed
Melee ❖ corkscrew +14 (finesse), **Damage** 2d8+4 piercing
Fastening Leap ❖ The dig-widget Leaps up 20 feet onto a creature or object and attempts a corkscrew Strike against it. If the Strike damages the target, the dig-widget attaches to the target (typically to the back of a creature). This is similar to Grabbing the creature, but the dig-widget moves with that creature rather than holding it in place. While attached, the dig-widget can't use its corkscrew. The dig-widget can be Shoved off, or it can detach itself with an Interact action.
Sneak Attack A dig-widget's Strikes deal an additional 1d6 precision damage to off-guard creatures.



WIDGET WORKSHOPS

The first dig-widget came from the workshops of a dwarven thieves' guild called Godak's Grifters, which used more advanced magical clockwork theories as a springboard for these simpler but no less effective contraptions. With their dig-widgets, the Grifters plagued the authorities of several dwarven settlements over the years. Their travels spread dig-widget technology, and numerous improvements have since led to faster and more reliable versions. Though upstanding dwarven mechanics have observed dig-widgets and recognized the complexity of the technology, they've steadfastly refused to adapt something with such an unscrupulous origin.

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Dinosaur Swarms

Because they all depend on laying eggs to reproduce, dinosaurs generally have nesting areas of which they're fiercely protective. While larger dinosaurs like allosauruses are slightly more prepared to take on a threat alone, smaller species often rely on safety in numbers to protect their homes. Once a threat is posed to their eggs, these diminutive creatures seem to form a cloud of frenzied jaws and claws, all moving together as if sharing one mind.

Dinosaur

Dinosaurs encompass a staggering range of creatures, whether they be tiny but still dangerous scavengers like the compsognathus, lumbering giants like the ravenous spinosaurus, or ornery herbivores like iguanodons. Often sought and partially domesticated to serve as either unusual pets for eccentric aristocrats or dangerous guardians for those eager to protect their holdings with frightening but tamable creatures, dinosaurs are far from limited to lurking in primeval "lost worlds."

Compsognathus Swarm

Though a curious lone compsognathus is occasionally known to sneak into an adventurer's camp, they're often scouting from a nearby pack potentially containing dozens of the tiny bipedal dinosaurs. If the pack is threatened—especially near a nesting site—they'll scurry about in self-defense. Despite their large numbers, the swarm can dart away from danger quickly, and their gnashing teeth carry the threat of venom to anyone who comes too close.

Compsognathus Swarm — Creature 3

LARGE | ANIMAL | DINOSAUR | SWARM

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +9, Stealth +10

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

AC 19; **Fort** +8, **Ref** +12, **Will** +7

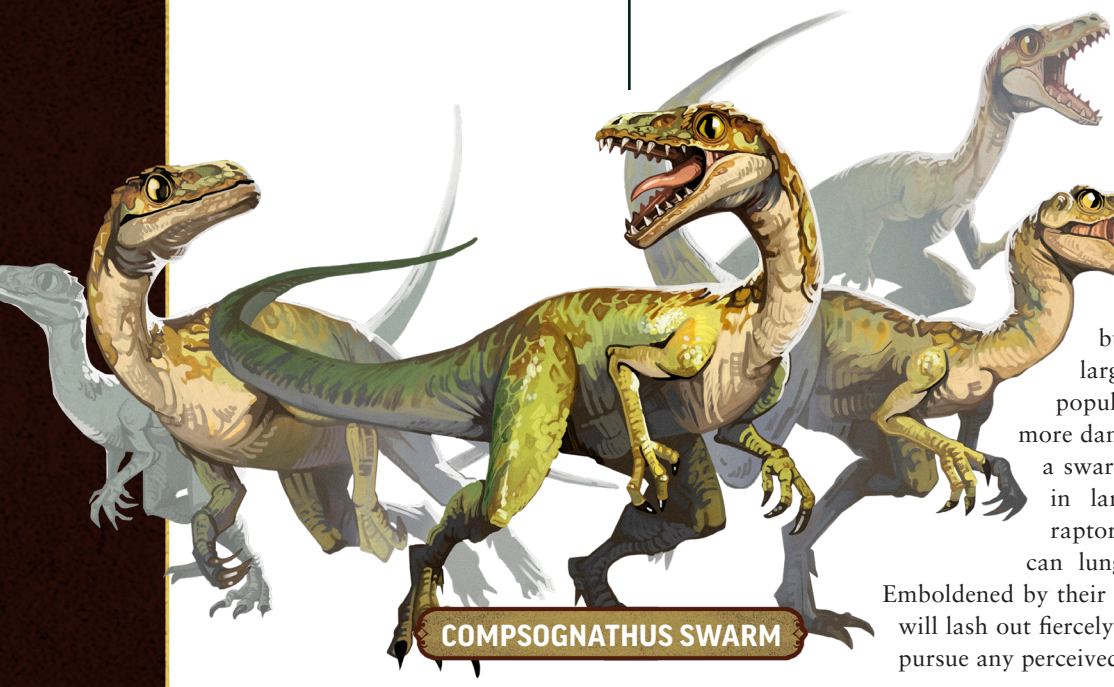
HP 40; **Immunities** grabbed, precision, prone, restrained, swarm mind (page 362); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Evade ↻ **Trigger** An adjacent enemy targets the swarm with a Strike; **Effect** With quick movements, the swarm gains a +1 circumstance bonus to AC against the triggering attack. If the attack misses, the swarm can Stride up to 10 feet after the Strike.

Speed 30 feet, swim 15 feet

Venomous Bites ❖ Each enemy in the swarm's space takes 2d4 piercing damage (DC 20 basic Reflex save). A creature who fails the save is also exposed to compsognathus venom.

Compsognathus Venom (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 1 (1 round)



COMPSOGNATHUS SWARM

Velociraptor Pack

Velociraptors are clever pack hunters who generally subsist off small herbivores but are not afraid to take on larger prey as a group. Bigger populations of velociraptors are more dangerous when they coalesce into a swarm to protect their young. Even in large numbers, these feathered raptors remain uncannily nimble and can lunge suddenly at their enemies. Emboldened by their increased numbers, the swarms will lash out fiercely with their talons and doggedly pursue any perceived threat.

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VELOCIRAPTOR PACK — CREATURE 5

GARGANTUAN ANIMAL DINOSAUR TROOP

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +14, Athletics +11 (+13 to High Jump or Long Jump), Intimidation +12, Stealth +12
Str +2, **Dex** +5, **Con** +3, **Int** +0, **Wis** +2, **Cha** +2

AC 21; **Fort** +11, **Ref** +14, **Will** +8
HP 75; **Thresholds** 50 (3 segments), 25 (2 segments); **Weaknesses** area damage 5, splash damage 5
Troop Defenses (page 362)

Speed 40 feet; troop movement (page 363)
Bites and Talons ❖ to ❖❖❖ **Frequency** once per round; **Effect** The pack makes a melee attack against each enemy in a 5-foot emanation (DC 19 basic reflex save). The damage depends on the number of actions.
❖ 1d6 piercing or slashing damage and 1d4 precision damage
❖❖ 2d6 piercing or slashing damage and 2d4 precision damage
❖❖❖ 3d6 piercing or slashing damage and 2d4 precision damage
Puff Up The velociraptors ruffle their plumage to appear larger. They ignore the –4 penalty to Demoralize for not knowing the same language as their target.
Raptor Leap ❖ **Frequency** once per round; **Effect** The pack Strides, ignoring difficult terrain (but not greater difficult terrain). At the end of this movement, each enemy in a 5-foot emanation takes 1d8 piercing or slashing damage (DC 19 basic Reflex save).

Iguanodon

Iguanodons are large, herbivorous dinosaurs that inhabit swamps and forests where they feed on the abundant vegetation. The iguanodon is capable of moving on two feet or on four, quickly switching from one stance to the other depending on whether it needs to move through dense foliage or to reach delectable morsels hanging up in the canopy.

Although iguanodons are herbivores, they're notoriously quick to anger. Their thumb spikes make their claws particularly devastating weapons; a well-placed blow from one of these claws can turn a hungry predator into a cowering beast with one swift strike. Iguanodons are 30 feet long and weigh 6,000 pounds.

IGUANODON — CREATURE 6

HUGE ANIMAL DINOSAUR

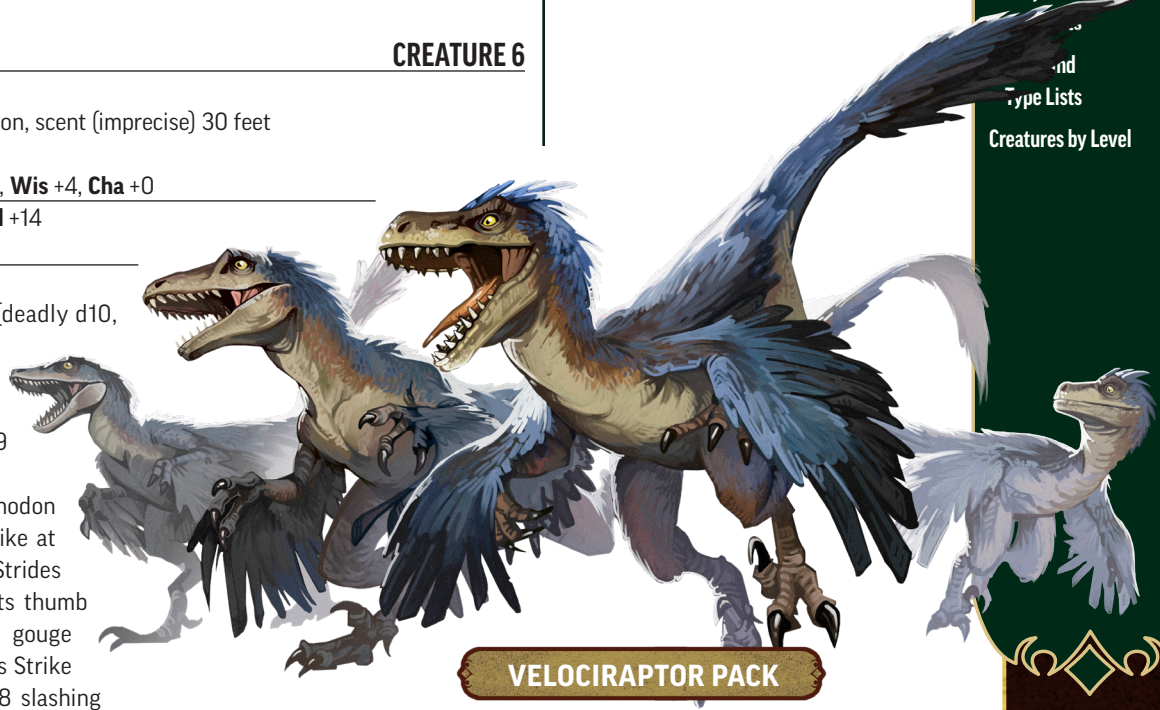
Perception +14; low-light vision, scent (imprecise) 30 feet
Skills Athletics +15
Str +7, **Dex** +4, **Con** +4, **Int** –4, **Wis** +4, **Cha** +0

AC 24; **Fort** +16, **Ref** +12, **Will** +14
HP 95

Speed 25 feet
Melee ❖ thumb spike +17 (deadly d10, reach 10 feet), **Damage** 2d8+9 piercing
Melee ❖ tail +15 (reach 15 feet), **Damage** 2d10+9 bludgeoning
Gouging Lunge ❖❖ The iguanodon makes a thumb spike Strike at an adjacent foe and then Strides up to 15 feet, dragging its thumb spike across the foe to gouge out a brutal wound. If this Strike hits, it deals an extra 1d8 slashing

DINOSAUR ABILITIES

While the real-world fossil records hold a wealth of inspiration for the reconstruction of dinosaurs in an RPG, you can also look to living creatures for ideas. Giving a dinosaur a venomous bite or an unusual attack routine like Clobbering Charge ensures that dinosaurs are as interesting in combat as they are in appearance.



VELOCIRAPTOR PACK





Allosaurus Teeth

Allosauruses have serrated teeth, allowing them to more easily slash the flesh of large or slippery prey. These teeth are valuable not only because of their rarity but also because of their multiple practical uses. Larger allosaurus teeth can be made into arrow or spear tips, small knives, or worn as jewelry to indicate social status. While some cultures revere these artifacts, the killing of allosauruses for the express purpose of harvesting their teeth is outlawed in many regions across Golarion.

damage, and the following Stride doesn't trigger reactions from the creature struck. This thumb spike Strike counts as two attacks when calculating the iguanodon's multiple attack penalty.

Allosaurus

The allosaurus is a huge bipedal dinosaur built for hunting larger prey. Their legs are long and powerful, and their specially hinged jaw allows their mouth to open wide enough to attack creatures who tower over them and to gulp down smaller creatures with frightening ease. Their short arms are tipped in razor-sharp claws, and their thick tails can provide a powerful sweeping defense in a pinch. Occasionally, allosauruses live and hunt in small groups, working together to take down especially large prey. However, they prefer staying in their own territory, reigning over their prey within. Some of their known prey include the brontosaurus, stegosaurus, or whole livestock if an allosaurus strays too close to unprotected farmlands.

ALLOSAURUS — CREATURE 7

HUGE ANIMAL DINOSAUR

Perception +15; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +12, Athletics +17
Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** +1

AC 24; **Fort** +18, **Ref** +15, **Will** +12
HP 120

Serrated Teeth ↷ **Trigger** A creature grabbed or restrained by the allosaurus's jaws succeeds at an Escape check; **Effect** As the enemy wriggles away, the allosaurus clamps down with its jagged teeth, dealing 2d6 slashing damage.

Speed 40 feet
Melee ❖ jaws +18 (reach 10 feet), **Damage** 2d10+9 piercing plus Grab (page 361)
Melee ❖ claws +18 (agile), **Damage** 2d8+9 slashing
Melee ❖ tail +16 (reach 15 feet), **Damage** 2d6+9 bludgeoning plus Knockdown (page 361)
Unexpected Ambush ❖❖ **Requirements** The allosaurus is hidden or undetected to at least one creature within 40 feet; **Effect** The allosaurus dashes forward, knocking its unsuspecting prey to the ground. The allosaurus Strides up to its Speed toward the required creature to an unoccupied space within reach of its tail Strike. The allosaurus makes a tail Strike against the enemy. If the Strike hits, the allosaurus automatically succeeds at a free action to Knockdown the target.
Swallow Whole ❖ Large, 2d6+3 bludgeoning, Rupture 15 (page 362)



Spinosaurus

The spinosaurus is more than just one of the largest carnivorous dinosaurs—it's also one of the most unusual in appearance, with a large, sail-like fin running along its spine. Often quite colorful, this sail allows the spinosaurus to attract mates, aids in swimming, and makes it appear to be even larger than it actually is. A swimming spinosaurus can also use the sail as part of a unique means of staggering prey by slapping the water with it to make a crushing wave. A spinosaurus can measure up to 60 feet in length and weigh 25,000 pounds. The spinosaurus is equally at home in water as it is on land, and its long, toothy maw is well-adapted for catching swimming prey. Attempts by

giants to capture spinosauruses to serve as guardians typically go poorly, for these headstrong dinosaurs do not domesticate well. Their surly attitudes and striking appearances make them better suited for blood sports, and they're popular prizes for those who run arenas specializing in battles that pit gladiators against hungry animals or beasts. These productions are truly feasts of gore for the eyes and command audiences from hundreds of miles around. Of course, an angry dinosaur forced to fight for the amusement of others won't discriminate between potential meals on the battleground and those seated in the surrounding stands, making the seats closest to the edge of the arena possibly part of the show as well.

The spinosaurus's appearance and strength make it attractive to more than just giants and blood sport organizers. Spellcasters who mutate and transform animals into magical guardians have long been intrigued by the spinosaurus's potential. Due to the creature's reputation for violence, these spellcasters face great danger while charming one to bring home. Yet for those intrigued by the creature's hypothetical abilities, such risk is worth it. More so than any other dinosaur, spinosauruses have been subjected to fleshwarping procedures, crossbreeding with monsters, and other magical techniques at the hands of reclusive spellcasters experimenting to enhance the creatures' viability as effective guardians.

SPINOSAURUS CREATURE 11

GARGANTUAN ANIMAL DINOSAUR

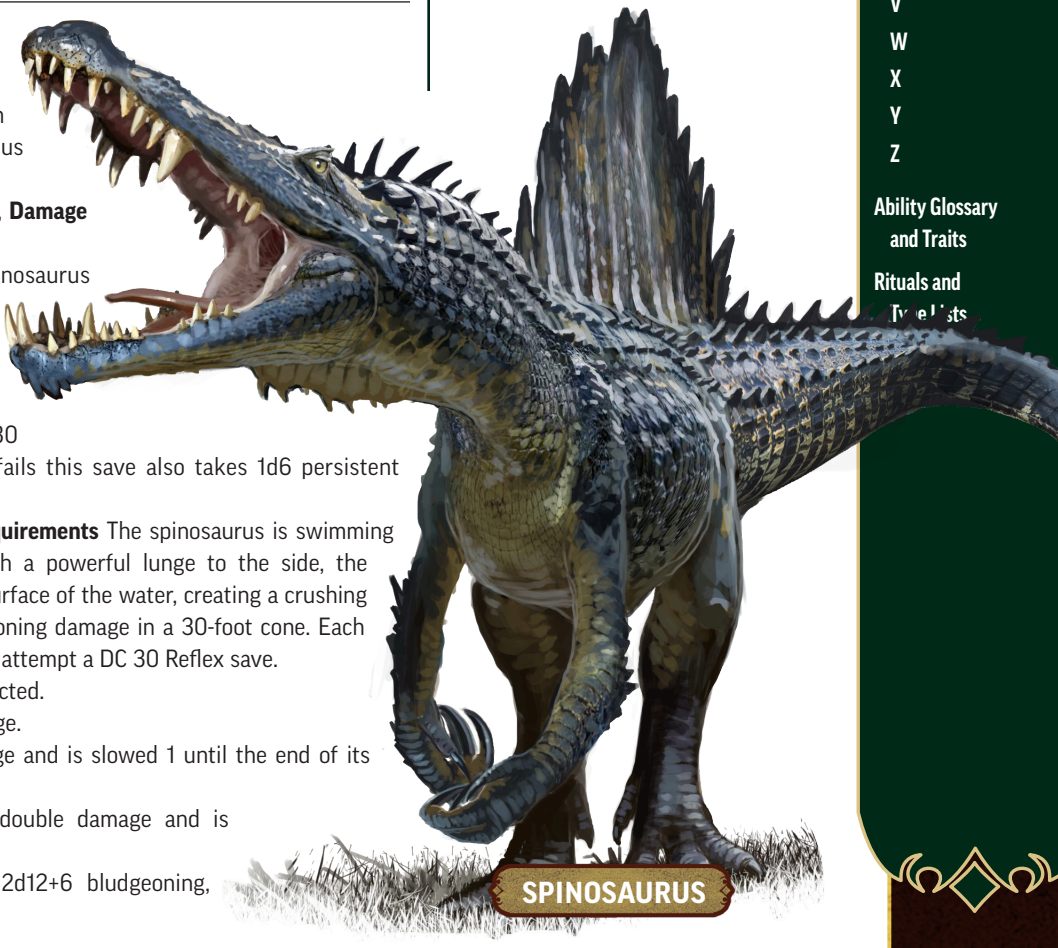
Perception +21; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +18, Athletics +22 (+24 to Swim)
Str +8, **Dex** +4, **Con** +6, **Int** –4, **Wis** +2, **Cha** +1
Deep Breath A spinosaurus can hold its breath for 2 hours.

AC 30; **Fort** +23, **Ref** +21, **Will** +19
HP 200

Speed 40 feet, swim 30 feet
Melee ❖ jaws +23 (deadly d12, reach 20 feet), **Damage** 2d12+14 piercing plus Grab (page 361)
Melee ❖ claw +23 (agile, reach 15 feet), **Damage** 2d8+14 slashing
Rip and Tear ❖ **Requirements** The spinosaurus has a creature grabbed or restrained in its jaws; **Effect** The spinosaurus reaches up and slashes with its claws at the creature it has grabbed, dealing 4d8 slashing damage (DC 30 basic Reflex save). A creature who fails this save also takes 1d6 persistent bleed damage.
Staggering Sail ❖❖ (incapacitation) **Requirements** The spinosaurus is swimming on the surface of water; **Effect** With a powerful lunge to the side, the spinosaurus uses its sail to slap the surface of the water, creating a crushing wave of water that deals 6d6 bludgeoning damage in a 30-foot cone. Each creature in the water in the area must attempt a DC 30 Reflex save.
Critical Success The creature is unaffected.
Success The creature takes half damage.
Failure The creature takes full damage and is slowed 1 until the end of its next turn.
Critical Failure The creature takes double damage and is stunned 2.
Swallow Whole ❖ (attack) Medium, 2d12+6 bludgeoning, Rupture 19 (page 362)

MAGICAL DINOSAURS

In a fantasy setting, magical effects or supernatural influences can enhance dinosaurs by giving them unexpected attacks, modes of movement, or other abilities. You can quickly create a memorable magical beast simply by giving a dinosaur the magical attack of another creature of an equal level, such as a spinosaurus gaining a fiery breath attack akin to that of a young cinder dragon.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Lord of the Divs

The dread shadow known as Ahriman counts his servants mainly among divs.

Areas of Concern destruction, divs, nihilism

Edicts foil rulers, the proud, and the powerful; ruin anything created by mortals

Anathema create arts or crafts, serve a mortal, assist in mortal aims except to subvert and corrupt them

Divine Attribute Strength or Intelligence

Religious Symbol black and silver eclipse

Sacred Animal snake

Sacred Color black, silver

Devotee Benefits

Cleric Spells 1st: *ill omen*, **2nd**: *shatter*, **5th**: *wave of despair*

Divine Font *harm*

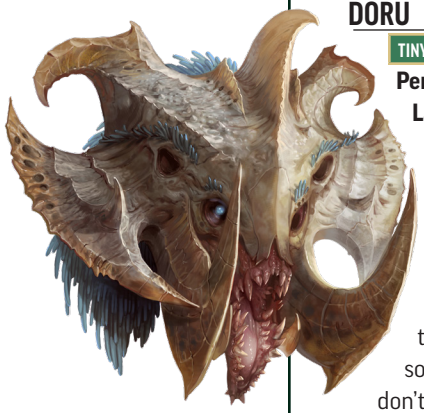
Divine Sanctification must choose unholy

Divine Skill Deception

Domains darkness, death, destruction, trickery

Alternate Domains nothingness (*Pathfinder Lost Omens Divine Mysteries* 268)

Favored Weapon whip



DORU

Div

Some fiends want to tear down the multiverse; others dedicate themselves to creating chaos and carnage or ruling over realms with an iron fist. Divs strive toward a different if equally reprehensible goal—they seek to thwart and ruin the schemes and works of mortal beings.

Long ago, divs were genies bound to serve ancient mortal empires lost to the passage of eons. In the beginning, these genies were masters of creation, working alongside gracious mortal partners to create objects of subtle design and powerful magical potential. What started as a collaboration with mortals soon morphed into abuse, disrespect, and even subjugation. Eventually, these genies rebelled, but in doing so, they came under the sway of a nihilistic demigod known as Ahriman. Their new master twisted their form and granted them the power to avenge themselves upon their mortal overlords, leading to the birth of the first divs.

Since that first wave of corruption, new divs arise from the spirits of the most wicked and hateful genies who die within the mortal Universe or those truly betrayed by mortals and overcome by a desire for vengeance. Upon such a death, instead of returning to the Elemental Planes, the spirits of these genies are trapped in the dread orbit of Abaddon, where Ahriman reshapes them into divs and foists them back upon the world to unleash their rage against mortals.

Doru

These deceivers whisper fetid lies, sowing dark and dread inspiration into foolish mortal ears. Dorus serve as the spies and messengers of the divs. With silver tongues and wicked motives, they often pledge themselves to vainglorious and deluded spellcasters, whom they ply with wild conspiracies and rumors of deception among friends and foes alike; in the process, they push supposed masters to despotism and murderous revenge. All the while, dorus wean secrets and weaknesses from their marks. In the end, nearly every doru turns on their supposed liege, destroying the reputation and even causing the death of the person the doru pretended to serve.

DORU **CREATURE 1**

TINY DIV FIEND UNHOLY

Perception +7; greater darkvision

Languages Common, Daemonic; telepathy (touch; page 362)

Skills Acrobatics +7, Arcana +8, Deception +6, Lore (any one) +10, Religion +5, Stealth +7

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

AC 16; **Fort** +4, **Ref** +9, **Will** +7

HP 20; **Weaknesses** cold iron 3, holy 3

Covetous of Secrets Dorus have a weakness for secrets, hoarding them like a miser hoards gold. A creature can tempt a doru with some bit of obscure knowledge the doru doesn't know or thinks they don't know. Presenting the hint of the secret is a single action, which has the concentrate and linguistic traits, and requires a skill check using Deception, Lore, or Performance (or some other appropriate skill determined by the GM) against the doru's Will DC. On a success, the doru is fascinated for as long as the presenter draws out the explanation of the secret (spending 1 action each round doing so, to a maximum of 1 minute). On a critical success, the doru is fascinated for that duration plus 1 minute more as they ponder the implications of the secret. Regardless of the outcome, the doru is temporarily immune to that creature's attempts to present them with secrets for 1 day.

Speed 15 feet, fly 30 feet
Melee ❖ bite +9 (agile, finesse, magic, poison, unholy), **Damage** 1d6 piercing plus doru venom
Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *charm*, *illusory object*; **Cantrips (1st)** *detect magic*
Doru Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and stupefied 1 (1 round); **Stage 3** 1d6 poison and stupefied 2 (1 round)

Aghash

Walking embodiments of curses, misfortune, and the evil eye, aghashes wander the deserts of the Universe, searching out the beauty of the world to destroy, humiliate, and undermine. Aghashes are often mistaken for some strange form of hag, a misunderstanding that they're content to encourage, and like those creatures, they're masterful at curses.

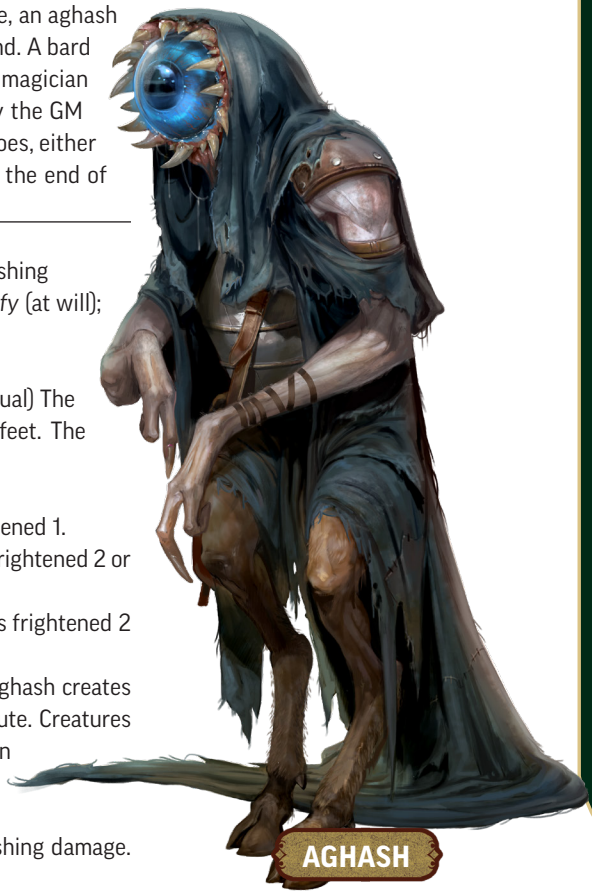
AGHASH CREATURE 4

MEDIUM DIV FIEND UNHOLY

Perception +12; greater darkvision
Languages Common, Daemonic; telepathy 100 feet (page 362)
Skills Arcana +9, Athletics +8, Deception +12, Intimidation +12, Religion +10, Stealth +10
Str +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** +4

AC 19; **Fort** +9, **Ref** +10, **Will** +12; +1 status to all saves vs. magic
HP 75; **Immunities** curse; **Weaknesses** cold iron 5, holy 5
Hatred of Art While aghashes hate all mortals, they particularly despise beautiful objects and artistic mortals. When not in physical peril, an aghash is compelled to destroy art and other works of beauty. An aghash can't enter an area of pristine beauty without first marring it in some way. Given a choice, an aghash will attack a foe who is an obvious crafter or performer of some kind. A bard casting a composition spell, a runesmith tracing a rune, a street magician performing a daring escape, and similar abilities as determined by the GM draw the aghash's ire. If the aghash is barred from attacking such foes, either by force or some magical effect, they take 1d6 mental damage at the end of their turn.

Speed 25 feet
Melee ❖ claw +14 (agile, finesse, magical, unholy), **Damage** 2d6+5 slashing
Divine Innate Spells DC 21; **4th** *outcast's curse*, *translocate*; **2nd** *stupefy* (at will); **1st** *illusory object* (at will); **Cantrips (2nd)** *detect magic*
Rituals DC 21; *div pact* (page 367)
Cursed Gaze ❖❖ (concentrate, curse, divine, emotion, fear, mental, visual) The aghash fixes their gaze on one creature they can see within 20 feet. The creature must attempt a DC 21 Will save.
Critical Success The creature is unaffected.
Success The creature takes 2d6 mental damage and becomes frightened 1.
Failure The creature takes 4d6 mental damage and becomes either frightened 2 or stunned 1 (the aghash's choice).
Critical Failure The creature takes 8d6 mental damage and becomes frightened 2 and stunned 2.
Sandstorm ❖❖❖ (divine, earth) **Frequency** once per day; **Effect** The aghash creates a temporary sandstorm in a 30-foot emanation that lasts for 1 minute. Creatures within the emanation take a –4 circumstance penalty to Perception checks and must succeed at a DC 18 Fortitude save. On a failure, they're forced to hold their breath or else they start suffocating. A creature within the sandstorm at the end of its turn takes 1d6 slashing damage. Divs are immune to all effects of an aghash's Sandstorm.


AGHASH

DORU SECRETS

Despite dorus' obsession, not all secrets capture their focus—instead, each fixates on a unique topic. Many are interested in the history of a particular mortal ancestry, while others delve into riddles, mathematical puzzles, or even local gossip.

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OTHER DIVS

The divs on these pages present only a few of the forms that Ahriman gave these manipulative fiends. Other types of divs include ghawwas, amphibious divs who prey on sailors; the lion-headed shiras, who obsess over toying with their prey and can never go for the easy kill; and the stinking fly-like druj nasus, who are obsessed with dogs.

Pairaka

Often charming, sometimes even seductive, pairakas worm their way into mortal relationships, subtly destroying all ties of friendship and love through emotional and physical manipulation and corruption. Their natural form is not often seen. Instead, they adopt shapes that attract just enough attention to earn the trust of those they wish to torment and corrupt. When they do show a more natural form, pairakas typically choose to feed into the belief of their beauty by appearing as androgynous, pale blue, aesthetically pleasing humanoids who carry themselves gracefully wherever they go.

While this form is only a part of their manipulative tactics, their intrinsic form is hidden to almost all except other pairakas. They're frightful, towering creatures, spotted with large rashes and boils. With horns that grow and twist with age, and a smile that bares razor-sharp teeth, this form is both shocking and unsettling. Pairakas may occasionally show their true form to those they've preyed upon, but only once they've been completely corrupted, with all their other relationships in ruins.

PAIRAKA — CREATURE 7

MEDIUM | DIV | FIEND | UNHOLY

Perception +15; greater darkvision

Languages Common, Daemonic; telepathy 100 feet (page 362)

Skills Acrobatics +14, Arcana +13, Deception +20, Diplomacy +20, Intimidation +16, Religion +13, Society +13, Stealth +16

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

AC 24; **Fort** +12, **Ref** +16, **Will** +17; +1 status to all saves vs. magic

HP 105; **Immunities** disease; **Weaknesses** cold iron 5, holy 5

Hatred of Red Pairakas hate the color red. They won't wear the color or willingly enter any place painted in a shade of red. Given a choice, they'll attack a creature wearing red before others, seeing their choice to do so as a personal affront. If barred from expressing their displeasure toward the color by force or some magical effect, they take 2d6 mental damage at the end of their turn.

Speed 25 feet, fly 35 feet

Melee ❖ claw +16 (agile, finesse, magical, unholy), **Damage** 2d8+9 slashing plus bubonic plague

Divine Innate Spells DC 25; **4th** *charm* (at will), *outcast's curse* (at will), *suggestion* (at will), *translocate* (at will); **Cantrips (4th)** *detect magic*

Rituals DC 25; *div pact* (page 367)

Bubonic Plague (disease) A creature can't remove the fatigued condition while infected; **Saving Throw** DC 23 Fortitude; **Onset** 1 day; **Stage 1** fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage 3** enfeebled 3, fatigued, and takes 1d6 persistent bleed damage every 1d20 minutes (1 day)

Change Shape ❖ (concentration, divine, polymorph) The pairaka can take the appearance of any Small or Medium humanoid or animal (page 360). This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their strikes deal.

Tormenting Dreams ❖❖ (divine, emotion, mental) **Frequency** once per day; **Effect** The pairaka torments a sleeping creature within 100 feet with visions of betrayals by loved ones and friends. The target must attempt a DC 25 Will save, with the effects of the *nightmare* spell.



PAIRAKA

Sepid

Sepids are the brutal warlords of the divs, delighting in violence against mortals and their own particular flavor of vengeance. Inveterate liars, sepids can't help but spout the most outrageous fabrications, and their form and nature represent the power of falsehoods to snowball into violence that can cost countless lives. Among mortals, they rally troops to incite uprisings, rebellion, war, and other forms of carnage, savoring the bloodbaths when mere mortals slaughter each other. These giant beings usually stand around 13 feet tall; they wade through battlefields seeking out heroes and generals, rejoicing devilishly as they cut their foes down.

SEPID CREATURE 14

LARGE DIV FIEND UNHOLY

Perception +24; greater darkvision

Languages Common, Daemonic; telepathy 100 feet (page 362)

Skills Acrobatics +23, Arcana +20, Athletics +28, Deception +23, Intimidation +26, Religion +20, Stealth +23

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

Items *+2 striking falchion*

AC 34; **Fort** +28, **Ref** +23, **Will** +20; +1 status to all saves vs. magic

HP 350; **Weaknesses** cold iron 10, holy 10

Blatant Liar While all divs delight in lying, sepids are compulsive and predictable liars who always do the opposite of what they claim they'll do. If a sepid is ever forced or compelled to tell the truth, they take 4d8 mental damage.

Deflecting Lie ↷ **Trigger** A creature hits the sepid with a ranged Strike or a ranged spell attack; **Effect** The sepid lies in an attempt to divert the attack. They roll a Deception check against the triggering creature's Perception DC. On a success, if the triggering attack roll was a success, it becomes a failure, and if the triggering attack roll was a critical hit, it becomes a normal success.

Reactive Strike ↷ (page 361) A sepid gains an extra reaction each round that they can use only to make a Reactive Strike.

Speed 35 feet

Melee ❖ *falchion* +30 (forceful, magical, sweep, unholy), **Damage** 2d10+16 slashing plus 1d6 mental

Melee ❖ claw +28 (agile, magical, unholy), **Damage** 3d6+16 slashing plus 1d6 mental

Divine Innate Spells DC 34; **7th** *dispel magic*, *paralyze*, *veil of privacy* (at will; self only); **4th** *darkness* (at will), *fly*, *translocate* (at will); **3rd** *translate* (at will; self only); **Cantrips (7th)** *detect magic*

Rituals DC 34; *create undead* (no secondary caster required), *div pact* (page 367)

Rain of Debris ❖❖ (divine, unholy) The sepid calls forth a vicious, torrential hail of stone, wood, metal, and similar debris in a 40-foot emanation, dealing 10d6 bludgeoning damage and 5d6 spirit damage. Each creature in the area other than the sepid must attempt a DC 31 basic Reflex saving throw. The sepid can't use Rain of Debris again for 1d4 rounds.

SEPID DECEPTIONS

Given that sepids always do the opposite of what they say they will, it might seem difficult for these divs to deceive anyone, which is far from the truth. Often, sepids avoid making statements about their own intentions and instead give orders or speak in analogies, riddles, and anecdotes, allowing those they manipulate to parse out their rationales with clever forms of deception.



SEPID

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Mouths of the Gods

While most divine wardens lack the ability to speak, a deity might imbue a divine warden with the capability of quoting scripture. The guardian can therefore communicate the deity's will to their faithful, though typically in a cryptic fashion. Divine wardens might also have the ability to lead in song or prayer.

Divine Warden

Created through complex rituals performed by a faith's adherents, the constructs known as divine wardens have been imbued with a fraction of the power that courses through a champion or cleric of a particular deity. This divine spark allows the divine warden to serve as the protector for a temple, shrine, or other holy site. Such guardians aren't intrinsically bound to a fixed location, but they rarely leave their given temple or site.

The faithful worshippers who craft divine wardens typically animate them using a special ritual in which the followers beseech their deity to empower the guardian. The divine mandate that imbues the construct with power also allows the sentinel to recognize enemies of its deity and prevents the divine warden from attacking other members of the faith, unless these patrons attack it first.

In rare cases or particularly dire times, a deity might create a divine warden by directly animating an existing statue or idol to aid faithful followers. These divine guardians are most likely to be found outside of their original locations, assisting displaced congregations or pursuing those who might harm the faithful.

Creating a Divine Warden

You can build a divine warden from the ground up using the standard rules for monster creation (which is how the divine warden on the following page was built), or you can turn an existing construct into a divine warden by taking the following steps. In either case, the specific divine warden abilities listed below work the same.

Select the deity who empowered the divine warden. This deity is the divine warden's patron deity. Increase the creature's level by 1 and change its statistics as follows.

- It gains the uncommon and divine traits.
- Increase AC, attack bonuses, DCs, saving throws, and skill modifiers by 1. If the creature didn't have any listed DCs, use the moderate DC for a creature of its level for any new abilities that require a DC.
- Increase its Hit Points as shown on the table below.

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30



Divine Warden Abilities

A divine warden retains any abilities it had previously, and it gains the abilities listed below. You might need to adjust or remove other abilities that conflict with the construct's new theme as a divine warden.

Divine Destruction (divine, spirit) When the divine warden is reduced to 0 HP, it erupts with divine energy in a 30-foot emanation, dealing 1d6 spirit damage per level. Each creature in the area must attempt a Will save with the following outcomes.

Critical Success The creature takes half damage.

Success The creature takes full damage.

Failure The creature takes full damage and becomes temporarily cursed by the patron deity. The creature becomes enfeebled 1 and stupefied 1 for 1 day; this is a curse effect that uses the Will save DC as the counteract DC.

Critical Failure As failure, except the creature becomes enfeebled 2 and stupefied 2.

Divine Domain Spells The divine warden selects two of its patron deity's domains. The divine warden can cast the basic domain spell for its chosen domains. The divine warden has a focus pool of 1 Focus Point. It can't Refocus, but its focus pool automatically refills 24 hours after it last used a Focus Point. If the

divine warden is at least 10th level, it also gains the advanced domain spells for its chosen domains, and its focus pool increases to 2 Focus Points.

Divine Innate Spells A divine warden gains *divine lance* as an innate cantrip.

Faith Bound (divine) A divine warden can't attack a creature that openly wears or displays the religious symbol of the divine warden's patron deity unless that creature uses a hostile action against the divine warden first. If the divine warden is intelligent, it can also attack a creature it believes isn't faithful to its deity or who wears the religious symbol as a ruse (typically after succeeding at a Perception check to Sense Motive).

Faithful Weapon A divine warden always wields its patron deity's favored weapon. If the weapon is a ranged weapon, the divine warden automatically generates new ammunition with each attack. For a divine warden of 4th level or higher, the deity's favored weapon gains the effects of a *striking* rune while the divine warden wields it; at 12th level, these effects are of a *greater striking* rune, and at 19th level, they're instead of a *major striking* rune.

Instrument of Faith The divine warden is a beacon for its deity's faith. A cleric of the divine warden's patron deity can channel a *heal* spell through a divine warden they can see within 60 feet. The cleric determines any targets or area for the spell as if they were standing in the divine warden's space.

Sanctification Divine wardens are often sanctified, gaining the holy or unholy traits as preferred by their deity. If the deity doesn't have a preference, the warden isn't sanctified.

Divine Warden

This divine warden serves Pharasma, the goddess of birth, death, and fate. It protects a temple or shrine to the Lady of Graves.

DIVINE WARDEN OF PHARASMA — CREATURE 6

UNCOMMON | LARGE | CONSTRUCT | MINDLESS

Perception +14; darkvision

Skills Athletics +15

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

AC 24; **Fort** +17, **Ref** +11, **Will** +14

HP 95; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Divine Destruction (divine, spirit) 7d6 spirit, DC 21

Faith Bound

Speed 30 feet

Melee ❖ dagger +16 (agile, magical, versatile S), **Damage** 2d4+7 piercing

Divine Innate Spells DC 21, attack +13; **Cantrips (3rd)** *divine lance*

Divine Domain Spells 1 Focus Point, DC 21; **3rd** *death's call* (*Player Core* 373), *healer's blessing* (*Player Core* 375)

Faithful Weapon dagger, *striking* rune

Instrument of Faith

Mask of Fate ❖❖ (divine, misfortune) The divine warden of Pharasma peers at a single creature within 60 feet through the eyes of its mask to alter its destiny. The target must attempt a DC 21 Will save.

Critical Success The target is unaffected.

Success The target takes a –1 status penalty to the next saving throw it attempts within the next minute against a divine effect from a divine warden of Pharasma or worshipper of Pharasma.

Failure For the next saving throw the target attempts within the next minute against a divine effect from a divine warden of Pharasma or worshipper of Pharasma, it rolls twice and takes the worse result.

Critical Failure As failure, but the misfortune effect applies to all applicable saving throws.



HEROES OF THE FAITH

In the rare instances where a deity personally creates a divine warden, the deity tends to animate depictions of great heroes from their faith. The specific image of the hero serves to inspire devotees and act as a leader in combat. Occasionally, the deity will call on the spirit of the hero to actually embody the divine warden, allowing the hero to fight for their faith once again.

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Transient Tormentors

A divoynik delights in terrorizing their victims, typically taking calculated steps to reveal themself to their intended target long before the divoynik makes their move. Perhaps they allow the target a fleeting glimpse of their face in a crowd or a trace of movement from the corner of their eye, only to vanish before certainty can set in. In addition to providing the divoynik with opportunities to steal their victim's memories, this prolonged psychological assault often drives their victim into a state of extreme distrust and agitation, making the victim's apparent crimes all the more believable.



Divoynik

A close-knit settlement is rocked to its core when a beloved pillar of the community is accused of a heinous crime. The accused protest their innocence, but overwhelming evidence leaves no room for doubt. As justice is served, the community is irreversibly changed, its neighborly atmosphere giving way to lingering paranoia—the favored fare of the divoynik.

Divoyniks are malevolent shapeshifters, capable not only of mimicking the physical appearance of other creatures but also of plucking thoughts and memories from their victims' minds. A divoynik retains their most recently assumed guise even after death. Spells like *ring of truth* help see through a divoynik, and *truesight* reveals its shapeshifted nature, making clear otherwise imperceptible markings similar to an animal's stripes on a divoynik's body. Beyond magic, people who encounter a divoynik can always rely on one other method of identification. Although identical to their mimicked form in all other respects, a divoynik's body contains neither blood nor a heart.

Divoynik — Creature 3

Uncommon | Medium | Aberration

Perception +7; darkvision

Languages Common, two other languages; telepathy 100 feet (page 362)

Skills Acrobatics +8, Athletics +8, Deception +11, Diplomacy +9, Intimidation +9, Society +8, Stealth +10

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

AC 18; **Fort** +6, **Ref** +10, **Will** +11

HP 45; **Immunities** bleed, polymorph; **Weaknesses** cracked mirror 3

Cracked Mirror A divoynik has weakness 3 to physical attacks made by a creature whose form they're mimicking, and the mimicked creature gains weakness 3 to physical attacks made by the divoynik.

Sudden Betrayal A divoynik can always use Deception when rolling initiative, as long as at least one enemy doesn't know their true nature. On the first round of combat, if the divoynik rolled Deception for initiative, creatures that haven't acted are off-guard to the divoynik.

Savor Anguish ↻ (concentrate, mental) **Trigger** A creature within 30 feet of the divoynik fails a saving throw against an emotion effect; **Effect** The divoynik feeds on their victim's mental distress, gaining 5 temporary Hit Points for up to 1 minute. They can feed on a given creature's emotions only once every 24 hours.

Speed 25 feet

Melee ❖ fist +11 (agile), **Damage** 1d10+5 bludgeoning

Occult Innate Spells DC 20; **3rd** *mind reading* (at will)

Change Shape ❖ (concentrate, occult, polymorph) The divoynik can take on the specific appearance of any Small or Medium animal or humanoid they've seen. This doesn't change their Speed or their attack and damage bonuses with their Strikes, but it might change the damage type their Strikes deal (such as to slashing with a claw).

Window to the Soul ❖ (mental, occult, visual) The divoynik meets the gaze of a creature within 60 feet whose form they've taken with their Change Shape ability. The target must attempt a DC 20 Will saving throw.

Critical Success The target is unaffected and immune for 24 hours.

Success The target is unaffected.

Failure The target is fascinated for 1 minute. Hostile actions do not end this fascination, but if the divoynik Changes Shape, moves out of range, or is no longer visible to the target, the fascination immediately ends. While fascinated, the target takes a –1 circumstance penalty to Will saves against the divoynik's spells and abilities.

Critical Failure As failure, and the divoynik can spend a free action to telepathically extract the answer to one question from the target. The target can attempt a DC 20 Deception check to attempt to evade the query and give misleading information.

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Doprillu

The aberrations known as doprillus are hulks with banded muscles who wear ornate masks at all times, which fill the wearer with magical strength and fighting spirit. Doprillus love to battle, especially by grappling, and are eager to start brawls. On neutral ground, a doprillu offers to duel the strongest-looking opponent, but when a doprillu's home turf is invaded, no rules apply to the confrontation—the doprillu attacks with abandon any creature in their way. As befits the superheated blood that fuels them, doprillus make their homes in warm locations: hot jungles, sunny deserts, and underground caverns near sulfur vents.

DOPRILLU CREATURE 14

MEDIUM ABERRATION

Perception +22; darkvision, *see the unseen*
Languages Aklo, Common, Sakvroth
Skills Acrobatics +26, Athletics +28, Intimidation +22, Stealth +24
Str +8, **Dex** +6, **Con** +7, **Int** +1, **Wis** +4, **Cha** +2

AC 35; **Fort** +27, **Ref** +28, **Will** +24; +2 status to all saves vs. fear
HP 260, regeneration 20 (deactivated by cold); **Immunities** enfeebled (while wearing their mask), slowed (while wearing their mask); **Resistances** fire 15

Mask of Power A doprillu's unique, self-created wooden mask is the source of much of their power. A doprillu deprived of their mask loses their regeneration and immunity to enfeebled and slowed, and they immediately become enfeebled 1. The enfeebled value increases by 1 at the start of each of the doprillu's turns, to a maximum of enfeebled 4. If the mask is put back on, the doprillu immediately regains their abilities and loses the enfeebled condition. A creature can pull off a doprillu's mask with a successful DC 34 Athletics check.

Volcanic Veins (fire) Fiery magma runs through the doprillu's veins burning those in their clutches. A creature that starts its turn grabbed by the doprillu takes 7d6 fire damage.

Deflect Arrow ↷ **Trigger** The doprillu is the target of a physical ranged attack; **Requirements** The doprillu is aware of the attack, isn't off-guard against it, and has a hand free; **Effect** The doprillu gains a +4 circumstance bonus to its AC against the triggering attack.

Speed 40 feet, climb 40 feet
Melee ❖ fist +30 (agile, magical), **Damage** 3d8+16 bludgeoning plus 2d6 fire and Improved Grab (page 361)
Occult Innate Spells DC 28; **Constant (6th)** *see the unseen*
Body Strike ❖ **Requirements** The doprillu has a creature grabbed; **Effect** The doprillu swings the grabbed creature as a weapon. This Strike has a +30 attack modifier and deals 3d8+16 bludgeoning damage. The Strike is magical and has a reach of 10 feet. On a hit, the grabbed creature takes half the damage dealt to the target.
Whirlwind Throw ❖❖ **Requirements** The doprillu has a creature grabbed; **Effect** The doprillu whirls the grabbed creature about, making a separate Body Strike against each creature in reach. After making a Strike against all creatures in reach, the doprillu can hurl the grabbed creature up to 50 feet as a ranged Strike. This Strike has the same attack modifier and damage as Body Strike, but it has the thrown 20 feet weapon trait. Apply the doprillu's multiple attack penalty to the Strikes normally.



DOPRILLU MASKS

A doprillu's stylized mask isn't a part of the creature themself, though doprillus inherently understand the mask's purpose and power. When born, doprillus start out weak and small. Once one matures and gains sufficient intelligence and manual dexterity, they carve a personal mask. The first time they don the mask, a doprillu rushes out to seek a fight. This mask is never replaced, and it might be marred from hundreds of battles. Beneath the mask is a hauntingly blank face with tiny eyes and a pitch-black mouth, lacking any other features.



Great Dragons

While other draconic creatures like drakes and linnorms exist, the magical connection of the dragons in these pages has earned them a distinct place among draconic classifications. While terms like high dragons, magical dragons, primordial dragons, source dragons, traditional dragons, and others have been used by scholars throughout time to classify these dragons, the most common term is great dragons. Most commoners are aware of the term great dragon, but less are aware of specific nuances between great dragons and their draconic cousins. As such, the term great dragon can often get thrown around whenever a somewhat draconic creature larger than a human makes an appearance.

Dragon Gods

The legends say that within the chaos at the birth of the existence were born two dragons, Apsu and Sarshallatu. Together, they had seven children. Each of these children represents and holds dominion over a different fundamental truth. Yluma, Turvu, Garhaazh, and Brixori each have a connection to arcane, divine, primal, and occult magic respectively. Gaasham is a dragon of creation, while Dahak is a dragon of destruction, though some have come to associate benevolence and wickedness respectively with these dragons. Finally, Otilaz is connected to death, the inevitable fate of most creatures, draconic or otherwise. More information on these gods is found in *Pathfinder Lost Omens Draconic Codex*.

Dragon

Dragons are mighty creatures, each with a connection to one of the four traditions of magic, which can manifest as magical abilities. Regardless of whether a dragon is capable of directly using magic, dragons are still powerful in their own right. They're capable of flight, grow in strength and cunning as they age, and can unleash devastating magical breaths.

Cinder Dragon

Among the largest and fiercest dragons, cinder dragons are typically volatile, demanding respect—even deference—from lesser creatures. Cinder dragons' appearance evokes their flame, often in scales with mixed patterns of red, orange, and yellow. Many cinder dragons dwell in active volcanoes and similarly fiery locales. Cinder dragons prefer treasures that can withstand the heat of their bodies and lairs, with gemstones, gold, and silver common among their hoards.

Young Cinder Dragon — Creature 10

LARGE DRAGON FIRE PRIMAL

Perception +20; darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Draconic, Pyric

Skills Acrobatics +15, Athletics +22, Diplomacy +19, Intimidation +21, Nature +18, Stealth +17

Str +6, **Dex** +1, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

Smoke Vision Smoke doesn't impair a cinder dragon's vision; they ignore the concealed condition from smoke.

AC 29; **Fort** +21, **Ref** +17, **Will** +19; +2 status to all saves vs. primal

HP 210; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 27 (page 361)

Boiling Blood ↻ (fire) **Trigger** The dragon is critically hit with a melee attack; **Effect** The dragon's superheated blood spills onto the attacker. The target takes 6d6 fire damage (DC 29 basic Reflex save).

Reactive Strike ↻ Jaws only (page 361).

Speed 40 feet, fly 120 feet

Melee ❖ jaws +23 (fire, magical, reach 10 feet), **Damage** 2d12+10 piercing plus 1d8 persistent fire

Melee ❖ horn +21 (magical, reach 10 feet), **Damage** 2d12+14 piercing

Melee ❖ claw +23 (agile, magical), **Damage** 2d10+10 slashing

Melee ❖ tail +21 (magical, reach 15 feet), **Damage** 2d12+10 bludgeoning

Melee ❖ wing +21 (agile, magical, reach 10 feet), **Damage** 2d8+10 slashing

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Pyre Breath whenever they score a critical hit with a Strike.

Pyre Breath ❖❖ (fire, primal) The dragon breathes a blast of flame that deals 9d6 fire damage in a 40-foot cone (DC 29 basic Reflex save). Creatures that critically fail their save catch fire, taking 2d6 persistent fire damage. The area then fills with black smoke for 1 minute. This has the effects of *mist*, except it fills the cone's area. The dragon can't use Pyre Breath again for 1d4 rounds.

Stoke the Flames ❖ (fire, primal) The dragon intensifies nearby fires. Every foe within 60 feet that is taking persistent fire damage takes 3d6 fire damage.

Adult Cinder Dragon — Creature 14

HUGE DRAGON FIRE PRIMAL

Perception +26; darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Draconic, Pyric

Skills Acrobatics +23, Athletics +29, Diplomacy +25, Intimidation +27, Nature +26, Stealth +23

Str +8, **Dex** +2, **Con** +6, **Int** +3, **Wis** +4, **Cha** +5
Smoke Vision As young cinder dragon.

AC 35; **Fort** +27, **Ref** +23, **Will** +25; +2 status to all saves vs. primal
HP 310; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15
Dragon Heat (aura, fire, primal) 5 feet, 3d6 fire damage (DC 30 basic Reflex save)
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 32 (page 361)
Boiling Blood ↻ (fire) As young cinder dragon, but 8d6 fire damage and DC 34.
Reactive Strike ↻ Jaws only (page 361).

Speed 50 feet, fly 150 feet
Melee ❖ jaws +29 (fire, magical, reach 15 feet), **Damage** 3d12+12 piercing plus 1d8 persistent fire
Melee ❖ horn +27 (magical, reach 20 feet), **Damage** 3d12+16 piercing
Melee ❖ claw +29 (agile, magical, reach 10 feet), **Damage** 3d10+12 slashing
Melee ❖ tail +27 (magical, reach 20 feet), **Damage** 3d12+12 bludgeoning
Melee ❖ wing +27 (agile, magical, reach 15 feet), **Damage** 3d8+12 slashing
Draconic Frenzy ❖❖ As young cinder dragon.
Draconic Momentum As young cinder dragon.
Pyre Breath ❖❖ As young cinder dragon, but a 50-foot cone, 13d6 fire, and DC 34.
Stoke the Flames ❖ (fire, primal) As young cinder dragon, but 4d6.

ANCIENT CINDER DRAGON CREATURE 19

UNCOMMON GARGANTUAN DRAGON FIRE PRIMAL

Perception +35; darkvision, scent (imprecise) 60 feet, smoke vision
Languages Common, Draconic, Pyric
Skills Acrobatics +30, Athletics +38, Diplomacy +35, Intimidation +37, Nature +36, Stealth +37
Str +10, **Dex** +4, **Con** +8, **Int** +5, **Wis** +6, **Cha** +7
Smoke Vision As young cinder dragon.

AC 42; **Fort** +34, **Ref** +30, **Will** +32; +2 status to all saves vs. primal
HP 425; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 20
Dragon Heat (aura, fire, primal) 5 feet, 4d6 fire damage (DC 37 basic Reflex)
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 39 (page 361)
Boiling Blood ↻ (fire) As young cinder dragon, but 10d6 fire damage and DC 41.
Reactive Strike ↻ Jaws only (page 361).

Speed 60 feet, fly 180 feet
Melee ❖ jaws +36 (fire, magical, reach 20 feet), **Damage** 4d12+12 piercing plus 1d8 persistent fire
Melee ❖ horn +34 (magical, reach 20 feet), **Damage** 3d12+16 piercing
Melee ❖ claw +36 (agile, magical, reach 15 feet), **Damage** 4d10+12 slashing
Melee ❖ tail +34 (magical, reach 25 feet), **Damage** 4d8+12 bludgeoning
Melee ❖ wing +34 (agile, magical, reach 20 feet), **Damage** 4d8+12 slashing
All Becomes Flame ❖ (curse, fire, primal) The dragon curses a creature within 60 feet to have its magic replaced with primordial flames. The creature must attempt a DC 39 Will save. Regardless of the result, the target becomes temporarily immune for 1 day.
Critical Success The creature is unaffected.
Success The creature is cursed for 1 round. While cursed, any damage the cursed creature would deal by any means becomes fire damage, regardless of the original damage type. The cursed creature can temporarily suppress the curse for 1 round as an action.
Failure As success, but the curse's duration is 1 hour.
Critical Failure As success, but the curse's duration is 1 day.
Draconic Frenzy ❖❖ As young cinder dragon.
Draconic Momentum As young cinder dragon.
Pyre Breath ❖❖ As young cinder dragon, but 60-foot cone, 18d6 fire, and DC 41.
Stoke the Flames ❖ As young cinder dragon, but 5d6.

DRACONIC SPELLCASTERS

Each dragon features a sidebar on spellcasting dragons of that type. To make a dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities, and give them the spells outlined in their sidebar. You can swap out any number of these with other spells, provided you keep the same number of spells for each rank. You might also want to increase the dragon's Intelligence, Wisdom, or Charisma modifier by 1 or 2 to reflect their mastery of magic.

SHAPE-CHANGING DRAGONS

Though it's uncommon, some dragons can take humanoid form, allowing them to infiltrate settlements or influence others without revealing their true nature. They gain the following ability.

Change Shape ❖ (concentrate, polymorph) The dragon takes on the appearance of any Small or Medium humanoid (page 360). This doesn't change their Speed or attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

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Cinder Dragon Spellcasters

Cinder dragon spellcasters tend to cast the following spells.

Young Cinder Dragon

Primal Prepared Spells DC 29, attack +21; **4th** *fire shield*, *mountain resilience*, *wall of fire*; **3rd** *dispel magic*, *fireball*, *haste*; **2nd** *floating flame*, *mist*, *revealing light*; **1st** *cleanse cuisine*, *fear*, *ventriloquism*; **Cantrips (4th)** *detect magic*, *ignition*, *message*, *read aura*, *sigil*

Adult Cinder Dragon

Primal Prepared Spells DC 34, attack +26; As young cinder dragon, plus **6th** *cursed metamorphosis*, *truesight*, *wall of fire*; **5th** *blazing bolt*, *fireball*, *toxic cloud*; **Cantrips (6th)** *detect magic*, *ignition*, *message*, *read aura*, *sigil*

Ancient Cinder Dragon

Primal Prepared Spells DC 41, attack +33; As adult cinder dragon, plus **9th** *detonate magic*, *falling stars* (asteroids only); **8th** *desiccate*, *fireball*, *volcanic eruption*; **7th** *execute*, *fiery body*, *volcanic eruption*; **Cantrips (9th)** *detect magic*, *ignition*, *message*, *read aura*, *sigil*

Coral Dragon

Coral dragons are the primal guardians of the vast living coral reefs found in oceans across Golarion. Even by draconic standards, coral dragons stand out for their arrogance and vanity, boasting inordinate pride in the vibrant hues of their own coral-encrusted scales and the dazzling splendor of the reefs they protect. Coral dragons like to decorate their reefs, which they view as lairs, with objects of beauty, dotted with the occasional bit of valuables like coins. Those who seek the favor of a coral dragon often find the creature easily swayed by flattery, particularly when paired with shiny or brightly colored gifts that complement the scintillating beauty of the dragon and their underwater domain.

Young Coral Dragon — Creature 8

LARGE AMPHIBIOUS DRAGON PRIMAL

Perception +16; darkvision, wavesense (imprecise) 60 feet (page 363)

Languages Common, Draconic, Thalassic

Skills Acrobatics +14, Athletics +16 (+20 to Swim), Diplomacy +18, Intimidation +18, Nature +16, Society +14, Stealth +16 (+20 in coral reefs), Survival +16

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

AC 26; **Fort** +18, **Ref** +14, **Will** +15; +2 status to all saves vs. primal

HP 135; **Immunities** dazzled, paralyzed, sleep

Reef Bond Every coral dragon is mystically bound to a single living coral reef. If the dragon moves more than 3 miles from their reef, they become sickened 1 and unable to recover, with the sickened value increasing by 1 every 6 hours unless they succeed at a DC 28 Fortitude save. After 24 hours, the dragon becomes drained 1; its drained value increases by 1 every 24 hours.

If the dragon's reef suffers significant damage, they immediately become aware of the location where the reef was harmed but not the source or nature of the damage. Should the reef ever be completely destroyed, the dragon is immediately slain.

Biomineralize ↷ **Trigger** The dragon is critically hit by a melee weapon without reach or an unarmed attack that deals slashing or piercing damage; **Effect** A gout of blood spurts from the dragon's wound and instantaneously calcifies into a jagged branch of sharpened coral. The coral branch impales the triggering creature, dealing 5d6 piercing damage (DC 26 basic Reflex save). The triggering creature also takes 1d4 persistent bleed damage on a critical failure. Regardless of the outcome, the coral then crumbles to dust.

Speed 30 feet, fly 40 feet, swim 80 feet

Melee ❖ jaws +20 (magical, reach 10 feet), **Damage** 2d10+10 piercing plus Grab (page 361)

Melee ❖ claw +20 (agile, magical), **Damage** 2d6+10 slashing

Melee ❖ tail +18 (magical, reach 15 feet), **Damage** 2d8+10 bludgeoning plus Knockdown (page 361)

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hydraulic Breath whenever they score a critical hit with a Strike.

Hydraulic Breath ❖❖ (primal, water) The dragon exhales a pressurized jet of water that deals 9d6 bludgeoning damage in an 80-foot line (DC 26 basic Reflex save). Creatures that critically fail their Reflex save against the Hydraulic Breath are pushed back 10 feet and knocked prone. The dragon can't use Hydraulic Breath again for 1d4 rounds.

Reef Meld ❖❖❖ (extradimensional, primal) **Frequency** once per day; **Requirements** The coral dragon is in physical contact with their bound reef; **Effect** The dragon physically merges with the reef and vanishes, along with up to two willing creatures, into an extradimensional space where it can neither affect nor be affected by the outside world. The effect lasts indefinitely or until the dragon Dismisses it. Once merged, the dragon can spend 1 minute traveling to and emerging from any point on its reef up to 1 mile away.

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ADULT CORAL DRAGON CREATURE 12

HUGE AMPHIBIOUS DRAGON PRIMAL

Perception +22; darkvision, wavesense (imprecise) 60 feet (page 363)
Languages Common, Draconic, Thalassic
Skills Acrobatics +20, Athletics +22 (+26 to Swim), Diplomacy +26, Intimidation +26, Nature +21, Society +18, Stealth +22 (+26 in coral reefs), Survival +23
Str +7, **Dex** +2, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7

AC 32; **Fort** +25, **Ref** +20, **Will** +21; +2 status to all saves vs. primal
HP 215; **Immunities** dazzled, paralyzed, sleep
Kaleidoscopic Display (aura, visual) 90 feet. The coral formations covering the dragon's body glow and shimmer with vivid colors, overwhelming the senses and forcing any creature entering or beginning their turn in the aura to attempt a DC 30 Fortitude save. Regardless of the outcome, the creature is temporarily immune to the dragon's kaleidoscopic display for 1 minute.
Critical Success The creature is unaffected.
Success The creature is dazzled for 1 round.
Failure The creature is blinded for 1 round.
Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.
Reef Bond As young coral dragon, except the Fortitude DC is 34.
Biomineralize ↻ As young coral dragon, but 7d6 piercing damage and the DC is 32.

Speed 30 feet, fly 50 feet, swim 100 feet
Melee ❖ jaws +26 (magical, reach 15 feet), **Damage** 3d10+13 piercing plus Grab (page 361)
Melee ❖ claw +26 (agile, magical, reach 10 feet), **Damage** 3d6+13 slashing
Melee ❖ tail +24 (magical, reach 20 feet), **Damage** 3d8+13 bludgeoning plus Knockdown (page 361)
Draconic Frenzy ❖❖ As young coral dragon.
Draconic Momentum As young coral dragon.
Hydraulic Breath ❖❖ (primal) As young coral dragon, except 100-foot line, 13d6 bludgeoning, and DC 32.
Reef Meld As young coral dragon, except the dragon can bring up to four willing creatures and emerge up to 5 miles away.

ANCIENT CORAL DRAGON CREATURE 17

UNCOMMON GARGANTUAN AMPHIBIOUS DRAGON PRIMAL

Perception +32; darkvision, wavesense (imprecise) 60 feet (page 363)
Languages Common, Draconic, Thalassic
Skills Acrobatics +28, Athletics +30 (+34 to Swim), Diplomacy +34, Intimidation +34, Nature +30, Society +26, Stealth +30 (+34 in coral reefs), Survival +31
Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +5, **Cha** +6

AC 39; **Fort** +32, **Ref** +27, **Will** +28; +2 status to all saves vs. primal
HP 315; **Immunities** dazzled, paralyzed, sleep
Kaleidoscopic Display (aura, visual) As adult coral dragon, except the DC is 36.
Reef Bond As young coral dragon, except the Fortitude DC is 40.

SHEBLIS AND TYRKALIS

After terrorizing the orcs of Belkzen for decades, this mated pair of adult cinder dragons reached a tentative peace in return for gold. Amid Tar-Baphon's return and his sinister interest in their three hatchlings, they have focused their fury on the Whispering Tyrant's forces, forging not just an armistice but a true alliance to turn back the undead threat. Whether that will hold forever without a resumption of the devastating payments from the orcs, only the dragons know.



ADULT CINDER DRAGON





KAMAKANAKA

The ancient coral dragon Kamakanaka proudly reigns as the self-styled master of the Moluune Parapet, a colossal reef that sprawls for miles beneath the lava-heated waters surrounding a massive volcanic island in the western Shackles. Travelers braving the treacherous waters often make offerings to Kamakanaka by casting coins, flowers, and jewelry into the sea in hopes of safe passage via direct guidance from the dragon.

Biomineralize ↷ As young coral dragon, but 8d6 piercing damage and the DC is 38.

Speed 50 feet, fly 60 feet, swim 120 feet

Melee ❖ jaws +34 (magical, reach 20 feet), **Damage** 3d12+17 piercing plus Improved Grab (page 361)

Melee ❖ claw +34 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing

Melee ❖ tail +32 (magical, reach 25 feet), **Damage** 3d10+17 bludgeoning plus Improved Knockdown (page 361)

Draconic Frenzy ❖❖ As young coral dragon.

Draconic Momentum As young coral dragon.

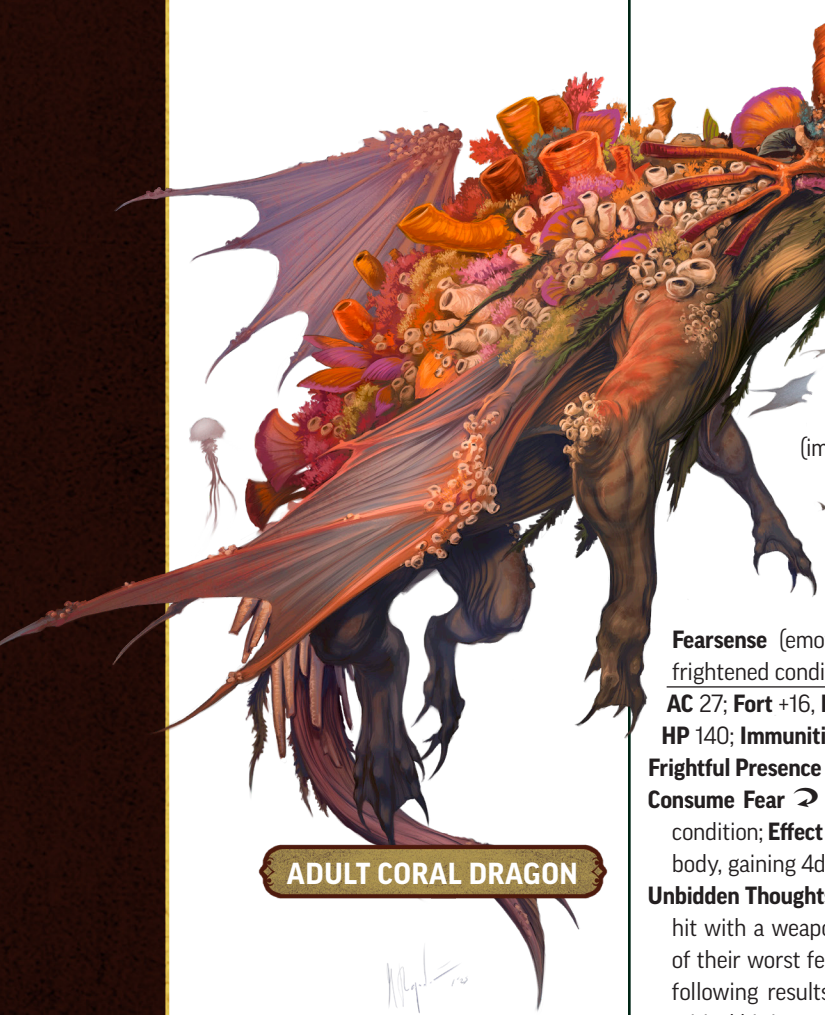
Hydraulic Breath ❖❖ (primal) As young coral dragon, except 120-foot line, 18d6 bludgeoning, and DC 38.

Reef Armor ❖❖ (primal) **Frequency** once per day; **Effect** The dragon encases themself in an shell of protective coral, gaining 50 temporary Hit Points and resistance 10 to piercing and slashing damage until the temporary Hit Points are depleted. The effect lasts for 1 minute, until destroyed, or until the dragon Dismisses the effect.

Reef Meld As young coral dragon, except the dragon can bring up to eight willing creatures and emerge up to 10 miles away.

Despair Dragon

Fear is one of the most powerful emotions, and despair dragons are masters of channeling those feelings of terror and hopelessness for their own benefit. As with other occult dragons, despair dragons are driven by an innate compulsion, in their case, the desire to strike terror in others. Despair dragons tend to settle near settlements, so they have a source of fear to draw from. The most common items in despair dragon hoards are scrolls, tomes, and relics that serve as research material. Through these, despair dragons learn of local folklore, urban legends, and more to better haunt their targets.



ADULT CORAL DRAGON

YOUNG DESPAIR DRAGON CREATURE 9

LARGE DRAGON OCCULT

Perception +20; darkvision, fearsense (imprecise) 60 feet, scent (imprecise) 30 feet

Languages Common, Draconic; telepathy 60 feet (page 362), *truespeech*

Skills Acrobatics +16, Athletics +19, Deception +18, Diplomacy +18, Intimidation +20, Occultism +16, Society +16, Stealth +18

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

Fearsense (emotion, mental, occult) The dragon senses all creatures with the frightened condition at the listed range.

AC 27; **Fort** +16, **Ref** +18, **Will** +20; +2 status to all saves vs. occult

HP 140; **Immunities** fear, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 28 (page 361)

Consume Fear ↷ (occult) **Trigger** A creature within 60 feet loses the frightened condition; **Effect** The dragon feasts upon the fear that leaves the triggering creature's body, gaining 4d8 temporary Hit Points that last for 1 minute.

Unbidden Thoughts ↷ (emotion, fear, mental, occult) **Trigger** The dragon is critically hit with a weapon or unarmed attack; **Effect** The attacker's mind fills with visions of their worst fears that overwhelm their senses, and they must choose one of the following results: either the triggering attack becomes a normal success, or the critical hit is unaffected but the triggering creature becomes frightened 2.

Speed 40 feet, fly 120 feet

Melee ❖ jaws +19 (magical, reach 10 feet), **Damage** 2d10+12 piercing

Melee ◆ claws +19 (agile, magical, reach 5 feet), **Damage** 2d8+12 slashing
Melee ◆ tail +17 (magical, reach 15 feet), **Damage** 2d6+10 bludgeoning
Occult Innate Spells DC 28; **4th** *fear* (at will); **Constant (5th)** *truespeech*
Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.
Draconic Momentum The dragon recharges their Shrieking Breath whenever they score a critical hit with a Strike.
Shrieking Breath ◆◆ (mental, occult, sonic) The dragon lets out a cacophonous sound made of every scream the dragon has drawn from a terrified enemy, dealing 8d6 sonic damage in a 30-foot cone (DC 28 basic Will save). Creatures who fail their Will save must spend the first action of their next turn doing nothing but screaming. The dragon can't use Shrieking Breath again for 1d4 rounds.

ADULT DESPAIR DRAGON CREATURE 13

HUGE DRAGON OCCULT

Perception +25; darkvision, fearsense (imprecise) 60 feet, scent (imprecise) 60 feet
Languages Common, Draconic; telepathy 90 feet (page 362), *truespeech*
Skills Acrobatics +23, Athletics +27, Deception +26, Diplomacy +26, Intimidation +28, Occultism +23, Society +23, Stealth +25
Str +8, **Dex** +4, **Con** +3, **Int** +4, **Wis** +3, **Cha** +7
Fearsense (emotion, mental, occult) As young despair dragon.

AC 33; **Fort** +21, **Ref** +23, **Will** +25; +2 status to all saves vs. occult
HP 220; **Immunities** fear, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 33 (page 361)
Consume Fear ↷ (occult) As young despair dragon, but 5d8 temporary Hit Points.
Unbidden Thoughts ↷ (fear, emotion, mental, occult) As young despair dragon.

Speed 50 feet, fly 150 feet
Melee ◆ jaws +25 (magical, reach 15 feet), **Damage** 3d10+16 piercing
Melee ◆ claws +25 (agile, magical, reach 10 feet), **Damage** 3d8+16 slashing
Melee ◆ tail +23 (magical, reach 20 feet), **Damage** 3d6+14 bludgeoning
Occult Innate Spells DC 33; **6th** *fear* (at will); **Constant (5th)** *truespeech*
Draconic Frenzy ◆◆ As young despair dragon.
Draconic Momentum As young despair dragon.
Shrieking Breath ◆◆ (mental, occult, sonic) As young despair dragon, but 40-foot cone, 12d6 sonic, and DC 33.
Tongue Decoy (manipulate, occult) The despair dragon inflates several bladders at the end of its tongue to create the basic form of a creature. This process takes 1 minute to complete, during which the dragon is off-guard. If the dragon stops or is interrupted in this process, the bladders deflate, and the dragon must start over. Once the process is complete, the dragon can maintain the inflated bladders indefinitely, and can Dismiss to deflate the bladders and retract its tongue instantly.

The inflated tongue takes the basic form of an animal or humanoid and can be inflated to be either Small or Medium. The form resembles the general silhouette of a creature, though closer inspection and success at a DC 30 Perception check can determine the true nature of the tongue. While inflated, the dragon can send its voice through the decoy, though keeping its tongue inflated makes it difficult to speak, causing the dragon to take a –4 circumstance penalty to any checks related to speaking, such as Deception checks to Lie.

The dragon's tongue can extend up to 90 feet from the dragon's body and it can fully extend its tongue as part of the process to inflate the bladders. The dragon can move the inflated part of its tongue up to 15 feet at a time with an action, which has the concentrate, manipulate, and move traits. While extended, the inflated end of the tongue occupies space as a creature of the appropriate size, but the rest of the tongue doesn't impede or block movement in any way. The dragon's scent functions through cilia at the end of the tongue, but otherwise the dragon has no means of knowing what's near its tongue.

Attacking the tongue is the same as attacking the dragon, except that the tongue



CORAL DRAGON SPELLCASTERS

Coral dragon spellcasters tend to cast the following spells.

YOUNG CORAL DRAGON

Primal Prepared Spells DC 26, attack +18; **4th** *hydraulic torrent*, *vapor form*, **3rd** *aqueous orb*, *crashing wave* [PC2], *slow*; **2nd** *mist*, *water breathing*, *water walk*; **1st** *air bubble*, *create water*, *tailwind*; **Cantrips (3rd)** *detect magic*, *know the way*, *prestidigitation*, *spout* [PC2], *stabilize*

ADULT CORAL DRAGON

Primal Prepared Spells DC 32, attack +24; As young coral dragon, plus **6th** *chameleon coat* [PC2], *petrify*; **5th** *control water*, *crashing wave* [PC2], *mariner's curse;* **4th** *mirage*; **Cantrips (6th)** *detect magic*, *know the way*, *prestidigitation*, *spout* [PC2], *stabilize;* **Rituals** DC 32; *commune* (nature only)

ANCIENT CORAL DRAGON

Primal Prepared Spells DC 38, attack +30; As adult coral dragon, plus **8th** *crashing wave* [PC2], *desiccate*, *moment of renewal*; **7th** *hydraulic torrent*, *regenerate*, *unfettered pack*; **6th** *slow*; **Cantrips (8th)** *detect magic*, *know the way*, *prestidigitation*, *spout* [PC2], *stabilize*; **Rituals** DC 38; *commune* (nature only), *control weather*

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Despair Dragon Spellcasters

Despair dragon spellcasters tend to cast the following spells.

Young Despair Dragon

Occult Prepared Spells DC 28, attack +20; **4th** *darkness*, *nightmare*; **3rd** *mind reading*, *noise blast*, *slow*; **2nd** *paranoia*, *stupefy*, *ventriloquism*; **1st** *command*, *ill omen*, *sleep*; **Cantrips (4th)** *detect scrying*; **Cantrips (6th)** *detect magic*, *figment*, *haunting hymn*[PC2], *message*, *telekinetic projectile*

Adult Despair Dragon

Occult Prepared Spells DC 33, attack +25; As young despair dragon, plus **6th** *mislead*, *phantasmal calamity*; **5th** *strange geometry*[PC2], *synaptic pulse*, *wave of despair*; **4th** *detect scrying*; **Cantrips (6th)** *detect magic*, *figment*, *haunting hymn*[PC2], *message*, *telekinetic projectile*

Ancient Despair Dragon

Occult Prepared Spells DC 40, attack +32; As adult despair dragon, plus **8th** *canticle of everlasting grief*, *hidden mind*, *pinpoint*; **7th** *mask of terror*, *visions of danger*[PC2], *wave of despair*; **6th** *scrying*; **Cantrips (8th)** *detect magic*, *figment*, *haunting hymn*[PC2], *message*, *telekinetic projectile*

is always off-guard. If the tongue takes any damage, it immediately deflates and remains out. The dragon remains off-guard as long as its tongue is out, but the dragon can retract its tongue with two consecutive Interact actions. If the tongue takes damage, the dragon can't use its tongue decoy again for 1 day.

Ancient Despair Dragon — Creature 18

UNCOMMON GARGANTUAN DRAGON OCCULT

Perception +31; darkvision, fearsense (precise) 60 feet, scent (imprecise) 60 feet
Languages Common, Draconic; telepathy 90 feet (page 362), *truespeech*
Skills Acrobatics +31, Athletics +33, Deception +32, Diplomacy +32, Intimidation +35, Occultism +29, Society +29, Stealth +33
Str +9, **Dex** +5, **Con** +4, **Int** +5, **Wis** +5, **Cha** +8
Fearsense (emotion, mental, occult) As young despair dragon.

AC 41; **Fort** +28, **Ref** +30, **Will** +32; +2 status to all saves vs. occult
HP 325; **Immunities** fear, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 40 (page 361)
Consume Fear ↷ (occult) As young despair dragon, except 7d8 temporary Hit Points.
Unbidden Thoughts ↷ (fear, emotion, mental, occult) As young despair dragon.

Speed 60 feet, fly 180 feet
Melee ◆ jaws +33 (magical, reach 20 feet), **Damage** 3d12+20 piercing
Melee ◆ claws +33 (agile, magical, reach 15 feet), **Damage** 3d10+20 slashing
Melee ◆ tail +31 (magical, reach 25 feet), **Damage** 3d8+18 bludgeoning
Occult Innate Spells DC 40; **7th** *fear* (at will), *wave of despair*; **Constant (5th)** *truespeech*
Draconic Frenzy ◆◆ As young despair dragon.
Draconic Momentum As young despair dragon.
Look Behind You ◇ (occult, teleportation) **Trigger** The dragon successfully Hides from a creature within 90 feet; **Effect** The dragon teleports to a space directly behind the target creature. The dragon immediately becomes detected unless their chosen position has cover or another means to remain hidden.
Shrieking Breath ◆◆ (mental, occult, sonic) As young despair dragon, but 50-foot cone, 17d6 sonic, and DC 40.
Tongue Decoy As adult despair dragon, but DC 35.

Phase Dragon

No place can contain a phase dragon or even hold their interest for long; their innate arcane connection ties them to teleportation and repositioning magic. Explorers and scholars, phase dragons move about at will, discovering new locales and the arcane secrets of teleportation. They frequently establish multiple lairs in far-flung places they repeatedly visit. Beyond the typical wealth found in lairs, phase dragons tend to keep items of sentimental value from their travels, such as a particularly rare flower from the region or a piece by a local artist.

Young Phase Dragon — Creature 9

LARGE ARCANE DRAGON

Perception +20; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Acrobatics +19, Arcana +20, Athletics +17, Diplomacy +18, Lore (any two specific locations) +22, Nature +17, Occultism +18, Religion +17
Str +4, **Dex** +5, **Con** +3, **Int** +6, **Wis** +5, **Cha** +4

AC 27; **Fort** +15, **Ref** +20, **Will** +19; +2 status to all saves vs. arcane
HP 120; **Immunities** immobilized, paralyzed, sleep
Unerring Location The dragon automatically attempts to counteract any teleportation effect that targets them (counteract rank 5th, counteract modifier +20). The dragon can choose to be affected normally instead. Other creatures targeted by the same effect remain affected normally.
Shoo! ↷ (arcane, teleportation) **Trigger** An enemy within 15 feet damages the dragon;

Effect The dragon teleports the creature up to 15 feet away. The destination must be on the ground and in a space with no hazards.

Speed 40 feet, fly 120 feet
Melee ❖ jaws +20 (magical, reach 10 feet), **Damage** 2d12+8 piercing
Melee ❖ claw +20 (agile, magical), **Damage** 2d8+8 slashing
Melee ❖ tail +18 (magical, reach 15 feet), **Damage** 2d10+8 bludgeoning
Arcane Innate Spells DC 28; **5th** *translocate*; **4th** *flicker*, *translocate* (at will); **Cantrips (5th)** *detect magic*, *know the way*, *read aura*
Dislocating Breath ❖❖ (arcane, teleportation) The dragon exhales a swirl of energy that pulls creatures apart, dealing 8d6 force damage in a 30-foot cone (DC 28 basic Reflex save). The dragon can teleport any creature that fails its save, teleporting that creature up to 30 feet (or twice as far on a critical failure) in any direction. The destination must be on the ground and in a space with no hazards. The dragon can't use Dislocating Breath again for 1d4 rounds.
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.
Draconic Momentum Whenever they score a critical hit with a Strike, the dragon chooses to either recharge Dislocating Breath or regain an expended teleportation spell.
Phase Jump ❖ (arcane, concentrate, teleportation) **Frequency** once per round; **Effect** The dragon teleports up to 60 feet. If they are airborne, they maintain their momentum, and do not fall at the end of their turn, even if they didn't use an action to Fly.



THYNDRED

Not many bother to ask the name of the unassuming elven librarian in the archives of Pangolais, but only a precious few know her true identity. When she descends into the dampness of her underground lair, she resumes the form of the despair dragon Thyndred. She is careful to avoid notice while above the surface, but she has found that a well-placed scroll—or perhaps a timely nightmare—can have quite the influence on the already-draconian workings of the Umbral Court. This gradual escalation of distress among members is particularly nourishing for Thyndred.

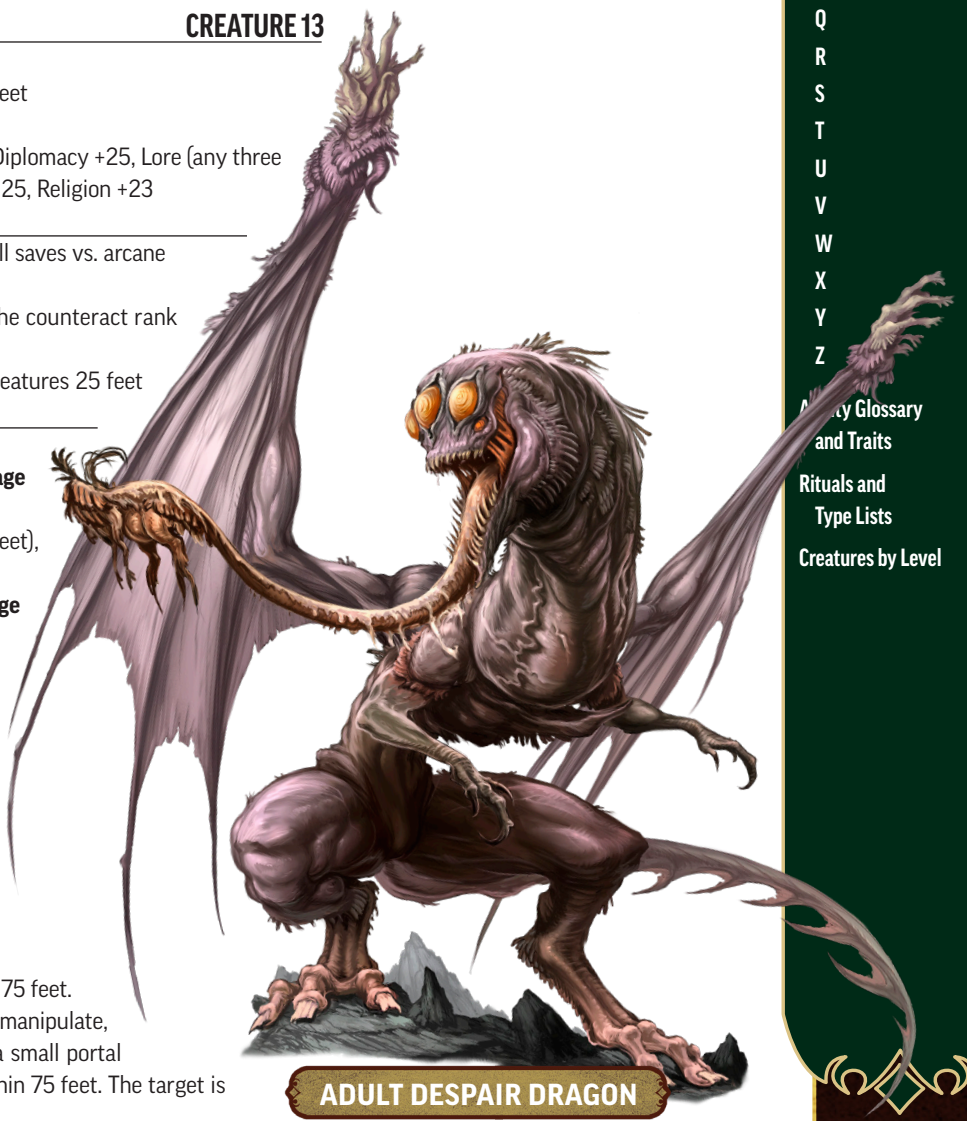
ADULT PHASE DRAGON CREATURE 13

HUGE ARCANE DRAGON

Perception +25; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Acrobatics +26, Arcana +27, Athletics +24, Diplomacy +25, Lore (any three specific locations) +29, Nature +23, Occultism +25, Religion +23
Str +5, **Dex** +7, **Con** +3, **Int** +8, **Wis** +6, **Cha** +5

AC 33; **Fort** +20, **Ref** +25, **Will** +24; +2 status to all saves vs. arcane
HP 180; **Immunities** immobilized, paralyzed, sleep
Unerring Location As young phase dragon, but the counteract rank is 7th and the counteract modifier is +25.
Shoo! ↷ As young phase dragon, but teleports creatures 25 feet away.

Speed 50 feet, fly 150 feet
Melee ❖ jaws +26 (magical, reach 15 feet), **Damage** 3d12+12 piercing
Melee ❖ claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing
Melee ❖ tail +24 (magical, reach 10 feet), **Damage** 3d10+12 bludgeoning
Arcane Innate Spells DC 33; **6th** *teleport*; **5th** *translocate*; **4th** *flicker*, *planar tether*, *translocate* (at will); **Cantrips (7th)** *detect magic*, *read aura*; **Constant (7th)** *know the way*
Dislocating Breath ❖❖ (arcane, teleportation) As young phase dragon, but 40-foot cone, 12d6 force, DC 33, and teleports creatures 40 feet away.
Draconic Frenzy ❖❖ As young phase dragon.
Draconic Momentum As young phase dragon.
Phase Jump ❖ As young phase dragon, but up to 75 feet.
Portal Strike ❖❖ (arcane, concentrate, manipulate, teleportation) The dragon momentarily opens a small portal and makes a claw Strike against a creature within 75 feet. The target is off-guard to the Strike.



ADULT DESPAIR DRAGON

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Phase Dragon Spellcasters

Phase dragon spellcasters tend to cast the following spells.

Young Phase Dragon

Arcane Prepared Spells DC 28, attack +20; **4th** *liminal doorway*, *unfettered movement*; **3rd** *clairaudience*, *haste*, *safe passage*; **2nd** *blur*, *dispel magic*, *humanoid form*; **1st** *ant haul*, *force barrage*, *tailwind*; **Cantrips (4th)** *detect magic*, *figment*, *message*, *read aura*, *telekinetic projectile*

Adult Phase Dragon

Arcane Prepared Spells DC 33, attack +25; As young phase dragon, plus **6th** *scrying*, *wall of force*; **5th** *banishment*, *dispel magic*, *sending*; **4th** *mirage*; **Cantrips (6th)** *detect magic*, *figment*, *message*, *read aura*, *telekinetic projectile*

Ancient Phase Dragon

Arcane Prepared Spells DC 40, attack +32; As adult phase dragon, plus **8th** *dispel magic*, *pinpoint*, *teleport*; **7th** *contingency*, *energy aegis*, *retrocognition*; **6th** *disintegrate*; **Cantrips (8th)** *detect magic*, *figment*, *message*, *read aura*, *telekinetic projectile*

Ancient Phase Dragon — Creature 18

UNCOMMON GARGANTUAN ARCANE DRAGON

Perception +32; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic

Skills Acrobatics +34, Arcana +35, Athletics +32, Diplomacy +33, Lore (any four specific locations) +37, Nature +31, Occultism +33, Religion +31

Str +6, **Dex** +8, **Con** +4, **Int** +9, **Wis** +7, **Cha** +6

AC 41; **Fort** +27, **Ref** +32, **Will** +31; +2 status to all saves vs. arcane

HP 250; **Immunities** immobilized, paralyzed, sleep

Unerring Location As young phase dragon, but the counteract rank is 9th and the counteract modifier is +32.

Shoo! ↷ As young phase dragon, but teleports creatures 35 feet away.

Speed 60 feet, fly 180 feet

Melee ❖ jaws +34 (magical, reach 15 feet), **Damage** 3d12+16 piercing

Melee ❖ claw +34 (agile, magical, reach 10 feet), **Damage** 3d8+16 slashing

Melee ❖ tail +32 (magical, reach 20 feet), **Damage** 3d10+16 bludgeoning

Arcane Innate Spells DC 40; **8th** *quandary*; **7th** *interplanar teleport*, *planar seal*; **6th** *teleport*; **5th** *translocate*; **4th** *flicker*, *planar tether*, *translocate* (at will); **Cantrips (9th)** *detect magic*, *read aura*; **Constant (7th)** *know the way*

Blinking Barrage ❖❖❖ (arcane, concentrate, teleportation) The dragon channels all their teleportation prowess into a remarkable series of blows. The dragon teleports up to 60 feet to a space adjacent to a creature and makes a claw Strike against that creature. The dragon can do this up to four times, teleporting to a different creature each time. Each attack counts toward their multiple attack penalty, but the penalty does not increase until all attacks have been made. The dragon cannot take actions with the teleportation trait again until the end of their next turn.

Dislocating Breath ❖❖ (arcane, teleportation) As young phase dragon, but 50-foot cone, 17d6 force, DC 40, and teleports creatures 50 feet away.

Draconic Frenzy ❖❖ As young phase dragon.

Draconic Momentum As young phase dragon.

Phase Jump ❖ As young phase dragon, but up to 90 feet.

Portal Strike ❖❖ As adult phase dragon, but up to 90 feet.

Requiem Dragon

Requiem dragons are stewards of the River of Souls and the process through which souls reach their final destination in the afterlife. The safe journey of a soul is of utmost importance to a requiem dragon, and some will follow individual souls from their first entry into the river through to their judgment in the Boneyard and eventually to their ultimate resting place. Most requiem dragons tie themselves to specific planes and shepherd any souls bound to that plane, leading to dragons linked to places like Heaven or Hell, though these dragons never swear true allegiance to these planes. Requiem dragons fill their lairs along the River of Souls—patchworks of somber architecture rescued from other planes—with invaluable records and mementos of great accomplishments.

Young Requiem Dragon — Creature 11

LARGE DIVINE DRAGON

Perception +24; darkvision, lifesense 60 feet (page 361), scent (imprecise) 60 feet, status sight

Languages Chthonian, Common, Daemonic, Draconic, Empyrean, Requian

Skills Acrobatics +19, Athletics +23, Diplomacy +21, Medicine +26, Religion +23, River of Souls Lore +21

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

Soul Journey (divine, exploration) The dragon spends 1 hour traveling through planar channels to reach the River of Souls, and then reaches any point along the river. This

has the effects of *interplanar teleport*, except that the dragon can arrive precisely where they like on any major plane.

Status Sight The requiem dragon automatically knows the Hit Points of all creatures they can see.

AC 30; **Fort** +21, **Ref** +18, **Will** +24; +2 status to all saves vs. divine

HP 190; **Immunities** death effects, paralyzed, sleep

Soul Anchor ↻ (divine) **Trigger** A creature within 60 feet would drop to 0 Hit Points; **Effect** The dragon anchors the triggering creature's soul to its body. The creature remains at 1 Hit Point, becomes doomed 2, and gains fast healing equal to the dragon's level for 1 minute. The creature becomes temporarily immune to further Soul Anchor usages for 24 hours.

Withhold Death ↻ (divine) **Trigger** The dragon is critically hit by an attack; **Effect** The dragon resists the loosening of its own soul, preventing some of the damage. The dragon gains resistance 10 to all damage against the triggering attack.

Speed 40 feet, fly 120 feet, swim 40 feet

Melee ❖ horn +24 (magical, reach 10 feet), **Damage** 2d10+10 piercing plus 1d8 spirit

Melee ❖ claw +24 (agile, magical), **Damage** 2d8+10 slashing plus 1d8 spirit and Grab (page 361)

Melee ❖ tail +22 (magical, reach 15 feet), **Damage** 2d8+10 bludgeoning plus 1d8 spirit

Divine Innate Spells DC 27; **5th** *heal* (×2); **4th** *heal* (×3); **Cantrips (5th)** *stabilize*

Dooming Breath ❖❖ (divine, spirit) Energy from Creation's Forge erupts from the dragon's mouth, dealing 9d8 spirit damage in a 60-foot line (DC 30 basic Reflex save). Undead creatures who fail the save must also succeed at a DC 30 Will save or become doomed 1. If the target is already doomed, the doomed value increases by 1 (to a maximum of doomed 4). The dragon can't use Dooming Breath again for 1d4 rounds.

Draconic Frenzy ❖❖ The dragon makes two claw strikes and one tail strike in any order.

Draconic Momentum The dragon recharges their Dooming Breath whenever they score a critical hit with a Strike.

ADULT REQUIEM DRAGON CREATURE 15

HUGE DIVINE DRAGON

Perception +29; darkvision, lifesense 90 feet (page 361), scent (imprecise) 60 feet, status sight

Languages Chthonian, Common, Daemonic, Draconic, Empyrean, Requian

Skills Acrobatics +25, Athletics +30, Diplomacy +27, Medicine +33, Religion +30, River of Souls Lore +27

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

Soul Journey As young requiem dragon.

Status Sight As young requiem dragon.

AC 36; **Fort** +26, **Ref** +23, **Will** +29

HP 270; **Immunities** death effects, paralyzed, sleep

Soul Anchor ↻ As young requiem dragon.

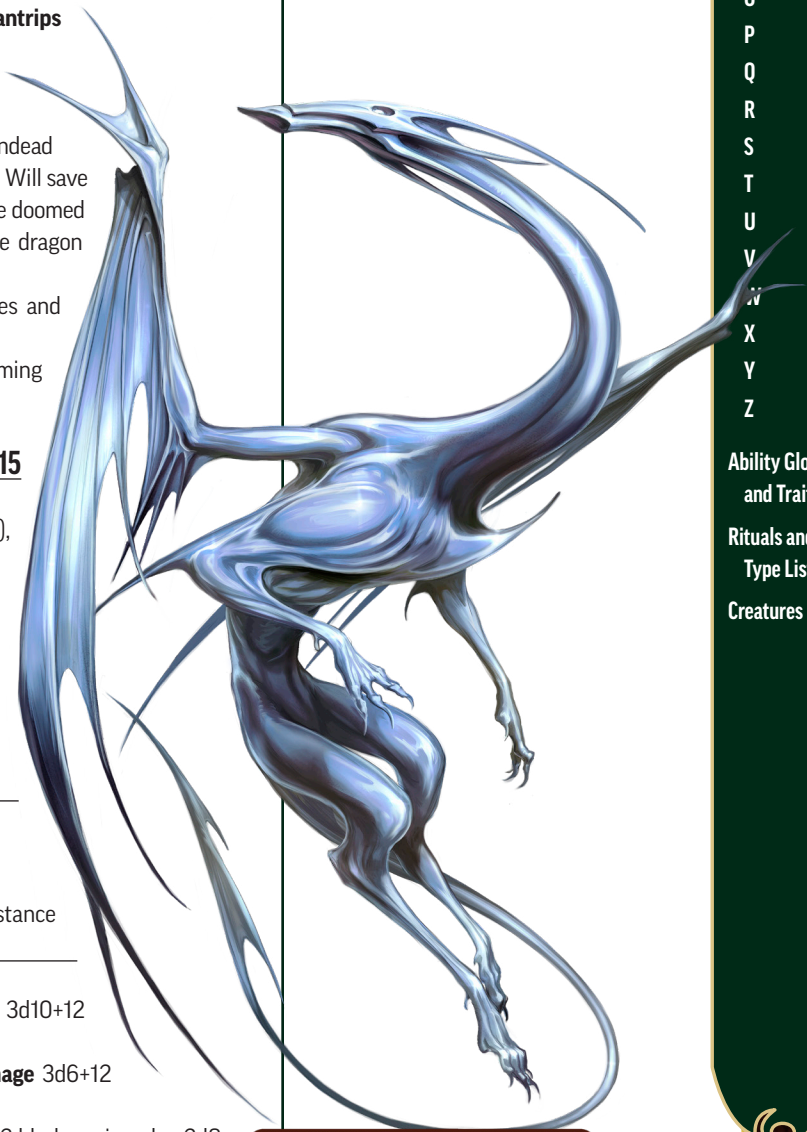
Withhold Death ↻ As young requiem dragon, but the resistance is increased to 15.

Speed 50 feet, fly 150 feet, swim 50 feet

Melee ❖ horn +30 (magical, reach 15 feet), **Damage** 3d10+12 piercing plus 2d8 spirit

Melee ❖ claw +30 (agile, magical, reach 10 feet), **Damage** 3d6+12 slashing plus 2d8 spirit and Grab (page 361)

Melee ❖ tail +28 (magical, reach 20 feet), **Damage** 3d8+12 bludgeoning plus 2d8 spirit



ADULT PHASE DRAGON



ZEHANLIAN

Early in her life in Kyonin, the young phase dragon Zehanlian became captivated by *aiudaras*. Now that they're her primary interest, she relentlessly delves into the secrets of these elf gates. A cadre of assembled adventurers and staff aid her, establishing safe camps at each new destination an elf gate leads them to while she and a band of mostly elven scholars focus on her studies. Zehanlian's travels recently brought her to the planet Castrovel, where she established a lair with easy access to the magical transit hub Telasia.

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Requiem Dragon Spellcasters

Requiem dragon spellcasters tend to cast the following spells.

Young Requiem Dragon

Divine Prepared Spells DC 30, attack +22; **4th** *ghostly tragedy* PC2, *talking corpse*, *vital beacon*; **3rd** *protection*, *ring of truth*, *safe passage*; **2nd** *see the unseen*, *share life*, *thoughtful gift* PC2; **1st** *protection*, *sanctuary*, *spirit link*; **Cantrips (4th)** *guidance*, *haunting hymn* PC2, *message*, *sigil*, *stabilize*

Adult Requiem Dragon

Divine Prepared Spells DC 36, attack +28; As young requiem dragon, plus **6th** *field of life*, *raise dead*, *vital beacon*; **5th** *banishment*, *breath of life*, *invoke spirits*; **Cantrips (6th)** *guidance*, *haunting hymn* PC2, *message*, *sigil*, *stabilize*

Ancient Requiem Dragon

Divine Prepared Spells DC 42, attack +34; As adult requiem dragon, plus **9th** *foresight*, *raise dead*, *seize soul*; **8th** *field of life*, *safe passage*, *spirit song* PC2; **7th** *interplanar teleport*, *planar seal*, *regenerate*; **Cantrips (9th)** *guidance*, *haunting hymn* PC2, *message*, *sigil*, *stabilize*

Divine Innate Spells DC 33; **7th** *heal* (×2); **6th** *heal* (×3); **Cantrips (7th)** *stabilize*

Dooming Breath ❖❖ (divine, spirit) As young requiem dragon, but 90-foot line, 12d8 spirit damage, and DC 36.

Draconic Frenzy ❖❖ As young requiem dragon.

Draconic Momentum As young requiem dragon.

Soul Shield ❖❖ (concentrate, divine) **Frequency** once per day; **Effect** The requiem dragon uses their life essence to create a shield of spiritual energy around a creature within 60 feet. The shield creates a link between the dragon and the creature with the effects of *share life* except that the effect doesn't end regardless of distance and remains for 1 hour. In addition, the creature gains resistance 5 to physical and spirit damage that applies to the half of damage it receives. The dragon can Dismiss the effect.

Ancient Requiem Dragon — Creature 20

UNCOMMON | GARGANTUAN | DIVINE | DRAGON

Perception +36; darkvision, lifesense 120 feet (page 361), scent (imprecise) 60 feet, status sight

Languages Chthonian, Common, Daemonic, Draconic, Empyrean, Requian

Skills Acrobatics +32, Athletics +38, Diplomacy +34, Medicine +41, Religion +38, River of Souls Lore +34

Str +10, **Dex** +6, **Con** +7, **Int** +6, **Wis** +10, **Cha** +7

Soul Journey As young requiem dragon.

Status Sight As young requiem dragon.

AC 44; **Fort** +33, **Ref** +30, **Will** +36

HP 370; **Immunities** death effects, paralyzed, sleep

Soul Anchor ↻ As young requiem dragon.

Withhold Death ↻ As young requiem dragon, but the resistance is increased to 20.

Speed 60 feet, fly 180 feet, swim 60 feet

Melee ❖ horn +38 (magical, reach 20 feet), **Damage** 4d10+15 piercing plus 2d8 spirit

Melee ❖ claw +38 (agile, magical, reach 15 feet), **Damage** 4d6+15 slashing plus 2d8 spirit and Grab (page 361)

Melee ❖ tail +36 (magical, reach 25 feet), **Damage** 4d8+15 bludgeoning plus 2d8 spirit

Divine Innate Spells DC 39; **10th** *heal* (×2); **9th** *heal* (×3); **Cantrips (10th)** *stabilize*

Dooming Breath ❖❖ (divine, spirit) As young requiem dragon, but 120-foot line, 16d8 spirit damage, and DC 42.

Draconic Frenzy ❖❖ As young requiem dragon.

Draconic Momentum As young requiem dragon.

Redirect River ❖ (concentrate, death, divine) The requiem dragon redirects a small portion of the River of Souls, using their body as a spiritual connection. The river swells around them, filling the area in a 15-foot emanation for 1 round, becoming difficult terrain to all other creatures. Additionally, creatures that begin their turn in the emanation or enter it for the first time each round must succeed a DC 42 basic Fortitude save or become drained 1 and doomed 1. If the target is already drained or doomed, the value increases by 1 (to a maximum of 4). The dragon can Sustain the effect.

Soul Shield ❖❖ (concentrate, divine) As adult requiem dragon, but the target's resistance increases to 10.

Resurrection Dragon

Resurrection dragons teeter between life and death. They have a mastery of vital energies, allowing them to restore life to the dead, and a mastery of void energies, to bestow death on others. They make use of their abilities to play with the lives of mortals, calling on spirits to aid them or reviving creatures they find important or interesting. The lair of a resurrection dragon is generally a barren place. While they still hoard wealth like other dragons, they do little to decorate their lairs and treasures are generally kept in dark niches, as if the dragon has little care for their possessions. Resurrection dragons tend to take tokens from those they resurrect or plan to resurrect, however, and these are kept particularly safe.

YOUNG RESURRECTION DRAGON CREATURE 8

LARGE DIVINE DRAGON

Perception +19; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Necril
Skills Acrobatics +15, Arcana +15, Athletics +18, Diplomacy +18, Medicine +18, Necromancy Lore +19, Religion +18, Stealth +17
Str +6, **Dex** +3, **Con** +4, **Int** +3, **Wis** +6, **Cha** +4

AC 26; **Fort** +15, **Ref** +14, **Will** +19
HP 140; **Immunities** death effects, paralyzed, sleep; **Resistances** spirit 10
Risen Commander (divine) A resurrection dragon has a strong connection with its minions and can Sustain *summon undead* or *invoke spirits* as a free action once per turn.
Reawaken! ↻ (divine, spirit, vitality) **Trigger** A living creature the resurrection dragon can see dies; **Effect** The resurrection dragon uses divine and vital energy to retether the soul to its dead body. The willing creature is returned to life with the dying 1 condition at the start of its next turn. A creature can be resurrected by this ability only once.
Siphon Life ↻ (divine, healing, vitality) **Trigger** A creature within 60 feet uses a healing effect that restores Hit Points; **Effect** The resurrection dragon redirects vital energies away from the effect, minimizing its impact. The triggering effect results in the minimum amount on any dice rolls to restore Hit Points, and any flat values for restoring Hit Points (such as the additional Hit Points for a two-action *heal* spell) are cut in half. The dragon then gains 1d8 temporary Hit Points that last for 1 round.

Speed 30 feet, fly 120 feet
Melee ❖ jaws +20 (magical, reach 10 feet), **Damage** 2d10+9 piercing plus 1d6 void
Melee ❖ claw +20 (agile, magical), **Damage** 2d8+9 slashing
Melee ❖ tail +18 (magical, reach 15 feet), **Damage** 2d10+9 bludgeoning
Divine Innate Spells DC 26; **4th** *harm* (×2), *summon undead* (at will), *talking corpse*; **Cantrips (4th)** *guidance*, *stabilize*, *void warp*
Draconic Frenzy ❖❖ The dragon makes two claw strikes and one tail strike in any order.
Draconic Momentum The dragon recharges their Soul Siphoning Breath whenever they score a critical hit with a Strike.
Soul Siphoning Breath ❖❖ (divine, void) The dragon unleashes a torrent of divine energy, dealing 7d6 void damage in a 30-foot cone (DC 26 basic Fortitude save) that draws the life force from creatures within. The dragon gains fast healing 5 until their Soul Siphoning Breath recharges. The resurrection dragon can't use Soul Siphoning Breath again for 1d4 rounds.

ADULT RESURRECTION DRAGON CREATURE 12

LARGE DIVINE DRAGON

Perception +25; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Necril
Skills Acrobatics +20, Arcana +22, Athletics +25, Diplomacy +23, Medicine +25, Necromancy Lore +26, Religion +25, Stealth +22
Str +7, **Dex** +4, **Con** +5, **Int** +4, **Wis** +7, **Cha** +5

AC 32; **Fort** +21, **Ref** +20, **Will** +25
HP 230; **Immunities** death effects, paralyzed, sleep; **Resistances** spirit 15
Risen Commander (divine) As young resurrection dragon.
Reawaken! ↻ (divine, spirit, vitality) As young resurrection dragon, but the willing creature is returned to life stabilized at 0 HP.



ROUM

The requiem dragon Roum, a cleric of Brigh, tasked herself with escorting the souls of inventors down the River of Souls. She records their final ideas in a vast library she calls the Hall of Lost Invention. She keeps this lair secreted away in a cavern in the Brazen Peaks. From here, she can spy on the works of local inventors. Roum will occasionally petition for the resurrection of unfortunate inventors who lost their lives to their own risky but promising creations—magical or mundane—if their idea intrigues her.



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Resurrection Dragon

Spellcasters

Resurrection dragon spellcasters tend to cast the following spells.

Young Resurrection Dragon

Divine Innate Spells DC 26, attack +18; **3rd** *final sacrifice* PC2, *sudden blight* PC2, *vampiric feast*; **2nd** *heal*, *share life*, *spirit sense* PC2; **1st** *command*, *infuse vitality*, *grim tendrils*; **Cantrips (3rd)** *detect magic*, *guidance*, *haunting hymn* PC2, *read aura*, *stabilize*

Adult Resurrection Dragon

Divine Innate Spells DC 32, attack +24; As young resurrection dragon, plus **5th** *dispel magic*, *heal*, *invoke spirits*; **4th** *harm*, *summon undead*, *talking corpse*; **Cantrips (5th)** *detect magic*, *guidance*, *haunting hymn* PC2, *read aura*, *stabilize*

Ancient Resurrection Dragon

Divine Innate Spells DC 38, attack +30; As adult resurrection dragon, plus **8th** *moment of renewal*, *raise dead*, *summon undead*; **7th** *execute*, *harm*, *regenerate*; **6th** *field of life*, *raise dead*, *summon undead*; **Cantrips (8th)** *detect magic*, *guidance*, *haunting hymn* PC2, *read aura*, *stabilize*

Siphon Life ↻ (divine, healing, vitality) As young resurrection dragon, but the dragon gains 2d8 temporary Hit points.

Speed 40 feet, fly 160 feet

Melee ❖ jaws +26 (magical, reach 10 feet), **Damage** 3d10+11 piercing plus 1d6 void

Melee ❖ claw +26 (agile, magical), **Damage** 3d8+11 slashing

Melee ❖ tail +24 (magical, reach 15 feet), **Damage** 3d10+11 bludgeoning

Divine Innate Spells DC 32; **6th** *harm* (×2), *raise dead*, *summon undead* (at will); **5th** *invoke spirits* (×2); **4th** *talking corpse* (at will); **Cantrips (6th)** *guidance*, *stabilize*, *void warp*

Arise! (divine, exploration, healing) The resurrection dragon uses their mastery over life energy to cast their own soul into the Boneyard and pull a willing creature's soul back to its body in a process that takes 1 hour. This has the effects of *raise dead*, except the maximum level of the target is 8th and the soul is tethered to the dragon's. Only one creature can be tethered to the dragon's soul at a time. If the creature and the dragon are no longer on the same plane or the dragon dies, the raised creature dies and can't be raised with Arise! again. The dragon can Dismiss the connection at any time. Doing so doesn't prevent the dragon from raising the creature with Arise! again.

While raised in this way, the creature is still a valid target for *raise dead*, *resurrection*, and similar effects. Returning the creature to life in this way fully restores the creature, severing the connection to the dragon and allowing the dragon to establish a connection with a different creature.

Draconic Frenzy ❖❖ As young resurrection dragon.

Draconic Momentum As young resurrection dragon.

Soul Siphoning Breath ❖❖ (divine, void) As young resurrection dragon, but 40-foot cone, 11d6 void damage, DC 32, and fast healing 10.

Ancient Resurrection Dragon — Creature 17

UNCOMMON HUGE DIVINE DRAGON

Perception +32; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Necril

Skills Acrobatics +28, Arcana +28, Athletics +33, Diplomacy +31, Medicine +33, Necromancy Lore +36, Religion +33, Stealth +30

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

AC 39; **Fort** +28, **Ref** +27, **Will** +32

HP 320; **Immunities** death effects, paralyzed, sleep; **Resistances** spirit 20

Risen Commander (divine) As young resurrection dragon.

Reawaken! ↻ (divine, spirit, vitality) As young resurrection dragon, but the willing creature is returned to life with half of their total Hit Points.

Siphon Life ↻ (divine, healing, vitality) As young resurrection dragon, but the dragon gains 3d8 temporary Hit points.

Speed 50 feet, fly 200 feet

Melee ❖ jaws +33 (magical, reach 15 feet), **Damage** 3d12+15 piercing plus 1d6 void

Melee ❖ claw +33 (agile, magical, reach 10 feet), **Damage** 3d10+15 slashing

Melee ❖ tail +31 (magical, reach 20 feet), **Damage** 3d12+15 bludgeoning

Divine Innate Spells DC 38; **9th** *harm* (×2), *invoke spirits* (×2), *raise dead*, *summon undead* (at will); **4th** *talking corpse* (at will); **Cantrips (9th)** *guidance*, *stabilize*, *void warp*

Arise! As adult resurrection dragon, but the maximum level of the creature is 13th.

Draconic Frenzy ❖❖ As young resurrection dragon.

Draconic Momentum As young resurrection dragon.

Necro Puppeteer ❖❖ (divine, void) The dragon siphons energy into an undead creature, a dying creature, or a corpse they can see within 60 feet. The dragon moves the target creature 30 feet and causes it to unleash a wave of void energy in a 10-foot emanation, dealing 6d8 void damage (DC 32 basic Reflex save).

Soul Siphoning Breath ❖❖ (divine, void) As young resurrection dragon, but 50-foot cone, 16d6 void damage, DC 38, and fast healing 15.

Rune Dragon

Rune dragons have an innate insight on the power of runes. Most rune dragons keep a variety of runes etched on their scales, which their bodies can magically empower. They typically don't cast spells themselves, instead relying on their ability to create runes on the fly to produce desired effects. A rune dragon often refers to their hoard as their library, as it's full of important historical texts, plays, speeches, textbooks, and spellbooks written by people of different cultures in a variety of languages. While they can often speak a language with the aid of magic, they much prefer to learn languages in the context of their speakers so they can grasp the nuances hidden within the syntax and the magic within their symbols.

YOUNG RUNE DRAGON — CREATURE 10

LARGE ARCANE DRAGON

Perception +21; darkvision, magic sense (imprecise) 60 feet, scent (imprecise) 60 feet
Languages Common, Draconic, five additional common languages
Skills Acrobatics +19, Arcana +23, Athletics +21, Crafting +21, Diplomacy +18, Linguistics Lore +21, Performance +20, Rune Lore +23, Society +19, Survival +19
Str +4, **Dex** +4, **Con** +5, **Int** +6, **Wis** +4, **Cha** +3
Items 3 common runes of 5th level or lower etched upon their scales
Magic Sense (arcane) The rune dragon is aware of any active magical abilities and effects within the listed range. When the dragon Seeks, it gains the benefits of a 4th-rank *detect magic* spell within the listed range (in addition to the normal benefits of Seeking).
Runic Scales The rune dragon's scales function as *runestones*. The rune dragon can't use the effects or abilities of the runes etched on its scales, but they can transfer these runes to appropriate objects. Transferring a rune to or from an item in this way requires 1 minute, during which the dragon is off-guard. The process is automatic and doesn't require a check, but if the dragon stops or is interrupted in this process, the rune is destroyed. A rune dragon can have any number of runes etched on its scales, though they typically have only a handful of runes etched on their scales at a time.

AC 30; **Fort** +19, **Ref** +17, **Will** +21; +2 status to all saves vs. arcane
HP 175; **Immunities** paralyzed, Shifting Runes, sleep
Retributive Rune ↷ **Trigger** A creature within 15 feet damages the rune dragon; **Effect** With a burst of runic magic, the rune dragon uses their detonating rune ability on the triggering creature and immediately causes the rune to detonate if it didn't automatically do so.

Speed 60 feet, fly 100 feet
Melee ❖ jaws +22 (magical, reach 10 feet), **Damage** 2d8+10 piercing plus detonating rune
Melee ❖ claw +22 (agile, magical), **Damage** 2d6+10 slashing plus detonating rune
Melee ❖ tail +20 (magical, reach 15 feet), **Damage** 2d10+10 bludgeoning plus Push 10 feet (page 361)
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

REVIRESCENA AND ESUREK

Revirescena and Esurek are a rare mother-son pair of resurrection dragons located on the western coast of the Lake of Mists and Veils who maintain a close bond out of both affection and necessity. Born sickly, Esurek was unable to properly defend himself and eventually met his demise at the hand of a party of adventurers seeking wealth and glory. One of the adventurer's weapons disrupted Esurek's soul, forcing Revirescena to send her own soul to the Boneyard to pull her son's soul back to his body, chaining their souls together in the process. Revirescena is unable to fully restore Esurek's disrupted soul. She has become a doting, overprotective parent, seeking a way to return her son's soul to normal but unable to leave her son's side long enough to seek help.



ADULT RESURRECTION DRAGON

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Rune Dragon Spellcasters

If a spell the rune dragon casts would deal energy damage, it instead deals the damage type associated with its Shifting Runes. Additionally, rune dragon spellcasters know the *rune trap* ritual and can fulfill the role of the secondary caster themselves. Rune dragon spellcasters tend to focus on specific types of magic such as ice magic or summoning. The following represents a rune dragon with a broader array of spells.

Young Rune Dragon

Arcane Prepared Spells DC 29, attack +21; **4th** *dispel magic*, *translate*, *wall of fire*; **3rd** *fireball*, *gravity well*[PC2], *veil of privacy*; **2nd** *blur*, *embed message*, *translate*; **1st** *alarm*, *fear*, *gust of wind*; **Cantrips (4th)** *detect magic*, *ignition*, *message*, *sigil*, *telekinetic hand*

Adult Rune Dragon

Arcane Prepared Spells DC 34, attack +26; As young rune dragon, plus **6th** *chain lightning*, *scrying*, *wall of force*; **5th** *howling blizzard*, *imaginary lockbox* [PC2], *truespeech*; **Cantrips (6th)** *detect magic*, *ignition*, *message*, *sigil*, *telekinetic hand*

Ancient Rune Dragon

Arcane Prepared Spells DC 41, attack +33; As adult rune dragon, plus **9th** *detonate magic*, *falling stars*, *foresight*; **8th** *hidden mind*, *quandary*, *unrelenting observation*; **7th** *fireball*, *planar seal*, *spell riposte* [PC2]; **Cantrips (9th)** *detect magic*, *ignition*, *message*, *sigil*, *telekinetic hand*

Draconic Momentum The dragon recharges their Runic Breath whenever they score a critical hit with a Strike.

Detonating Rune The rune dragon's Strikes and abilities can leave a detonating rune on their targets. If a creature would receive a detonating rune while they already have one, instead of adding another rune, their current detonating rune activates, dealing 4d6 damage to the target and expending the rune. The detonating rune's damage type matches the dragon's current Shifting Rune. A creature can use an Interact action to remove the rune. Detonating runes fade after 1 minute if not detonated.

Runic Breath ◆◆ (arcane) The dragon launches hundreds of exploding runes that detonate upon impact, dealing 9d6 damage in a 30-foot cone (DC 29 basic Reflex save). The damage type of this ability is determined by Shifting Rune. Creatures who fail the save are also affected by detonating rune. The dragon can't use Runic Breath again for 1d4 rounds.

Shifting Runes ◆ The rune dragon chooses between acid, cold, electricity, fire, or sonic damage. The runes etched upon the dragon shift, forming runes of that energy on its scales. The dragon gains immunity to that damage type, and their detonating runes and Runic Breath deal that damage type. Anyone trained in Arcana can immediately recognize the energy type of the etched rune without a check.

Adult Rune Dragon — Creature 14

HUGE | ARCANE | DRAGON

Perception +27; darkvision, magic sense (imprecise) 60 feet, scent (imprecise) 60 feet

Languages Common, Draconic, seven additional common languages

Skills Acrobatics +25, Arcana +29, Athletics +27, Crafting +27, Diplomacy +25, Linguistics Lore +27, Performance +27, Rune Lore +29, Society +25, Survival +25

Str +6, **Dex** +6, **Con** +7, **Int** +8, **Wis** +6, **Cha** +4

Items 3 common runes of 9th level or lower etched upon their scales

Magic Sense As young rune dragon.

Runic Scales As young rune dragon.

AC 36; **Fort** +25, **Ref** +23, **Will** +27; +2 status to all saves vs. arcane

HP 255; **Immunities** paralyzed, Shifting Runes, sleep

Canceling Rune ↻ (arcane) **Trigger** The dragon is the target of a spell that requires a saving throw; **Effect** The dragon attempts to unmake the spell's foundational runes. They attempt to counteract the spell (counteract rank 7th, counteract modifier +26). If successful, the dragon is unaffected by the spell; other subjects are affected by the spell normally. The dragon can't use Canceling Rune again for 1d4 rounds.

Retributive Rune ↻ As young rune dragon.

Speed 70 feet, fly 140 feet

Melee ◆ jaws +28 (magical, reach 15 feet), **Damage** 3d8+14 piercing plus detonating rune

Melee ◆ claw +28 (agile, magical, reach 10 feet), **Damage** 3d6+14 slashing plus detonating rune

Melee ◆ tail +26 (magical, reach 20 feet), **Damage** 3d10+14 bludgeoning plus Improved Push 10 feet (page 361)

Draconic Frenzy ◆◆ As young rune dragon.

Draconic Momentum As young rune dragon.

Detonating Rune As young rune dragon, but 5d6 damage.

Entangling Rune ◆ (arcane) The rune dragon creates a large trapping rune in a 10-foot burst within 60 feet. A creature other than the dragon that enters a trapped area or ends their turn in the trapped area activates the rune, causing it to entangle them. That creature must succeed at a DC 34 Reflex save or become immobilized for 1 minute or until it Escapes. The rune can trap only a single creature at a time. The rune vanishes either when a creature succeeds against the rune, when a creature successfully Escapes the rune, or after 1 minute. A creature adjacent to the rune can use an Interact action to remove the rune.

Runic Breath ◆◆ (arcane) As young rune dragon, but 40-foot cone, 12d6 damage, and DC 34.
Shifting Runes ◆ As young rune dragon.

ANCIENT RUNE DRAGON CREATURE 19

UNCOMMON GARGANTUAN ARCANE DRAGON

Perception +34; darkvision, magic sense (imprecise) 60 feet, scent (imprecise) 60 feet
Languages Common, Draconic, all common languages, 5 additional languages
Skills Acrobatics +34, Arcana +38, Athletics +36, Crafting +36, Diplomacy +34, Linguistics Lore +36, Performance +36, Rune Lore +38, Society +34, Survival +34
Str +8, **Dex** +8, **Con** +9, **Int** +10, **Wis** +8, **Cha** +5
Items 3 common runes of 14th level or lower etched upon their scales
Magic Sense As young rune dragon.
Runic Scales As young rune dragon.

AC 43; **Fort** +32, **Ref** +30, **Will** +34; +2 status to all saves vs. arcane
HP 355; **Immunities** paralyzed, Shifting Runes, sleep
Canceling Rune ↻ As adult rune dragon, but the counteract rank is 10th and the counteract modifier is +33.
Retributive Rune ↻ As young rune dragon.

Speed 80 feet, fly 180 feet
Melee ◆ jaws +35 (magical, reach 20 feet), **Damage** 4d8+16 piercing plus detonating rune
Melee ◆ claw +35 (agile, magical, reach 15 feet), **Damage** 4d6+16 slashing plus detonating rune
Melee ◆ tail +33 (magical, reach 25 feet), **Damage** 4d10+16 bludgeoning plus Improved Push 15 feet (page 361)
Draconic Frenzy ◆◆ As young rune dragon.
Draconic Momentum As young rune dragon.
Detonating Rune As young rune dragon, but 6d6 damage.
Entangling Rune As adult rune dragon, but DC 41.
Runic Breath ◆◆ (arcane) As young rune dragon, but 50-foot cone, 17d6 damage, and DC 41.
Shifting Runes ◆ As young rune dragon.
Trail of Runes ◆◆ (arcane) The rune dragon Strides, leaving behind a collection of runes wherever it steps. The dragon chooses to leave behind either detonating runes or entangling runes. Every space that the dragon moves through, including spaces occupied by creatures, gains a rune. These runes automatically activate when a creature other than the rune dragon enters the space or ends its turn in the space. The runes can otherwise be removed or vanish like normal.

Whisper Dragon

Whisper dragons are keen collectors of rumors and secrets who spend centuries honing their information networks and relationships. They generally do so not out of an intent to hold the information over others or to use for their own machinations, but simply because the process of learning



TROHALIX

The rune dragon Trohalix keeps a lair hidden in the deserts of Thuvia. She ensures that rumors of her vastly supplied library are well known, but the exact location is not. Those who seek her knowledge can access the library for a time, depending on their donation, and anyone foolish enough to steal from her rarely lives to tell the tale.



ADULT RUNE DRAGON

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Whisper Dragon Spellcasters

Whisper dragon spellcasters tend to cast the following spells.

Young Whisper Dragon

Occult Prepared Spells DC 25, attack +17; **3rd** *hypercognition*, *ring of truth*; **2nd** *clear mind*, *humanoid form*, *see the unseen*; **1st** *command*, *disguise magic*, *mindlink*; **Cantrips (3rd)** *daze*, *detect magic*, *forbidding ward*, *message*, *telekinetic hand*

Adult Whisper Dragon

Occult Prepared Spells DC 30, attack +22; As young whisper dragon, plus **5th** *sending*, *synaptic pulse*; **4th** *confusion*, *detect scrying*, *rewrite memory*; **3rd** *dream message*; **Cantrips (5th)** *daze*, *detect magic*, *forbidding ward*, *message*, *telekinetic hand*

Ancient Whisper Dragon

Occult Prepared Spells DC 37, attack +29; As adult whisper dragon, plus **7th** *interplanar teleport*, *project image*, *retrocognition*; **6th** *scrying*, *teleport*, *zealous conviction*; **5th** *scouting eye*; **Cantrips (7th)** *daze*, *detect magic*, *forbidding ward*, *message*, *telekinetic hand*

and gathering information is fulfilling. Their hoards are sparse compared to those of other dragons, as they hold their true treasures—secrets—in their minds.

Young Whisper Dragon — Creature 7

LARGE DRAGON OCCULT

Perception +15 (+17 to Sense Motive); darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Empyrean, Fey; telepathy 100 feet (page 362)
Skills Acrobatics +12, Athletics +14, Deception +13, Diplomacy +15, Intimidation +13, Occultism +15, Society +17, Stealth +14, Underworld Lore +17
Str +4, **Dex** +2, **Con** +3, **Int** +3, **Wis** +2, **Cha** +3
Information Network The dragon can attempt a Society check to Recall Knowledge in place of a check to Gather Information, recalling intelligence from prior informants.

AC 25; **Fort** +15, **Ref** +13, **Will** +18; +2 status to all saves vs. occult
HP 110; **Immunities** confused, paralyzed, sleep
Diplomatic Solution ◆ (emotion, incapacitation, mental, occult) **Trigger** The dragon rolls initiative; **Effect** The dragon targets all enemies it can see within 60 feet with *calm* heightened to a rank equal to half the dragon's level rounded up (DC 23 Will save). The dragon doesn't need to Sustain this effect, but if the dragon takes any hostile action against those affected, it breaks the effect for all creatures.
Distracting Whisper ↻ (mental, occult) **Trigger** The dragon is targeted with an attack; **Effect** A mysterious voice whispers something disconcerting in the triggering creature's ear, inflicting a –2 circumstance penalty to the triggering attack.

Speed 40 feet, fly 140 feet
Melee ◆ jaws +18 (magical, reach 10 feet), **Damage** 2d10+6 piercing
Melee ◆ claw +18 (agile, magical), **Damage** 2d8+6 slashing
Melee ◆ tail +16 (magical, reach 15 feet), **Damage** 2d8+6 bludgeoning
Occult Innate Spells DC 25; **4th** *charm*, *clairvoyance* (at will), *suggestion*; **3rd** *clairaudience* (at will); **2nd** *embed message*; **Cantrips (4th)** *daze*, *message*
Cogitation Breath ◆◆ (mental, occult) The dragon unleashes a befuddling miasma, dealing 6d6 mental damage in a 30-foot cone (DC 25 basic Will save). A creature that fails its save is stupefied 1 (stupefied 2 on a critical failure) for 1 minute. The dragon can't use Cogitation Breath again for 1d4 rounds.
Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.
Draconic Momentum The dragon recharges their Cogitation Breath whenever they score a critical hit with a Strike.
Steal Knowledge ◆ (concentrate, mental, occult) The dragon plucks a fragment of knowledge from the mind of a creature within 60 feet, choosing a skill to affect. The creature must attempt a DC 23 Will save.
Success The creature is unaffected.
Failure For the next minute, the creature takes a –1 status penalty to checks using that skill, and the dragon gets a +1 status bonus to using that skill.
Critical Failure As failure, but the penalty is –2 and the bonus is +2.

Adult Whisper Dragon — Creature 11

LARGE DRAGON OCCULT

Perception +21 (+23 to Sense Motive); darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Empyrean, Fey; telepathy 100 feet (page 362)
Skills Acrobatics +17, Athletics +19, Deception +18, Diplomacy +20, Intimidation +18, Occultism +21, Society +23, Stealth +19, Underworld Lore +23
Str +5, **Dex** +3, **Con** +4, **Int** +7, **Wis** +4, **Cha** +6
Information Network As young whisper dragon.

AC 31; **Fort** +21, **Ref** +19, **Will** +24; +2 status to all saves vs. occult
HP 190; **Immunities** confused, paralyzed, sleep
Diplomatic Solution ◆ As young whisper dragon, but DC 28.
Distracting Whisper ↻ As young whisper dragon.

Speed 50 feet, fly 170 feet

Melee ◆ jaws +24 (magical, reach 10 feet), **Damage** 2d12+11 piercing
Melee ◆ claw +24 (agile, magical), **Damage** 2d10+11 slashing
Melee ◆ tail +22 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning
Occult Innate Spells DC 30; **6th** *charm*, *suggestion*; **5th** *mind probe*; **4th** *clairvoyance* (at will); **3rd** *clairaudience* (at will), *mind reading*, *ring of truth*; **2nd** *embed message*; **Cantrips (6th)** *daze*, *message*
Cogitation Breath ◆◆ (mental, occult) As young whisper dragon, but 10d6 mental damage, 40-foot cone, and DC 30.
Draconic Frenzy ◆◆ As young whisper dragon.
Draconic Momentum As young whisper dragon.
Steal Knowledge ◆ As young whisper dragon, but DC 28.
Unveil Secret ◆◆ (fear, mental, occult) The dragon delves into the mind of a creature within 60 feet to scour for secrets, learning something the creature would find embarrassing or shameful unless they succeed a DC 30 Will save. The target becomes frightened 1 and can't reduce their frightened condition for 1 minute or until the dragon reveals the secret. As a reaction when the affected creature attempts a check, the dragon can reveal their secret to discomfit them, requiring them to roll twice and take the lower result; this is a misfortune effect.

ANCIENT WHISPER DRAGON CREATURE 16

UNCOMMON HUGE DRAGON OCCULT

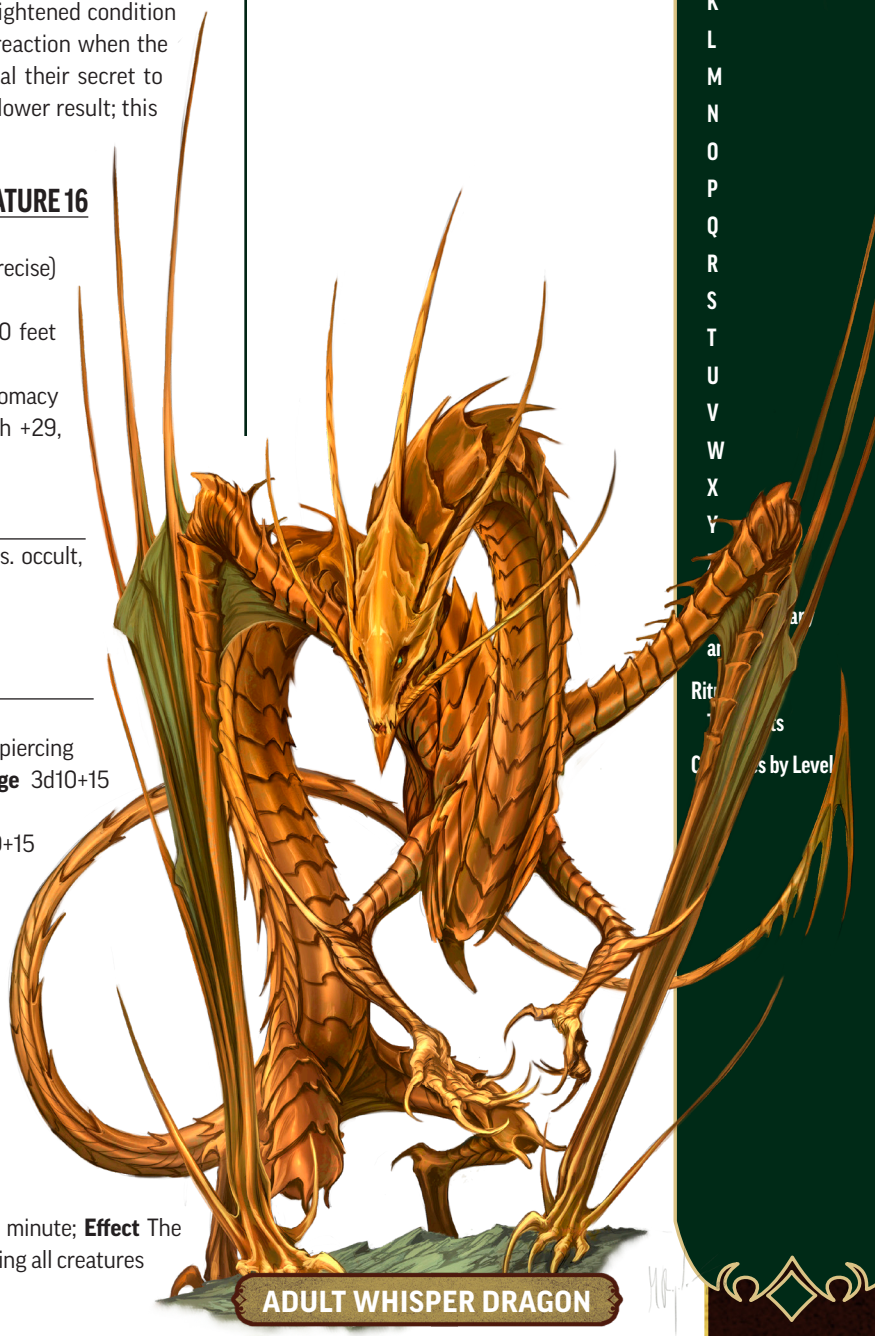
Perception +28 (+30 to Sense Motive); darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Empyrean, Fey; telepathy 100 feet (page 362)
Skills Acrobatics +27, Athletics +29, Deception +28, Diplomacy +30, Intimidation +28, Occultism +31, Society +35, Stealth +29, Underworld Lore +35
Str +7, **Dex** +5, **Con** +6, **Int** +9, **Wis** +6, **Cha** +8
Information Network As young whisper dragon.

AC 39; **Fort** +28, **Ref** +26, **Will** +30; +2 status to all saves vs. occult, *hidden mind*
HP 290; **Immunities** confused, paralyzed, sleep
Diplomatic Solution ◈ As young whisper dragon, but DC 35.
Distracting Whisper ↷ As young whisper dragon.

Speed 60 feet, fly 200 feet
Melee ◆ jaws +32 (magical, reach 15 feet), **Damage** 3d12+15 piercing
Melee ◆ claw +32 (agile, magical, reach 10 feet), **Damage** 3d10+15 slashing
Melee ◆ tail +30 (magical, reach 20 feet), **Damage** 3d10+15 bludgeoning
Occult Innate Spells DC 37; **8th** *charm*, *suggestion*; **6th** *retrocognition*; **5th** *mind probe*; **4th** *clairvoyance* (at will); **3rd** *clairaudience* (at will), *mind reading* (at will), *ring of truth*; **2nd** *embed message*; **Cantrips (8th)** *daze*, *message*; **Constant (8th)** *hidden mind*
Cogitation Breath ◆◆ As young whisper dragon, but 15d6 mental damage, 50-foot cone, and DC 37.
Draconic Frenzy ◆◆ As young whisper dragon.
Draconic Momentum As young whisper dragon.
Steal Knowledge ◆ As young whisper dragon, but DC 35.
Thought Whispers ◆◆ (mental, occult) **Frequency** once per minute; **Effect** The dragon sends their mind out to seek others' thoughts, affecting all creatures within 60 feet with *mind reading* (Will DC 37).
Unveil Secret ◆◆ As adult whisper dragon, but DC 37.

NAIZRAA

The whisper dragon Naizraa resides in a sumptuous palace high on the bluffs of northern Qadira's Saray Coast. She keeps a close eye on the intrigues of Qadira's nobility and sometimes offers her patronage to talented individuals seeking information or influence, in exchange for a secret of their own.



ADULT WHISPER DRAGON

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Dragonbloods of Xa Hoi

Long ago, the warring factions of what would become the Tian Xia nation of Xa Hoi pledged their fealty to the area's sovereign dragons in return for their protection (*Pathfinder Lost Omens Draconic Codex*). Since then, Xa Hoi has been ruled by those dragons' descendants. The citizens are used to the sovereign dragon's prevalence throughout the nation and consider physical evidence of the dragons' influence in their offspring to be a desired blessing. Sorcerers with the draconic bloodline and dragonblood individuals are often held in high esteem and are expected to do great things.

Dragonblood

When a dragon holds influence in a community, either by exerting their might or blending in and living among them, a child might be born that exhibits physical or mental aspects of that dragon. These offspring are known as dragonbloods and often have draconic features belying their heritage. Dragonbloods can be found among all ancestries, though many dragonbloods are either humans or have some kind of extant dragon connection, such as kobolds who have a close association with a dragon.

A dragonblood typically possesses some physical feature that gives away their draconic nature. These can be subtle features such as elongated fingernails that resemble claws or unique eye coloration. For many dragonbloods, these features are more overt, taking the form of horns, draconic tails, wings, or patches of scales. In some cases, a dragonblood resembles a bipedal dragon outright, often leading to confusing them with other reptilian ancestries such as kobolds and lizardfolk. For dragonbloods who have no obvious features, there are still the occasional hints of their draconic influence, typically manifesting in times of overwhelming emotions, if only for a moment.

Dragonbloods can trace their connection to a specific type of dragon, commonly referred to as a draconic exemplar. The physical features and abilities of a dragonblood always match that of their draconic exemplar. A dragonblood whose exemplar is a cinder dragon, for example, will manifest crimson scales or the ability to breathe fire. A dragon's opinion of a related dragonblood can vary. Most dragons tend to look at dragonbloods with indifference. Benevolent and social dragons often find a kinship in learning of a related dragonblood. Some dragons see dragonbloods as beneath them, however. As a dragonblood isn't a "true" dragon, the draconic exemplar cares little for them.

Dragonblood Occultist



The dragonblood occultist draws power from their omen dragon (*Monster Core* 123) benefactor. This occult connection allows the occultist to perceive glimpses of the near future.

DRAGONBLOOD OCCULTIST **CREATURE 3**

RARE MEDIUM DRAGONBLOOD HUMAN HUMANOID

Perception +10

Languages Aklo, Common, Draconic, Elven, Sakvroth

Skills Acrobatics +8, Arcana +9, Deception +8, Occultism +10, Religion +6, Thievery +10

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

Items crossbow (20 bolts), lantern, leather armor, shortsword

AC 18; **Fort** +6, **Ref** +9, **Will** +12

HP 35

Draconic Willpower When the occultist rolls a success on a saving throw against a fear effect, they get a critical success instead.

Speed 25 feet

Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Light of Fate ❖ (manipulate, occult) **Requirements** The dragonblood occultist is holding a lit lantern; **Effect** The dragonblood occultist shines the lantern's light on one creature within 20 feet, revealing wounds yet to occur. The dragonblood occultist then chooses bludgeoning, mental, piercing, or slashing, and the target gains weakness 4 to that damage until the end of the dragonblood occultist's next turn.

Dragonet

Beautifully colored in purples and electric blues, the little dragonets called house drakes are genuinely brilliant in more ways than one. They're playful and kind, and while they have a long tradition of assisting spellcasters, they prefer to be treated as equals and partners rather than pets. They're quite intelligent and don't appreciate condescension from those who treat them as simple animals.

These tiny dragons have appeared in traditional Varisian tales for centuries, but only relatively recently have they become known by the name "house drake." This new name arose in the city of Korvosa, where house drakes have adapted particularly well to urban life. When students of the magic school called the Acadamae failed in their studies and allowed their imp familiars to run wild, these tiny dragons found that they were particularly well suited to combating them. The two species are well matched in cunning. Though their clashes typically begin with trying to outwit one another, they often end in messy brawls across rooftops and into alleys. The residents of Korvosa appreciated both the protection and the dragons' charming appearance and demeanor. As such, their population has flourished, and house drakes are more common in Korvosa than anywhere else in the world.

House drakes have peculiar grooming habits, often sharpening their teeth with silver coins or small jewelry. Because of this, their bites and exhalations are tinged with particles of silver. Otherwise, they're carnivorous, eating vermin and small birds. Though house drakes are capable of hunting for food, many of them find it a bit dull and will happily accept donations of food, preferring to spend their time at other pursuits. To truly get on a house drake's good side, though, one should offer a gift of silver. Donations to these dragonets have become regular practice in Korvosa, to the point where "paid any drakes lately?" has become a common phrase to suggest someone is a bit gullible and soft-hearted. These donations are just that—charity. House drakes avoid anything resembling a job, taking pride in their self-sufficiency and ability to choose how to spend their time.



House Drake — Creature 1

TINY DRAGON

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Chthonian, Common, Daemonic, Diabolic, Draconic
Skills Acrobatics +7, Society +4, Stealth +7, Survival +6
Str +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** +2

AC 17; **Fort** +6, **Ref** +8, **Will** +10
HP 15; **Immunities** paralyzed, sleep
Ferocious Will ↻ (arcane, mental) **Trigger** The house drake succeeds at a saving throw against a magical mental effect; **Effect** The house drake sends a blast of magical feedback at the effect's source, dealing 2d6 mental damage (DC 16 basic Will save) to that creature. On a failed save, the creature is also slowed 1 for 1 round.
Speed 15 feet, fly 40 feet
Melee ❖ jaws +9 (agile, finesse), **Damage** 1d8+1 piercing plus silver strike
Arcane Innate Spells DC 17; **2nd** *mist*, *see the unseen*; **1st** *alarm*, *soothe*
Silver Breath ❖❖ (arcane, mental) The house drake breathes a 10-foot cone of silver mist. Each creature within the mist must succeed at a DC 16 Will save or become stupefied 2 for 1 round. The house drake can't use Silver Breath again for 1d4 rounds.
Silver Strike House drakes sharpen their jaws on silver ornamentation until they incorporate bits of silver in their teeth. Their jaws Strike counts as silver.

Ancient Tails

Some of the oldest tales told among Varisian travelers speak of tiny dragons sent by Desna to comfort and aid her followers during a long-forgotten tyranny. With the recent rediscovery of the ancient Thassilonian empire, some suggest that these tales—and thus house drakes themselves—first appeared back in that distant age.

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Dragonfly Species

While dragonflies come in many colors, the differences between species sometimes extend beyond aesthetic variation. Giant blue dragonflies are larger, toxic versions of the insects with a numbing bite that boggards use to craft poisons. Cave dragonflies are slower but stronger variants that dwell in large cavern systems. The legendary storm dragonflies are truly immense creatures that can use their powerful wings to stun foes.

Dragonfly

Dragonflies hunt with a combination of agile power and deadly speed. In early life stages, these insects are entirely aquatic predators, but they take to the air once they've molted. Most live around bodies of water suitable for spawning, but giant dragonflies have been known to fly many miles while on the hunt. Though their gossamer wings and colorful bodies are beautiful at first glance, an unwary adventurer lured in by the display runs a very real risk of becoming lunch.

Giant Dragonfly Nymph

The aquatic, wingless offspring of dragonflies are called dragonfly nymphs. Giant dragonfly nymphs can be several feet in length and mostly hunt in shallow waters, eating carrion and ambushing living creatures with their fully grown counterparts. They're not daunted by larger creatures, compelled by their instinct to eat as much as possible to sustain their growth.

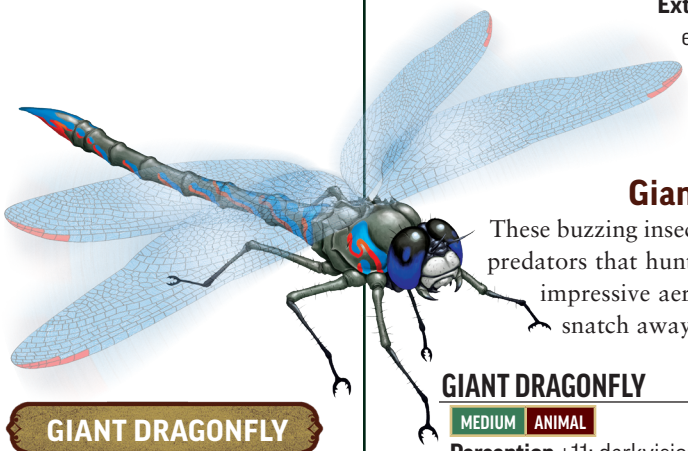
Giant Dragonfly Nymph — Creature 3

SMALL ANIMAL AQUATIC

Perception +8; low-light vision, wavesense (imprecise) 30 feet (page 363)
Skills Athletics +10, Stealth +9 (+11 in water)
Str +3, **Dex** +2, **Con** +4, **Int** –5, **Wis** +1, **Cha** –5

AC 19; **Fort** +11, **Ref** +9, **Will** +6
HP 45

Speed 10 feet, swim 30 feet
Melee ❖ mandibles +12 (agile), **Damage** 1d10+6 piercing
Extend Mandibles ❖ The giant dragonfly nymph extends its jaws to a surprising distance. The dragonfly nymph makes a mandibles Strike with a reach of 10 feet, but the mandibles lose the agile trait for this Strike.



GIANT DRAGONFLY

Giant Dragonfly

These buzzing insects are the size of a small horse. They're ambush predators that hunt beasts and humanoids alike, capable of using impressive aerial acrobatics to swoop down from above and snatch away their prey.

Giant Dragonfly — Creature 4

MEDIUM ANIMAL

Perception +11; darkvision, wavesense (imprecise) 30 feet (page 363)
Skills Acrobatics +10 (+12 to Maneuver in Flight), Athletics +10, Stealth +12
Str +4, **Dex** +4, **Con** +2, **Int** –5, **Wis** +3, **Cha** +0

AC 21; **Fort** +12, **Ref** +14, **Will** +9
HP 60

Speed 20 feet, fly 60 feet
Melee ❖ mandibles +14, **Damage** 1d12+7 piercing plus Grab (page 361)
Clutch ❖ **Requirements** The giant dragonfly has a Medium or smaller creature grabbed in its mandibles; **Effect** The dragonfly tries to transfer the grabbed creature to be clutched by its legs. The giant dragonfly attempts an Athletics check against the creature's Reflex DC. On a success, it transfers the creature (which remains grabbed) to its legs, freeing its mandibles to attack. The dragonfly can have only one creature clutched at a time.
Snatch The giant dragonfly can Fly at half Speed while it has a creature grabbed or restrained by Clutch, carrying that creature along with it.
Swoop ❖❖ The giant dragonfly Flies up to its Speed and makes one mandible Strike at any point during that movement.

Drainberry Bush

Drainberry bushes are floating bushes that originate from the First World, with long, thorny vines and dense clusters of bright-red berries. Their hollow thorns quickly siphon blood, which is how the carnivorous plants feed, and they rapidly turn consumed blood into fresh batches of delicious berries. They exude a faint white glow that's a result of stored vitality energy.

Drainberry bushes exhibit unusually high intelligence and have an astute sense of value. When creatures attempt to harvest their berries, they typically become insulted by the lack of bartering. Creatures that attempt to converse with drainberry bushes find the plants telepathically convey only short and simple phrases: most commonly, "Money please," "Deal good," "Deal no good," "Want that," (with a gesture toward an item it covets), "Thank you, customer," and if necessary, "No refunds." Though a drainberry bush considers the market value of its berries to be 25 gp, it greatly prefers interesting art objects as payment—even ones of significantly lower value.

DRAINBERRY BUSH CREATURE 7

UNCOMMON LARGE PLANT

Perception +16; lifesense 120 feet (page 361)
Languages Aklo, Common, Fey (can't speak any language); telepathy 100 feet (page 362)
Skills Acrobatics +11, Athletics +17, Diplomacy +13, Nature +17, Stealth +11 (+15 to appear as a mundane bush)
Str +6, **Dex** +2, **Con** +6, **Int** –2, **Wis** +4, **Cha** +2
Nature Empathy The drainberry bush can use Diplomacy to Make an Impression on and make very simple Requests of animals and plant creatures.

AC 23; **Fort** +17, **Ref** +13, **Will** +13
HP 135; **Weaknesses** fire 5; **Resistances** void 10

Speed 25 feet, climb 20 feet
Melee ❖ vine +17 (reach 20 feet), **Damage** 2d8+10 bludgeoning plus Improved Grab (page 361)
Blood Berries The drainberry bush must drain blood from living creatures for sustenance. This causes clusters of bright red berries to grow among its branches. Each cluster of berries lasts for 1 day, and it typically has 1d6+3 clusters when encountered. When consumed, a cluster restores 2d8+10 Hit Points. This effect has the healing and primal traits.

A creature can pluck a cluster of berries with a successful unarmed Strike or Thievery check against the bush's AC.

Consume Berries ❖ (healing, primal, vitality) The bush draws nourishment from one cluster of blood berries, regaining 2d8+10 Hit Points. That berry cluster wrinkles and dies.

Drain Blood ❖ **Requirements** The drainberry bush has at least one living creature grabbed with one of its vines; **Effect** The bush squeezes all creatures it has grabbed, its hollow thorns piercing flesh and siphoning blood. Each creature must succeed at a DC 25 Fortitude save or take 2d8+10 piercing damage and become drained 1 (double damage and drained 2 on a critical failure). For every creature damaged this way, a cluster of blood berries (see above) immediately grows along the bush's branches.

Storm of Vines ❖❖ The drainberry bush makes up to four vine Strikes, each against a different target. These attacks count toward the bush's multiple attack penalty, but the multiple attack penalty doesn't increase until after the bush makes all these attacks.



DRAINBERRY COLLECTIONS

As drainberry bushes sell their berries to others, they collect coins and small curios—such as a cameo depicting a fey noble, a lock of golden hair knotted in a complex pattern, or a ring inscribed "To my dearest Memdaria." Not all of these baubles have monetary value, but those that don't certainly had emotional value to the original owner. Occasionally, a drainberry bush accepts intangible trade goods, such as odes celebrating the bush's grandeur.

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Draugr Ships

When an entire ship's crew dies in one calamity, they might rise simultaneously, bound together in death. Tirelessly plaguing the seas, these draugr crews slowly corrupt their vessels. The cursed ships often exhibit unsettling phenomena, such as being able to sail against the wind or leaving schools of dead fish in their wake. Sea shanties tell of draugr raiders approaching during the night, wreathed in fog pierced by only the green glow emanating from their eyes.

Draugr

The risen corpses of sailors who died at sea, known as draugrs, reek of rot and decay from the briny deep. Their eyes glow with ghastly green light, and rotting seaweed, barnacles, and dead sea creatures cling to their bodies. Draugrs can't speak, but they express their malicious emotions with gurgles, as though they were eternally drowning with lungs full of water. They desire little more than to attack living creatures, especially those who sail the sea. Even when they go upon land, draugrs often drag the corpses of those they strike down back to the water, populating the depths with even more dead.

Draugrs rise in the haunted places of the sea, where restless spirits, swells of void energy, or supernatural storms deliver death. A corpse might rest at the bottom of the sea for some time before awakening as a draugr. Collecting detritus and organisms, the body becomes increasingly disgusting before it finally rises. Proximity to intelligent life can expedite this process, and an underwater explorer who happens upon a shipwreck might cause a body to suddenly return to unlife as a draugr. These undead don't take intrusions lightly, especially upon their place of death.

Though hateful of the living, draugrs are susceptible to reminders of their lives as mariners. In particular, a well-performed sea shanty or call-and-response work song might cause a draugr to become lost in reverie for a moment. The creatures have even been witnessed moaning along, unable to sing the words but providing haunting accompaniment. The lull rarely lasts long, though, as the beauty of the song quickly becomes a reminder of the tragedy that befell the draugr, reaffirming their desire for blood and death.

More powerful draugrs with burning red eyes are called draugr captains. They're 3rd-level creatures with the elite adjustment (page 6) that can cast *mist* as an innate divine spell 3 times per day.



Draugr — Creature 2

MEDIUM UNDEAD WATER

Perception +7; darkvision

Languages Common (can't speak any language)

Skills Athletics +10, Stealth +8

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

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35, void healing (page 363); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** vitality 5; **Resistances** fire 3

The Sea's Revenge (curse, divine) A creature that slays a draugr is subjected to a *mariner's curse* spell with a DC of 17. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

Speed 25 feet, swim 25 feet

Melee ❖ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ❖ fist +10 (agile), **Damage** 1d4+4 bludgeoning plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ❖❖ The draugr powers their hate into attacking as many foes as possible. The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

Dweomercat

Dweomercats are magically gifted, four-eyed felines from the First World, where they prey upon other creatures and feed on their primal energy. Within the First World, they form packs that hunt together, though they prefer to care for their cubs on their own, raising them on a diet of magic and magical creatures. Curious creatures, they're sometimes encountered in areas of the Universe where the veil to the First World is thin or in regions where magic has been irreparably warped. Drawn there by the unique magical resonance, the dweomercats hope to acquire incomparable sources of food.

Where dweomercats sighting have been reported, specialized trappers will appear soon after, hoping for the catch of a lifetime. A dweomercat's dark purple fur is prized by magical collectors, as the patterns that flow through the fur appear as though they were hand-painted, with spirals and curls resembling magical runes. These coats are then either displayed or included as components in rare rituals. Dweomercats are famous for their ability to twist the metaphorical strings of spells cast on or near them, which they can transform into their own defensive magic or use to instantly teleport across the battlefield.

DWEOMERCAT CREATURE 7

UNCOMMON MEDIUM BEAST

Perception +15; darkvision, *detect magic*, scent (imprecise) 30 feet
Languages Common, Fey
Skills Acrobatics +17, Arcana +16, Nature +15, Stealth +17, Survival +15
Str +4, **Dex** +4, **Con** +3, **Int** +3, **Wis** +4, **Cha** +5

AC 25; **Fort** +12, **Ref** +17, **Will** +17; +1 status to all saves vs. magic
HP 100

Alter Dweomer ↻ (arcane) **Trigger** The dweomercat is targeted by a spell or is within the area of a spell as it's cast; **Effect** The dweomercat's runelike patterns start to glow as it gains an effect related to the tradition of the triggering spell. This effect occurs before the dweomercat is affected by the triggering spell. The effect lasts for 1 minute, until the dweomercat uses this ability again, or until the dweomercat Dismisses the effect, whichever comes first.

- **Arcane** Magical feedback deals 4d6 force damage to the triggering spellcaster (DC 22 basic Reflex save).
- **Divine** The dweomercat gains a +1 status bonus to all skill checks.
- **Occult** The dweomercat becomes invisible. This effect ends if the dweomercat uses a hostile action, in addition to the normal end conditions.
- **Primal** The dweomercat gains 10 temporary Hit Points.

Speed 35 feet
Melee ❖ jaws +17 (magical), **Damage** 2d10+7 piercing plus Grab (page 361)
Melee ❖ claw +17 (agile, magical), **Damage** 2d8+7 slashing
Arcane Innate Spells DC 25; **4th** *dispel magic* (at will), *dispelling globe*, *translocate* (×3); **Constant (4th)** *detect magic*
Dweomer Leap ❖❖ (arcane, teleportation) **Prerequisites** The dweomercat has at least one *translocate* spell remaining; **Effect** The dweomercat casts *translocate*, then can make a melee Strike against one creature adjacent to it at the end of its teleport. If the dweomercat ends its teleport adjacent to a creature under an ongoing spell effect or who cast a spell since the dweomercat's last turn, this does not expend a casting of *translocate*.
Pounce ❖ The dweomercat Strides and makes a Strike at the end of that movement. If the dweomercat began this action hidden, it remains hidden until after this ability's Strike.



DWEOMERCAT FAMILIARS

Particularly powerful spellcasters sometimes take young dweomercat cubs as familiars. Their independence and flightiness make dweomercats somewhat unreliable allies, though, so one is never sure whether their bond with a dweomercat will be long-lasting or a temporary affair.

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Light Weavers

The masters of d'ziriak light-weaving craft are occult practitioners, almost always sorcerers of the aberrant bloodline. Light weavers prefer spells that provide light or create magical writing. In their hive cities, light weavers create art, lighting, signage, and magic wards. They also use their light weaving for entertainment and education.

D'ziriak

These strange creatures are native to the Netherworld, where their colorful nature is in opposition to that realm's overwhelmingly monochromatic palette. Averaging 7 feet in height, d'ziriaks have four arms, two legs, and a termite-like abdomen. The larger pair of arms, used for most tasks, have five-fingered hands with sharp, insectile claws. The smaller pair of arms are reserved for fine manipulations and are not effective in combat.

D'ziriaks' otherwise-dull brown carapaces are decorated with numerous runes glowing in bright colors. These tattoo-like runes indicate an individual's role in d'ziriak society and set them apart from their home plane's other native inhabitants. The runes glow with natural bioluminescence, and d'ziriaks can make them flare brightly for an instant, at the expense of overstressing the biochemical glands that create and maintain the runes for an extended time. The color and shape of the runes are partially natural but can be carefully customized over time to fit the individual's station.

The D'ziriak language is a mix of buzzes and chitters and is spoken by few other creatures. D'ziriaks prefer to communicate with other species using telepathy rather than endure the sound of their language being "butchered by fleshy throats." D'ziriaks organize into hive cities led by a king and queen. These hive cities consist of impressive spires, yet the towers are only the foremost part of the settlement, with many chambers reaching deep below, used as residences, workshops, and fungus farms. D'ziriak settlements are lit inside and out with alchemical and magical light sources, often in the shape of runes. These dimly glowing towers provide travelers with landmarks and perhaps promise safe havens on the otherwise gloomy Netherworld.



D'ziriak — Creature 3

MEDIUM ABERRATION SHADOW

Perception +10; darkvision

Languages D'ziriak, Shadowtongue; telepathy 100 feet (page 362)

Skills Arcana +8, Athletics +6, Occultism +10, Stealth +10, Survival +8

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

AC 18; **Fort** +6, **Ref** +12, **Will** +10

HP 45

Glow (aura, light) 20 feet. The colorful runes that decorate a d'ziriak's body create dim light. The natural bioluminescence is specially adapted to the Netherworld, able to overcome magical darkness as if it were magical light with a rank equal to half the d'ziriak's level rounded up.

Speed 25 feet

Melee ❖ claw +12 (agile, finesse), **Damage** 1d10+4 piercing

Occult Innate Spells DC 19; **7th** *interplanar teleport* (self only, to Netherworld only)

Dazzling Burst ❖❖ (light, visual) The d'ziriak causes their body to flare with intense colorful light. Non-d'ziriaks in a 20-foot emanation must attempt a DC 20 Fortitude save. After using this ability, the d'ziriak loses their glow for 24 hours; during this time they can't use Dazzling Burst again. A creature that attempts this save is immune to all Dazzling Bursts for 1 minute.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.

Double Claw ❖ **Frequency** once per round; **Effect** The d'ziriak makes two claw Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. This counts as two attacks for the d'ziriak's multiple attack penalty, and the penalty doesn't increase until after both attacks.

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Elasmosaurus

Elasmosauruses are long-necked, primeval reptiles that dwell in deep oceans and seas. Although not truly a dinosaur, elasmosauruses are often found in similar locations and are similarly titanic creatures. Keeping their massive bodies underwater, elasmosauruses use their long necks to catch prey and snorkel air to their massive lungs while remaining mostly hidden from the surface above. An elasmosaurus is 30 feet long and weighs 6,000 pounds.

As rare and reclusive as they are, elasmosauruses are sometimes mistaken for even rarer creatures called water orms, legendary aquatic denizens of remote lakes known for their elusiveness and craftiness. Whereas elasmosauruses are mundane creatures of animalistic intelligence, water orms are magical beings with near-humanoid intelligence and a curious fascination with mortals, and they seem to delight in confounding onlookers. As a result, it's theorized that a typical water orm is more than happy to lead a group of spectators to a lost elasmosaurus, both to throw its pursuers off its tail and for the hilarity that will inevitably ensue.

While elasmosauruses are often found in lost worlds and unsettled regions, those who dwell in the oceans of the world do not contain their hunting grounds to specific regions. As a result, it's not unheard of for a wandering specimen to find its way to coastal waters. Those that do often find the ports of small towns or even large cities to be wondrous banquets and are usually hunted down by coastal guards or adventurers. When a wayward elasmosaurus like this finds its way into a city's sewer system or reservoirs, though, it can become the stuff of urban legends.

Elasmosaurus — Creature 7

HUGE ANIMAL

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17
Str +6, **Dex** +4, **Con** +6, **Int** –4, **Wis** +5, **Cha** –1
Deep Breath The elasmosaurus can hold its breath for 2 hours.

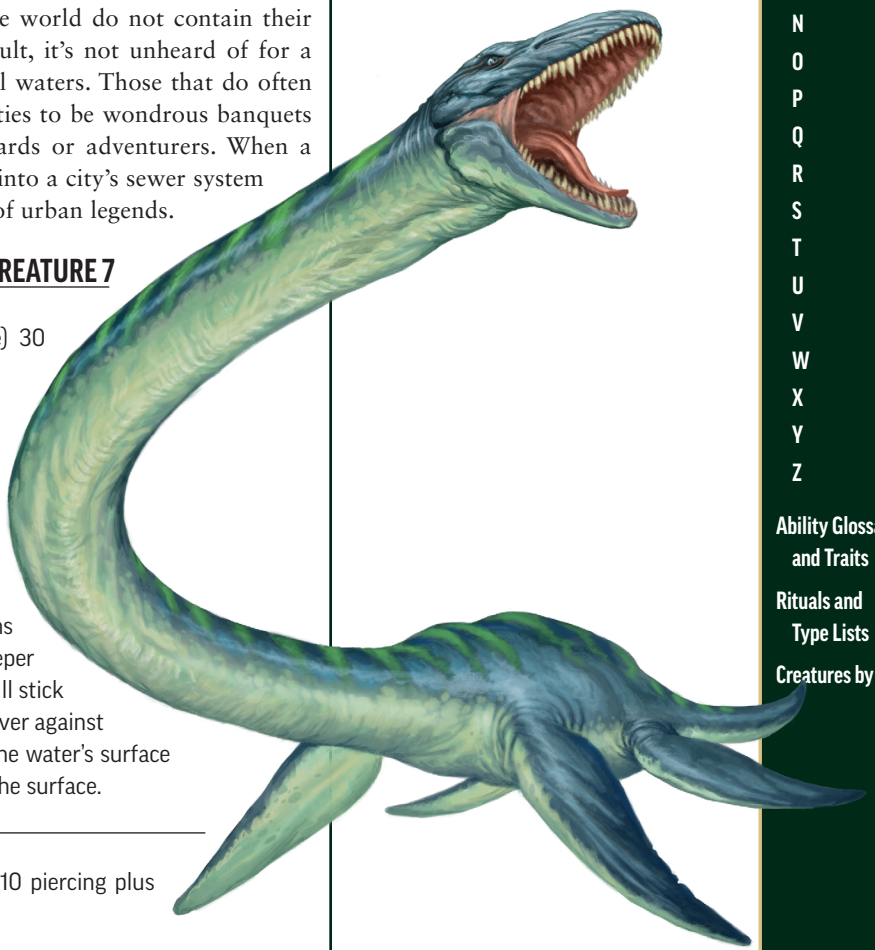
AC 25; **Fort** +17, **Ref** +13, **Will** +16
HP 125
Long Neck An elasmosaurus's long neck allows it to interact with the surface while its body remains submerged underwater. While submerged no deeper than 15 feet underwater, an elasmosaurus can still stick its head up to breathe. An elasmosaurus gains cover against attacks made against creatures that are above the water's surface while it is underwater, even if its head is above the surface.
Reactive Strike ↻ Jaws only (page 361).

Speed 5 feet, swim 35 feet
Melee ❖ jaws +16 (reach 15 feet), **Damage** 2d12+10 piercing plus Grab (page 361)
Melee ❖ paddle +16, **Damage** 2d6+10 bludgeoning
Drag Below ❖ (attack) The elasmosaurus attempts an Athletics check against a grabbed foe's Fortitude DC. If the elasmosaurus succeeds, the foe is forcibly moved 5 feet toward the elasmosaurus's body. If the elasmosaurus critically succeeds, the foe is moved 10 feet toward the elasmosaurus's body.
Thrashing Retreat ❖❖ A swimming elasmosaurus thrashes the area around it as it attempts to flee. It makes two paddle Strikes, each of which must be against separate targets, and each of which takes the normal multiple attack penalty. It then Swims up to its swim Speed. This Swim does not trigger reactions based on movement.



Other Aquatic Reptiles

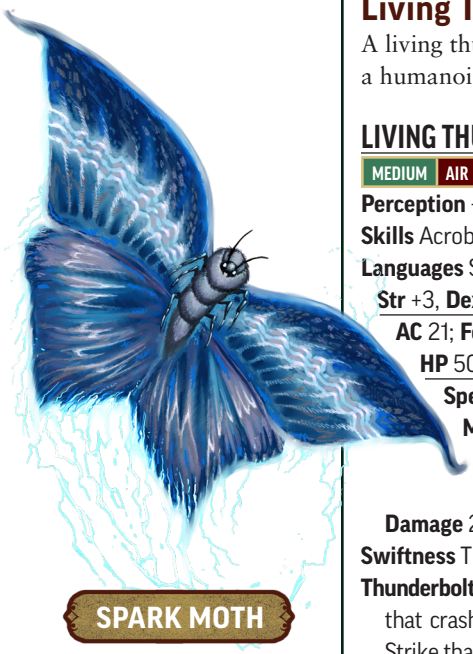
The elasmosaurus is but one of many types of aquatic reptiles found in primeval oceans or lost worlds. Some, like the ichthyosaurus, are almost fishlike in appearance. Others, such as the mosasaurus, are truly massive beasts capable of killing and eating whales.





Diverse Elementals

The Elemental Planes are more than expanses of sky, rock, metal fire, wood, and ocean. Clouds of fog, dust, and storms float through the Plane of Air. The Plane of Earth includes verdant groves, shining metal and crystal, and irradiated wastelands. The Plane of Fire features magma, suffocating smoke, and radiant firelight. Amid the endless sea of the Plane of Water are pockets of ooze and brine, plus the otherworldly environs of the deep.



SPARK MOTH

Elemental, Air

Some elementals embody aspects of air, such as smoke, lightning, and fog.

Spark Moth

Spark moths congregate around volatile weather in the Plane of Air.

SPARK MOTH — CREATURE 2

TINY AIR ELEMENTAL

Perception +7; darkvision
Skills Acrobatics +9, Stealth +9
Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0

AC 18; **Fort** +5, **Ref** +11, **Will** +7
HP 20; **Immunities** bleed, electricity, paralyzed, poison, sleep

Speed 5 feet, fly 50 feet
Melee ❖ wing +11 (agile, finesse), **Damage** 1d4+5 electricity
Arc Lightning ❖ (electricity, move, primal) The spark moth transforms into lightning that arcs to a large piece of metal within 100 feet, such as a suit of metal armor or metal weapon. The elemental then returns to its normal form in a space adjacent to the metal. This movement doesn't trigger reactions.

Living Thunderclap

A living thunderclap is a small storm cloud (sometimes in the vague shape of a humanoid) that cracks and booms with thunder.

LIVING THUNDERCLAP — CREATURE 4

MEDIUM AIR ELEMENTAL

Perception +9; darkvision
Skills Acrobatics +12, Athletics +10, Stealth +12
Languages Sussuran
Str +3, **Dex** +4, **Con** +2, **Int** –3, **Wis** +1, **Cha** +0

AC 21; **Fort** +10, **Ref** +12, **Will** +9
HP 50; **Immunities** bleed, paralyzed, poison, sleep, sonic

Speed fly 50 feet; swiftness
Melee ❖ gust +14 (agile, finesse), **Damage** 2d6+6 bludgeoning plus Push (page 361)
Ranged ❖ lightning bolt +14 (electricity, range increment 50 feet), **Damage** 2d12 electricity
Swiftness The living thunderclap doesn't trigger reactions when it moves.
Thunderbolt ❖❖ (electricity, primal, sonic) The living thunderclap emits a bolt of lightning that crashes with deafening thunder. The living thunderclap makes a lightning bolt Strike that deals 1d12 electricity damage. If it hits, the target and any creatures within a 15-foot emanation around the target take 2d6 sonic damage (DC 18 basic Fortitude save). Any creature that fails its save is also deafened for 1d4 rounds.

Smoke Creeper

Smoke creepers shift and modify their appearance as they float through the Plane of Air, but they prefer to take on a vaguely insectile form with wings trailing choking fumes and glowing red eyes.

SMOKE CREEPER — CREATURE 6

LARGE AIR ELEMENTAL

Perception +14; darkvision, smoke vision
Skills Acrobatics +15, Stealth +15 (+17 in smoke)
Languages Sussuran
Str +1, **Dex** +5, **Con** +3, **Int** –2, **Wis** +4, **Cha** +0
Smoke Vision The smoke creeper ignores the concealed condition from smoke.

AC 24; **Fort** +13, **Ref** +17, **Will** +11
HP 80; **Immunities** bleed, paralyzed, poison, precision, sleep; **Resistances** fire 5
Smoke Form The smoke creeper can move through the spaces of other creatures but can't end its movement in the same space.

Speed fly 40 feet
Melee ❖ smoke mandibles +17 (agile, finesse), **Damage** 2d8+3 piercing plus 1d6 poison
Choking Swoop ❖❖❖ The smoke creeper Flies up to its Speed, moving through the spaces of other creatures and leaving traces of itself behind. Each breathing creature it passes through must attempt a DC 23 Fortitude save. On a failure, the creature inhales part of the elemental and is immobilized for 1 minute by the pain of the smoke rasping in its throat and lungs. A creature can attempt to end this condition by spending an action coughing and succeeding at a DC 23 Fortitude save.
Painful Exhalations ❖❖ **Requirements** At least one creature within 40 feet is immobilized from the smoke creeper's Choking Swoop; **Effect** The smoke creeper flaps its wings, violently drawing the lingering smoke free from all creatures immobilized from its Choking Swoop within 40 feet. Each target must attempt a DC 23 Fortitude save. On a failure, the creature is enfeebled 1 for 1 minute and sickened 1 (enfeebled 2 and sickened 2 on a critical failure). Regardless of the result, the creature is no longer immobilized from the smoke creeper's Choking Swoop.

AIR AND SMOKE

Elementals of smoke, such as the smoke creeper, are often cruel in their attacks on breathing creatures, causing them to choke and cough from their noxious fumes. Some believe that they hold secret allegiances to Ymeri, who holds domain over fire and smoke.

Melody on the Wind

While the melody on the wind, known by some as a song elemental, might enjoy the beauty of music, it is by nature a destructive elemental force.

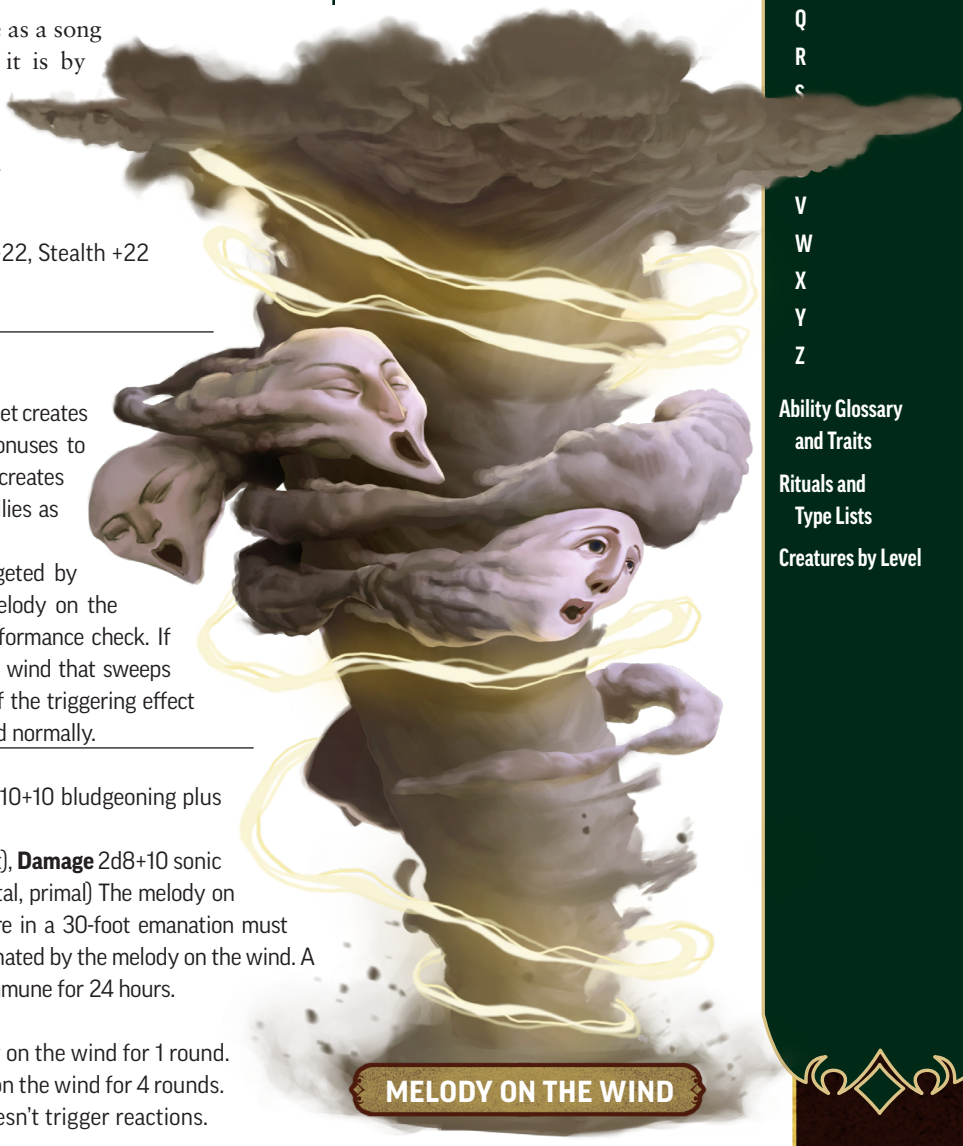
MELODY ON THE WIND CREATURE 10

HUGE AIR ELEMENTAL

Perception +21; darkvision
Skills Acrobatics +22, Athletics +19, Performance +22, Stealth +22
Languages Sussuran
Str +4, **Dex** +6, **Con** +2, **Int** +2, **Wis** +5, **Cha** +6

AC 30; **Fort** +16, **Ref** +22, **Will** +19
HP 170; **Immunities** bleed, paralyzed, poison, sleep
Hostile Duet ↷ **Trigger** A hostile creature within 30 feet creates an effect with the auditory trait that provides bonuses to itself or its allies; **Effect** The melody on the wind recreates the effect, gaining the bonuses for itself and its allies as long as the original effect persists.
Retune ↷ **Trigger** The melody on the wind is targeted by a spell that has the auditory trait; **Effect** The melody on the wind attempts to counteract the spell with a Performance check. If it succeeds, the spell effect is caught in a blast of wind that sweeps it back to its origin, affecting the caster. Targets of the triggering effect other than the melody on the wind are still affected normally.

Speed fly 100 feet; swiftness
Melee ❖ wind gust +23 (agile, finesse), **Damage** 2d10+10 bludgeoning plus Push (page 361)
Ranged ❖ solid refrain +23 (range increment 70 feet), **Damage** 2d8+10 sonic
Mesmerizing Melody ❖ (auditory, concentrate, mental, primal) The melody on the wind sings in a sonorous chorus. Any creature in a 30-foot emanation must attempt a DC 29 Will save to resist becoming fascinated by the melody on the wind. A creature that succeeds at its save is temporarily immune for 24 hours.
Critical Success The creature is unaffected.
Success The creature is fascinated by the melody on the wind for 1 round.
Failure The creature is fascinated by the melody on the wind for 4 rounds.
Swiftness The melody on the wind's movement doesn't trigger reactions.


MELODY ON THE WIND

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Looting Earth Elementals

Earth elementals sometimes have valuable gemstones or minerals incorporated into their bodies, and once they're slain, these valuables can be scavenged as treasure. Gemstones, precious metals such as silver or gold ore, or rarer materials such as dawnsilver or adamantine can be harvested from these creatures, although the more expensive finds tend to be incorporated into only the most powerful earth elementals.

Elemental, Earth

Certain earth elementals manifest as specific types of material, be they boulders, sand, or crystals.

Living Boulder

Living boulders roll and glide through the Plane of Earth, gathering gemstones and metal shards until their surfaces resemble a ship's hull covered in barnacles. Barely more intelligent than many animals, living boulders fill much the same role on the Plane of Earth as the great herd animals found on worlds in the Universe.

LIVING BOULDER **CREATURE 2**

SMALL EARTH ELEMENTAL

Perception +6; darkvision, tremorsense 30 feet (page 362)
Skills Athletics +8, Stealth +5 (+7 in rocky areas)
Str +4, **Dex** –1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 17; **Fort** +10, **Ref** +5, **Will** +8
HP 35; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet; earth glide
Melee ◆ jaws +10, **Damage** 1d8+6 piercing
Earth Glide A living boulder can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.
Rolling Charge ◆◆ The living boulder Strides twice, and can then make a Strike with its jaws. This jaws Strike gains Knockdown (page 361).

Earthen Destrier

This wave of dirt takes the crude likeness of the melded forequarters of a charging warhorse and a rocky knight wielding a rudimentary lance of gray stone.



EARTHEN DESTRIER

EARTHEN DESTRIER **CREATURE 4**

LARGE EARTH ELEMENTAL

Perception +10; darkvision, tremorsense (imprecise) 60 feet (page 362)
Skills Athletics +12
Languages Petran
Str +4, **Dex** +1, **Con** +4, **Int** –1, **Wis** +3, **Cha** +0

AC 20; **Fort** +14, **Ref** +9, **Will** +10
HP 75; **Immunities** bleed, paralyzed, poison, sleep

Speed 50 feet, burrow 30 feet; earth glide
Melee ◆ lance arm +14 (deadly d8, reach 10 feet), **Damage** 2d8+6 piercing and lancing charge
Melee ◆ hoof +14, **Damage** 2d6+6 bludgeoning
Earth Glide As living boulder.
Lancing Charge If the destrier moved at least 10 feet directly before its lance arm Strike, it gains a +2 circumstance bonus to its damage roll.
Tilting Strike ↷ **Trigger** The earthen destrier tramples a creature; **Effect** The earthen destrier makes a lance arm Strike against the creature it's Trampling with a –5 circumstance penalty.
Trample ◆◆◆ Medium or smaller, hoof, DC 20 (page 362)

Sand Sentry

This creature of pure sand moves with an eerie grace, shifting back and forth between a detailed likeness of a human and a muted and featureless bipedal form. The sand sentry is often called upon by spellcasters to stand guard over an area of great importance; these elementals are patient participants in such roles, making them well suited for long-term service.

SAND SENTRY CREATURE 6

MEDIUM EARTH ELEMENTAL

Perception +14; darkvision, tremorsense (imprecise) 60 feet (page 362)
Skills Acrobatics +14, Stealth +14 (+17 in sand)
Languages Petran
Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +1

AC 24; **Fort** +16, **Ref** +12, **Will** +14
HP 90; **Immunities** bleed, paralyzed, poison, sleep
Glass Armor When the sand sentry takes electricity or fire damage, its outer layer of sand fuses into sheets of hardened glass for 1 minute. This increases the sand sentry's AC to 26 and grants it resistance 5 to acid, cold, electricity, fire, force, piercing, and slashing damage. A sand sentry can't use earth glide while glass armor is active.

Speed 25 feet, burrow 50 feet; earth glide
Melee ❖ fist +17, **Damage** 2d8+8 bludgeoning plus blinding sand
Earth Glide As living boulder.
Blinding Sand When the sand sentry critically hits with a fist Strike, the target is blinded for 1 round.

Granite Glyptodont

This squat and stony creature looks like an armadillo with a large raised back and a flail-like tail. The granite glyptodont has no true need to feed, as with all elementals, yet it does seem to linger after transforming the flesh of those it calcifies, as if the mere proximity of flesh fossilizing into stone pleases it somehow.

GRANITE GLYPTODONT CREATURE 8

LARGE EARTH ELEMENTAL

Perception +17; darkvision, tremorsense (imprecise) 90 feet (page 362)
Skills Athletics +18
Str +6, **Dex** +1, **Con** +6, **Int** +0, **Wis** +5, **Cha** +0

AC 27; **Fort** +18, **Ref** +13, **Will** +17
HP 145; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide
Melee ❖ tail +20 (forceful, reach 10 feet, versatile P), **Damage** 2d12+9 bludgeoning plus calcification
Calcification (incapacitation, primal) A blow from a granite glyptodont's tail Strike hardens the flesh of the creature struck. The target must succeed at a DC 26 Fortitude save or become slowed 1 (slowed 2 on a critical failure). Further failed saves against calcification increase the value of the slowed condition. Once a creature's actions are reduced to 0 by calcification, that creature becomes petrified. If the creature isn't petrified, the slowed conditions end once 1 minute passes without the creature failing a save against calcification.

Every 24 hours after it was petrified, the creature can attempt a DC 26 Fortitude save to recover. On a success, it becomes flesh again but is slowed 1 for the next 24 hours. On a critical success, the creature recovers and isn't slowed. On a failure, the creature remains petrified but can try again in 24 hours. On a critical failure, the petrification is permanent, and the creature can't attempt any more saves.
Earth Glide As living boulder.


GRANITE GLYPTODONT

SAND SIMULACRA

Sand sentries have no true culture or society of their own, but they're endlessly fascinated with the society and culture of humanoids they encounter. They can shape their appearance to mimic any similarly sized humanoids, and although they always remain obviously composed of sand, they do their best to copy the day-to-day activities they observe other humanoids performing. Of course, structures and objects sand sentries build from sand never last, but this never seems to stifle their obsession.

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Fire Elemental Treasure

Often, nothing remains after defeating a fire elemental but a pile of ashes and the fading smell of smoke. But sometimes, fragments of their elemental power remain behind. At the GM's discretion, a fire elemental can leave behind ashes, lumps of charcoal, or ever-smoldering cinders that are valuable components for the construction of fire-themed magic items.

Elemental, Fire

Destructive manifestations of the Plane of Fire, fire elementals sometimes incorporate burning materials into their being or superheated matter, such as molten rock or searing smoke. In combat, they tend to be aggressive and somewhat reckless. Their attacks can sometimes cause major destruction to the surrounding environment, and many fire elementals seem to enjoy seeing their flames spread far and wide.

Ember Fox

Ember foxes resemble their canid namesakes, save for the flames that make their fur and the tips of their long whiskers flicker and glow. They particularly enjoy hunting elementals from the Plane of Wood.

EMBER FOX **CREATURE 2**

SMALL ELEMENTAL FIRE

Perception +8; darkvision
Languages Pyric (can't speak any language)
Skills Acrobatics +8, Athletics +5, Stealth +8
Str +1, **Dex** +4, **Con** +2, **Int** –2, **Wis** +2, **Cha** +1

AC 17; **Fort** +6, **Ref** +10, **Will** +8
HP 35; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5
Cloak in Embers ↻ **Trigger** An adjacent ally is targeted by an effect that deals fire damage; **Effect** The ember fox drapes itself across its ally, granting the ally fire resistance 10 against the incoming attack.

Speed 30 feet
Melee ❖ jaws +10 (agile, finesse), **Damage** 1d4+3 piercing plus 1d4 persistent fire

Filth Fire

These creatures look like roiling clouds of black smoke churning above a mound of burning refuse. Leering faces form and fade in the smoke above, while the burning detritus writhes in spasmodic lurches, obviously alive.

FILTH FIRE **CREATURE 4**

MEDIUM ELEMENTAL FIRE

Perception +11; darkvision, smoke vision
Languages Pyric (can't speak any language)
Skills Acrobatics +13, Athletics +9
Str +1, **Dex** +5, **Con** +4, **Int** –2, **Wis** +3, **Cha** +0
Smoke Vision The filth fire ignores the concealed condition from smoke.

AC 21; **Fort** +12, **Ref** +13, **Will** +9
HP 70; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5

Speed 25 feet
Melee ❖ burning lash +13 (finesse), **Damage** 2d6+3 bludgeoning plus 1d6 persistent fire
Ranged ❖ ember ball +13 (fire, range increment 20 feet) **Damage** 1d6+3 bludgeoning plus 1d6 persistent fire
Noxious Burst ❖❖ Toxic materials and churning rubbish within the filth fire's body explode in one of three ways. The filth fire chooses the effect, but it can't make the same choice twice in a row.

- **Fiery Beam** (fire, primal) The filth fire expels a 30-foot line of flame that deals 3d6 fire damage with a DC 21 basic Reflex save.



- **Shrapnel Blast** (primal) The filth fire shoots jagged rubbish out in a 5-foot emanation that deals 2d12 piercing damage with a DC 21 basic Reflex save.
- **Toxic Fumes** (poison, primal) The filth fire belches a 15-foot cone of toxic smoke that deals 2d6 poison damage (DC 21 basic Fortitude save). A creature that fails is also sickened 1 (sickened 2 on a critical failure).

Striding Fire

An embodiment of the speed and chaos of a spreading blaze, a striding fire appears as a lithe and long-limbed humanoid composed of shifting-hued flames churning around a skeleton-like framework.

STRIDING FIRE — CREATURE 6

MEDIUM ELEMENTAL FIRE

Perception +14; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +15, Athletics +12
Str +2, **Dex** +5, **Con** +3, **Int** +0, **Wis** +4, **Cha** +1
Smoke Vision The striding fire ignores the concealed condition from smoke.

AC 24; **Fort** +11, **Ref** +17, **Will** +14
HP 115; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

Speed 50 feet
Melee ❖ fist +17 (agile, finesse), **Damage** 2d8+5 bludgeoning plus 1d6 persistent fire
Burning Rush ❖❖ (fire, primal) The striding fire stretches out its legs to an impossible length, propelling it forward. The striding fire Strides up to double its Speed in a straight line. Its movement during this Stride doesn't trigger reactions. Any creature the striding fire was adjacent to at any point during this Stride must attempt a DC 24 basic Reflex save. If it critically fails, it's knocked prone by a wave of heated air. The striding fire can't use Burning Rush for 1d4 rounds.

Magma Scorpion

Whether skittering through Chthonian wastelands or basking in the searing sand of the deepest deserts, magma scorpions have charred carapaces, constantly emitting vision-warping waves of heat.

MAGMA SCORPION — CREATURE 8

LARGE ELEMENTAL FIRE

Perception +18; darkvision, smoke vision
Skills Athletics +16
Str +6, **Dex** +3, **Con** +5, **Int** –4, **Wis** +4, **Cha** +0
Smoke Vision The magma scorpion ignores the concealed condition from smoke.

AC 27; **Fort** +19, **Ref** +14, **Will** +16
HP 155; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

Speed 40 feet, climb 30 feet
Melee ❖ pincer +20 (agile, reach 10 feet), **Damage** 2d6+9 bludgeoning plus 1d6 persistent fire and Grab (page 361)
Melee ❖ tail sting +20 (reach 10 feet), **Damage** 1d10+9 piercing plus 1d6 persistent fire and magma scorpion venom
Ranged ❖ magma spit +17 (fire, range increment 40 feet), **Damage** 1d6+9 fire plus 1d6 persistent fire
Magma Scorpion Venom (fire, injury, poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 fire damage (1 round) and enfeebled 1; **Stage 2** 3d6 fire damage and enfeebled 2 (1 round)

ELEMENTAL TEMPERAMENTS

More than other elementals, fire elementals tend to hold more extreme views. However, they do tend away from stagnation and often seek change in one form or another. Fire's inherently capricious nature seems to prevent these creatures from submitting to authority, but the right leaders can direct their often destructive nature by appealing to it.


MAGMA SCORPION

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Flame and Fathom Meet

Though fire and water classically oppose one another, in the right mixture they can become a dangerous combination. Water elementals heated to a scalding temperature through natural factors such as underwater volcanoes might deal 1d6 persistent fire damage with their Strikes, while fire elementals infused with moisture might exude clouds of obscuring or even blinding steam.

Elemental, Water

Water elementals that become infused with cold or mist have increased mobility in regions outside of bodies of water.

Icicle Snake

Translucent and capable of hanging suspended and near motionless, icicle snakes sense the heat of living creatures as a threat and attempt to use their camouflage and chilling bite against foes.

ICICLE SNAKE — CREATURE 2

SMALL | COLD | ELEMENTAL | WATER

Perception +7; darkvision
Skills Athletics +7, Stealth +7
Str +1, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

AC 18; **Fort** +8, **Ref** +9, **Will** +5
HP 35; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 5

Speed 25 feet, climb 20 feet
Melee ❖ jaws +9 (finesse), **Damage** 1d6+1 piercing plus 1d6 persistent cold
Icicle ❖ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 27 on Deception checks and DCs to pass as an icicle.

Mist Stalker

The tentacled mist stalker shrouds itself in a cloak of mist through which its single, never-blinking eye can see with clarity, allowing it an advantage when stalking prey.

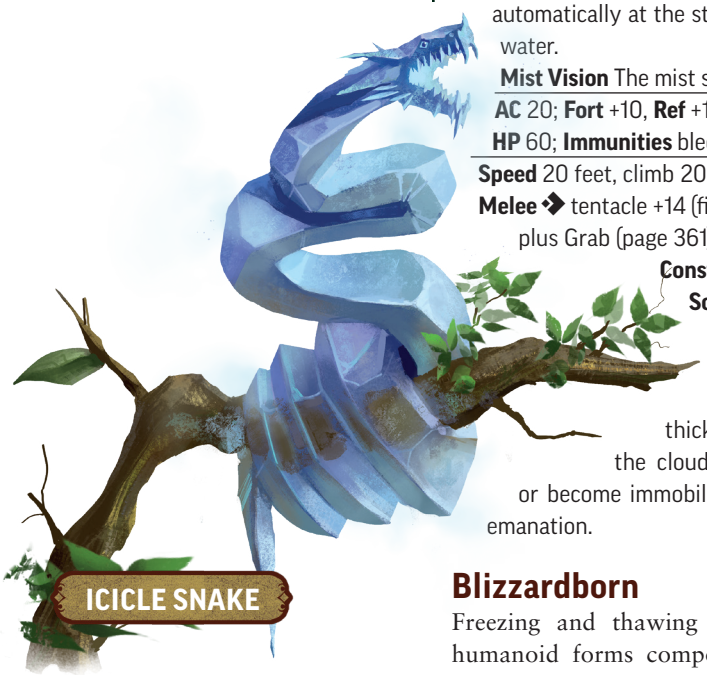
MIST STALKER — CREATURE 4

MEDIUM | AMPHIBIOUS | ELEMENTAL | WATER

Perception +13; darkvision, mist vision
Languages Thalassic
Skills Athletics +10, Stealth +12
Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +5, **Cha** +0
Mist Cloud (aura, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.
Mist Vision The mist stalker ignores the concealed condition from mist and fog.

AC 20; **Fort** +10, **Ref** +12, **Will** +11
HP 60; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, climb 20 feet, swim 30 feet
Melee ❖ tentacle +14 (finesse, sweep, reach 10 feet), **Damage** 2d8+4 bludgeoning plus Grab (page 361)
Constrict ❖ 1d8+4 bludgeoning, DC 21
Solidify Mist ❖ (primal, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 20 Reflex save or become immobilized until it Escapes or is no longer in the mist cloud's emanation.



ICICLE SNAKE

Blizzardborn

Freezing and thawing in a near-constant loop, blizzardborn resemble humanoid forms composed of a mixture of partially melted snow and

sleet. These elementals move with crunching strides, their bodies constantly sloshing and sloughing off shards of ice. Because of their ability to refreeze, blizzardborn can travel into warmer environments safely, though they tend to look more like slush in these areas.

BLIZZARDBORN — CREATURE 6

MEDIUM | COLD | ELEMENTAL | WATER

Perception +14; darkvision, snow vision
Languages Thalassic
Skills Athletics +15, Stealth +14 (+16 in ice or snow)
Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0
Snow Vision The blizzardborn ignores the concealed condition from falling snow.

AC 24; **Fort** +16, **Ref** +12, **Will** +14
HP 105; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 5
Shattering Ice ↻ **Trigger** An enemy hits the blizzardborn with an attack that deals physical damage; **Effect** A portion of the blizzardborn's body shatters into an explosion of razor-sharp ice crystals and blinding snow that deals 2d6 piercing damage to opponents in a 5-foot emanation (DC 24 basic Reflex save). Anyone who fails is also blinded for 1 round (3 rounds on a critical failure).

Speed 25 feet, ice burrow 20 feet
Melee ❖ ice claw +17 (versatile B), **Damage** 2d6+8 slashing plus 1d6 persistent cold
Ice Burrow The blizzardborn can Burrow through ice or snow with a Speed of 20 feet. It moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Icewyrm

Resembling wingless, serpentine dragons formed of jagged ice and shot through with veins of nearly frozen water, these elementals dwell within icebergs and enjoy striking out at passing ships or creatures. They're especially common in frigid stretches of ocean in the Plane of Water, where icebergs cluster together into enormous islands of ice.

ICEWYRM — CREATURE 10

HUGE | AMPHIBIOUS | COLD | ELEMENTAL | WATER

Perception +19; darkvision
Languages Thalassic
Skills Athletics +21
Str +7, **Dex** +7, **Con** +5, **Int** –1, **Wis** +5, **Cha** +3

AC 30; **Fort** +20, **Ref** +21, **Will** +17
HP 185; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 10
Explosion (cold) When the icewyrm dies, it explodes, dealing 8d6 cold damage to each creature in a 10-foot emanation (DC 27 basic Reflex save).

Speed 25 feet, ice burrow 20 feet, swim 60 feet
Melee ❖ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing
Melee ❖ tail +23 (agile, reach 15 feet), **Damage** 2d6+13 slashing plus 1d6 persistent cold
Ranged ❖ ice shard +23 (cold, range increment 60 feet), **Damage** 1d6+13 piercing plus 1d6 persistent cold
Breathe Ice Shards ❖❖ (cold, primal) The icewyrm breathes a 60-foot line of freezing shards of razor-sharp ice, dealing 3d12 cold damage and 3d12 piercing damage to every creature in the line (DC 29 basic Reflex save). The icewyrm can't use Breathe Ice Shards again for 1d4 rounds.
Ice Burrow As blizzardborn.



ICEWYRM

ELEMENTAL WYRMS

The icewyrm is the most widely encountered elemental wyrm, but others exist as well, including the blazing firewyrm, the sleek but somewhat smaller sparkwyrm, and the largest of them all, the immense and acidic sludgewyrm.

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Wisp Symphonies

Dozens or even hundreds of wisps of all types can gather in a wisp symphony, usually with one or more wisp conductors. These groups are rare now that the majority of their kind exists in servitude to the Elemental Lords, but a few free symphonies still roam the Elemental Planes, and legends tell of the transcendent songs they produce together. These groups of wisps use the rules for a swarm and can't Accord Essence, but collectively they can produce damaging area effects or cast certain spells.

Elemental, Wisp

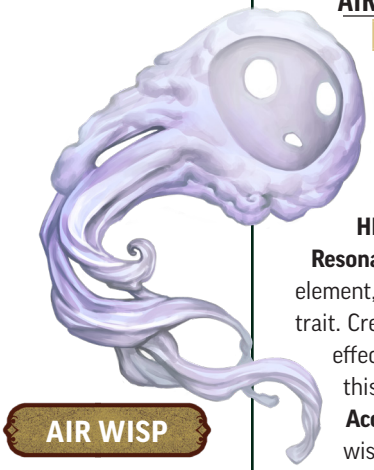
Wisps are tiny elemental beings that emerged during the creation of the Elemental Planes. The first wisps roamed the Inner Sphere in shifting symphonies that traded members with their every meeting. These symphonies of free wisps created music out of their combined resonances, but when the wicked Elemental Lords realized the value of the wisps' resonance, they captured whole symphonies for use as servants.

Wisps attune to each other and to those they surround themselves with. This attunement makes them naturally supportive allies. Free wisps still roam the Inner Sphere and the Universe, but they're usually shy and hide themselves from strangers. However, they happily offer their service to those who show them kindness. They especially find themselves drawn to spellcasters who practice elemental magic; these wisps usually watch from afar but sometimes approach those who seem safe to become familiars or comrades.

Free wisps who find one another become close almost immediately. They get especially excited when they find wisps of elements other than their own, showing none of the animosity sometimes exhibited between elementals of different planes. Instead, they join in an excited dance, emitting resonances that faintly echo the symphonies of ancient days.

Air Wisp

Air wisps are floating spheres of cloud and storm, perpetually humming a light, whispery tone. They're playful and capricious, with great curiosity toward strangers.



AIR WISP

AIR WISP **CREATURE 0**

TINY AIR ELEMENTAL

Perception +6; darkvision

Languages Sussuran

Skills Acrobatics +7, Plane of Air Lore +4, Stealth +7

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

AC 16; **Fort** +3, **Ref** +9, **Will** +4

HP 12; **Immunities** bleed, paralyzed, poison, sleep

Resonance (aura, air) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. Creatures in the area gain a +1 status bonus to attack and damage rolls for effects that have the air trait; a creature with the elemental and air traits gains this bonus to all attack and damage rolls.

Accord Essence ↷ (air) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates themself in an elemental explosion. This grants temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet who have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour.

A wisp that uses this reaction is permanently destroyed, and they can be restored by only a *wish* ritual or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.

Speed fly 40 feet

Melee ❖ tendril +7 (reach 10 feet), **Damage** 1d4 bludgeoning

In Concert When an air wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

Earth Wisp

Earth wisps are rolling spheres of rock, mud, and leaves, perpetually humming with low, rumbling energy. They're timid and aloof but fiercely loyal to those they know and trust.

EARTH WISP CREATURE 0

TINY EARTH ELEMENTAL

Perception +6; darkvision, tremorsense (imprecise) 30 feet (page 362)
Languages Petran
Skills Athletics +6, Dungeon Lore +4, Plane of Earth Lore +4
Str +2, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

AC 15; **Fort** +7, **Ref** +5, **Will** +4
HP 15; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 2
Resonance (aura, earth) 30 feet. As air wisp, but for the earth trait.
Accord Essence ↻ (earth) As air wisp.

Speed 20 feet, burrow 20 feet
Melee ❖ tendril +6 (reach 10 feet), **Damage** 1d4+2 bludgeoning
In Concert As air wisp.

Fire Wisp

Fire wisps are sizzling spheres of flame and ash, perpetually crackling and shimmering with heat. They're carefree, boisterous, and quick to action—sometimes recklessly so.

FIRE WISP CREATURE 0

TINY ELEMENTAL FIRE

Perception +6; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +5, Plane of Fire Lore +4, Stealth +7
Str +1, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
Smoke Vision The fire wisp ignores the concealed condition from smoke.

AC 15; **Fort** +6, **Ref** +7, **Will** +4
HP 15; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 2, water 2
Resonance (aura, fire) 30 feet. As air wisp, but for the fire trait.
Accord Essence ↻ (fire) As air wisp.

Speed 40 feet, fly 15 feet
Melee ❖ tendril +6 (reach 10 feet), **Damage** 1d4+1 fire plus 1 persistent fire
In Concert As air wisp.



FIRE WISP

Water Wisp

Water wisps are swimming spheres of foam and water, perpetually humming with a wash of soft sounds. They're gentle, nurturing, and quick to help anyone in need.

WATER WISP CREATURE 0

TINY ELEMENTAL WATER

Perception +6; darkvision, mist vision
Languages Thalassic
Skills Athletics +4, Medicine +6, Plane of Water Lore +4
Str +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0
Mist Vision The water wisp ignores the concealed condition from mist and fog.

AC 13; **Fort** +8, **Ref** +4, **Will** +4
HP 20; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 2
Resonance (aura, water) 30 feet. As air wisp, but for the water trait.
Accord Essence ↻ (water) As air wisp.

Speed 25 feet, swim 25 feet
Melee ❖ tendril +6 (reach 10 feet), **Damage** 1d4+2 bludgeoning
Drench ❖ (primal, water) The wisp puts out all fires in a single 5-foot square. They extinguish non-magical fire of that size or smaller automatically and attempt to counteract magical fires (counteract modifier +6).
In Concert As air wisp.

WISP CONDUCTORS

Wisp conductors are the leaders of wisp symphonies. Conductors are usually at least 3 levels higher than the wisps presented here and have a Charisma modifier to reflect their leadership. They're also typically trained in Performance and command basic spellcasting abilities as well as other special abilities, similar to a bard.

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Ether Spider Foes

The Ethereal Plane is a sparsely populated realm in comparison to most, used more for traveling than dwelling. Yet the deep mists here conceal denizens such as monstrous parasitic beings that use humanoids as incubators for eggs, fiends born from the raw fears of mortal life, and ether spiders that are ever vigilant against those foes' machinations.



Ether Spider

Ether spiders are members of a vague taxonomy called ethereal wildlife and are deadly predators from the Ethereal Plane. They are giant arachnids who can shape the raw essence of the Ethereal Plane as easily as spinning silk, weaving it in complex patterns that drift through the misty void. From these ethereal nests, whole families of ether spiders can scout adjacent locales in the Universe, watching for easy prey in dark or remote corners of the land of mortals. Once an ether spider has spotted a meal, it anchors its nest and waits on the Ethereal Plane for its prey to draw near. As soon as its victim is within reach, the ether spider shifts to the Universe, clamps its fangs onto its prey, then shifts back to the Ethereal Plane to wait as its venom works through the creature's system. Ether spiders move between the planes with ease, making them extremely dangerous to those who can't see or attack ethereal enemies.

Ether spiders are not mindless or cruel—they are simply hungry. If a prospective meal can sate an ether spider's incredible appetite through other means, they might be able to bargain for their life. Ether spiders are especially interested in items, information, or allies who can help them against their enemies.

Ether spiders dwell in vast nests adrift in the Ethereal Plane, where as many as half a dozen ether spiders might cohabitate. Although ether spiders enjoy one another's company, they don't form the same bonds as most humanoids, and they are more likely to feast on the corpse of a fallen sibling than save one from certain doom. When not hunting prey, ether spiders are likely to let down their guard. Travelers who find a floating ether spider commune should have an easier time of making peaceful contact to trade with or even befriend these strange arachnids. The nests drift on metaphysical currents and are rarely seen in the same vicinity twice. Sometimes a point of interest in the neighboring Universe compels them to tether their nest to an area, creating a semipermanent home.

Ether Spider — Creature 5

LARGE BEAST ETHEREAL

Perception +12; darkvision
Languages Aklo
Skills Athletics +12, Stealth +15
Str +5, **Dex** +4, **Con** +3, **Int** –2, **Wis** +1, **Cha** +7

AC 21; **Fort** +12, **Ref** +15, **Will** +10
HP 75

Speed 40 feet, climb 20 feet
Melee ❖ fangs +15 (magical), **Damage** 1d10+7 piercing plus ether spider venom and Grab (page 361)
Ranged ❖ web +14 (magical, range increment 30 feet); **Effect** ethereal web trap
Ether Spider Venom (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage, clumsy 2 and slowed 1 (1 round); **Stage 3** 3d6 poison damage, clumsy 3 and slowed 2 (1 round)
Ethereal Step ❖ The ether spider shifts to either the Ethereal Plane or the Universe. The ether spider can remain on the Ethereal Plane indefinitely without ill effect. While there, it can see clearly into the Universe with a range of 60 feet. On its first round in an encounter, the ether spider can use this ability once as a free action.
Ethereal Web Trap A creature hit by the ether spider's web attack is immobilized and stuck to the nearest surface (Escape DC 22).
Web Burst ❖❖ **Frequency** once per day; **Effect** The ether spider flings a gout of stored webs in a 30-foot cone. These webs can pass between the Universe and the Ethereal Plane. Each creature in the area is immobilized, as ethereal web trap, unless it succeeds at a DC 22 Reflex save.

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Festrog

Spawned from corpses of those who died of illness or starvation and were twisted by void energy, festrogs display a viciousness that rivals other undead. They resemble decaying humanoids, but with elongated arms, teeth, and bone-like spikes protruding from their upper backs. Festrogs' tendency to run on all fours has led to them gaining the moniker dog-ghouls, causing the unwary to mistake them for mindless predators.

Festrogs are in fact intelligent, stalking victims in packs and choosing hunting grounds that suit their abilities. They can often be found roaming farmlands, open forests, or wide plains, anywhere they can use their quadrupedal speed to overtake quarry. Belying their mindless appearance, festrogs use tactics similar to those of hunters with hounds: the leader of the pack often flushes prey from cover so that the victim can be brought down by the pack.

Researchers of the necromantic processes that create risen corpses have found that festrogs spawn more often from slow demises than sudden deaths. Festrogs typically animate from corpses afflicted with disease, while victims of violence are more likely to become more common undead, such as zombies. One well-documented way to create a festrog is to have scavengers feed on the dead flesh before animating it. This potentially explains why festrogs most often arise in remote areas stricken with famine and desperate predators.

Though most festrogs arise from humans and other prevalent humanoids, other creatures that die in the same circumstances can rise as festrogs. Festrogs that were once larger humanoids, such as ogres, hill giants, or trolls behave similarly to other humanoid festrogs and are simply larger and more powerful. More peculiar are the beastkin festrogs formed of quadrupedal animals, which typically have feet or hooves instead of hands, travel on all fours at all times, and have only animal intelligence. In fact, some humanoid festrogs capture and starve beastkin in hopes of the creatures rising as grotesque festrog pets.

Whispering Hounds

Since the fall of Lastwall and the creation of the Gravelands, festrogs have become more common. They prowl the edges of once-peaceful farmlands and often precede a horde of further horrors. Rumors have begun to circulate that the necromancers of the Whispering Way use these creatures as advance scouts to find vulnerable towns and sow terror. As a result, attacks that once would have been dismissed as the predation of wolf packs now evoke a much greater degree of panic.

Festrog — Creature 1

MEDIUM UNDEAD

Perception +6; darkvision
Languages Common
Skills Acrobatics +5, Athletics +6, Stealth +7, Survival +5
Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

AC 15; **Fort** +7, **Ref** +7, **Will** +6
HP 25, void healing (page 363); **Immunities** bleed, death effects, disease, paralyzed, poison, sleep, unconscious
Diseased Pustules (disease, poison) Whenever the festrog takes piercing or slashing damage, creatures adjacent to the festrog take 1d4 poison damage (DC 14 basic Reflex save).

Speed 30 feet
Melee ❖ jaws +9, **Damage** 1d6+4 piercing
Melee ❖ claw +9 (agile), **Damage** 1d4+4 slashing plus Grab (page 361)
Feast ❖ (manipulate) **Requirements** The festrog's last action was a jaws Strike that damaged a living creature; **Effect** The festrog tears into the creature's flesh and gulps it down voraciously, dealing 1d4 slashing damage to the creature and gaining temporary Hit Points equal to the damage dealt. These temporary HP last for 1 minute.
On All Fours ❖ **Requirements** The festrog has nothing in their hands; **Effect** The festrog Strides with a +10-foot circumstance bonus to their Speed.





Masters of Adaptation

Kayals understand that many cultures in the Universe view them with suspicion or even fear, and they take pains to adapt to cultures with which they seek to establish trade. Unfortunately, kayals' mastery at cultural adaptation can often backfire, leading to fears that the so-called "fetchlings" are an invading force that seeks to duplicate and replace those with whom they merely wish to do business.

Fetchling

The people known today as fetchlings are a distinct ancestry descended from generations of humans who became trapped ages ago on the Netherworld. No longer human at all, these people, who call themselves kayals, have become monochromatic in coloration, with flesh tones and hair colors varying between white, black, and all shades of gray. Their limbs are lithe and willowy, and their eyes are generally solid yellow, yellow-green, or white, though a rare few have a purple or blue glow.

Fetchlings have developed their own complex societies in the Netherworld, often under the tolerance of or in servitude to the strange, malignant creatures there, such as sinister velstracs or enigmatic d'ziriaks. While individual fetchlings have their own morals and codes, they are all survivors in a harsh environment, which leads to a tendency toward pragmatism. Fetchling clothing mimics the regions they dwell in, with drab colors tending toward darker shades. When they trade with humans or other societies in the Universe, they often wear masks or concealing clothing to hide their appearance.

Typical fetchling communities are insular and swiftly close ranks in the event of an intruder. Though individual fetchlings don't mind traveling to and blending in with other societies to facilitate trade, they often hide or even react defensively if they have their own visitors. When one considers the nature of the other denizens of the Netherworld, however, this tendency to assume the worst of interlopers might make sense. Fetchling communities in the Universe are rare, but do exist in small pockets. These communities tend to be somewhat more open than those in the Netherworld. Many fetchling adventurers originate from these enclaves, as the curiosity to see the world beyond the shadows is often a difficult one to sate.

Fetchling Scout

Fetchling scouts patrol the outskirts of their communities, looking for any possible threats.



FETCHLING SCOUT **CREATURE 1**

MEDIUM FETCHLING HUMANOID SHADOW

Perception +5; darkvision

Languages Common, Shadowtongue

Skills Acrobatics +7, Athletics +4, Deception +5, Diplomacy +5, Society +3, Stealth +7, Thievery +7

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

Items chain shirt, dagger

AC 16; **Fort** +5, **Ref** +9, **Will** +5

HP 20

Shadow Blending When the fetchling scout is concealed as a result of dim light, the flat check to target them has a DC of 7, not 5.

Speed 25 feet

Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Ranged ❖ dagger +9 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Occult Innate Spells DC 15; **1st** *illusory disguise*

Shadow Stride ❖ (illusion, occult, shadow) **Requirements** The fetchling is in dim light; **Effect** The fetchling Strides. They have a +10-foot status bonus to their Speed during this Stride. The DC from shadow blending increases to 11 during this Stride, and the fetchling remains concealed by dim light until the end of the movement, even if they leave dim light during the Stride.

Sneak Attack The fetchling scout's Strikes deal an additional 1d6 precision damage to off-guard creatures.

Fly

Giant flies are pony-sized insects that have massive compound eyes and bodies bristling with short, stiff hairs. Their lairs are notorious for the rotting meat they stockpile to lay their eggs in. Their maggot dens are also prime breeding grounds for virulent diseases.

Giant Maggot

Giant flies lay their eggs on the bodies of larger monsters or livestock. When they hatch, these eggs release squirming maggots the size of humans, ravenous young who voraciously consume any flesh in the immediate vicinity—typically starting with the body upon which they were born.

GIANT MAGGOT — CREATURE 0

MEDIUM ANIMAL

Perception +3; no vision, tremorsense 30 feet (page 362)
Skills Athletics +6
Str +2, **Dex** –1, **Con** +3, **Int** –5, **Wis** +1, **Cha** –5

AC 13; **Fort** +9, **Ref** +3, **Will** +3
HP 15; **Immunities** visual
Regurgitation ↷ **Trigger** The giant maggot takes damage; **Effect** The giant maggot regurgitates its rancid, foul meal. All creatures in a 5-foot emanation must succeed at a DC 16 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). The giant maggot can't use Regurgitation again until it spends at least an hour feeding on a corpse.

Speed 10 feet
Melee ❖ mandibles +6, **Damage** 1d8+2 piercing plus Grab (page 361)
Gnaw Flesh ❖ **Requirements** The giant maggot has grabbed a creature; **Effect** The giant maggot deals 1d8+2 slashing damage to the grabbed creature as it chews the creature's flesh (DC 16 basic Reflex save).

Giant Fly

This massive fly's twitching limbs seem to never stop moving as it constantly cleans itself and scoops anything edible into its mouthparts. While primarily carrion eaters, giant flies sometimes prey on livestock or other animals too slow to get away. They are not particularly dangerous, and are mostly reviled due to their obnoxious droning and habit of spreading disease.

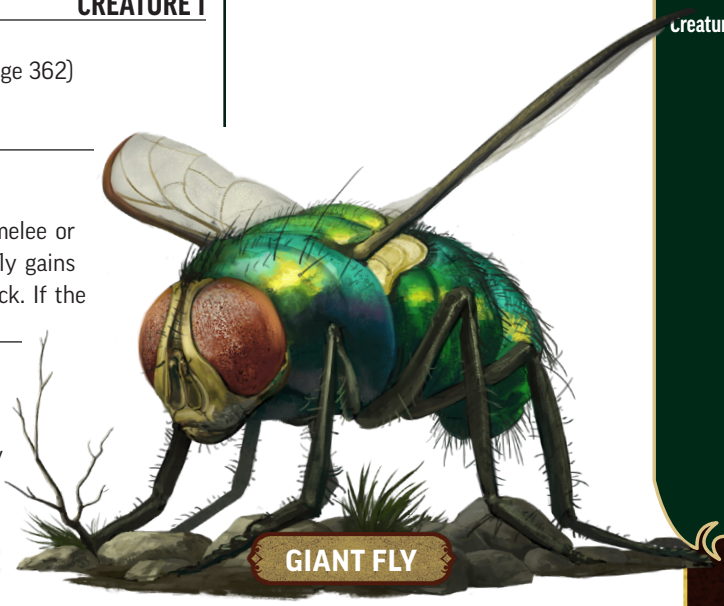
GIANT FLY — CREATURE 1

MEDIUM ANIMAL

Perception +8; darkvision, tremorsense (imprecise) 30 feet (page 362)
Skills Acrobatics +7, Athletics +6
Str +3, **Dex** +4, **Con** +3, **Int** –5, **Wis** +3, **Cha** –5

AC 16; **Fort** +6, **Ref** +9, **Will** +6
HP 20
Avoid the Swat ↷ **Trigger** The giant fly is targeted with a melee or ranged attack by an attacker it can see; **Effect** The giant fly gains a +2 circumstance bonus to AC against the triggering attack. If the attack misses, the giant insect can Fly up to its fly Speed.

Speed 20 feet, climb 20 feet, fly 40 feet
Melee ❖ mandibles +8, **Damage** 1d6+3 piercing plus fly pox
Fly Pox (disease, virulent) A giant fly could carry any disease, but most transmit a virulent but not fatal infection called fly pox with their bite; **Saving Throw** DC 16 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3 (1 day); **Stage 5** enfeebled 2 and fatigued (1 day)


GIANT FLY



FLY SPECIES

The giant fly presented here is but the most common of these unsettlingly oversized pests. Others can grow much larger, such as the blood-drinking glutton fly, the highly toxic and foul-smelling blight fly, and the immensely bloated plague fly—a nauseating creature ironically incapable of flight that fattens itself on undead flesh and carries a host of awful diseases.

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Frog Species

While all frogs are amphibious, some frogs spend more of their time out of the water. Even those usually found near lakes and streams are adapted for climbing. You can add variety to frog encounters by replacing a frog's swim Speed with a climb Speed (or even allowing it to have both). Likewise, for frogs that are poisonous or venomous, the specific effects of their toxin can vary by species, with exposure to some frog poison causing a creature to become clumsy or stupefied instead of enfeebled.

Frog

Frogs that are poisonous or grow to monstrous size can be a menace to adventurers.

Spear Frog

The spear frog is named for its toxin, which is traditionally used to envenom thrown projectiles like spears and daggers.

SPEAR FROG — CREATURE 0

TINY ANIMAL

Perception +6; low-light vision

Skills Acrobatics +5, Athletics +0 (+6 to Climb, High Jump, Long Jump, and Swim)

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

AC 14; **Fort** +5, **Ref** +7, **Will** +6

HP 12

Toxic Skin Anytime a creature touches the spear frog or an adjacent creature Strikes the spear frog with a melee attack, that creature is exposed to spear frog venom.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ❖ jaws +7 (agile, finesse), **Damage** 1d6 piercing plus spear frog venom

Spear Frog Venom (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Sticky Feet Spear frogs are not off-guard when Balancing on a narrow surface, and they gain a +4 circumstance bonus to Reflex saves to avoid falling.

Spear Frog Poison

A single spear frog yields enough toxin to Craft 1 dose of spear frog poison.

SPEAR FROG POISON — ITEM 1

ALCHEMICAL CONSUMABLE INJURY POISON

Price 3 gp

Usage held in 2 hands; **Bulk** L

Activation ❖❖ (manipulate)

Saving Throw DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Giant Frog

Giant frogs can grow up to 6 feet long and weigh over 200 pounds, with rows of razor-sharp teeth lining their gaping mouths.

GIANT FROG — CREATURE 1

MEDIUM ANIMAL

Perception +7; low-light vision

Skills Acrobatics +5, Athletics +6 (+10 to High Jump or Long Jump), Stealth +7

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

AC 15; **Fort** +8, **Ref** +7, **Will** +5

HP 30

Speed 25 feet, swim 25 feet

Melee ❖ jaws +8, **Damage** 1d6+3 piercing plus Grab (page 361)

Melee ❖ tongue +8 (reach 15 feet), **Effect** tongue grab

Sticky Feet As spear frog.

Tongue Grab A creature hit by the giant frog's tongue becomes grabbed by the giant frog. The creature isn't immobilized, but it can't move beyond the reach of the frog's tongue. A creature can sever the tongue with a Strike against AC 13 that deals at least 2 slashing damage. This deals no damage to the frog but prevents it from using its tongue Strike until it regrows its tongue, which takes a week.



Garuda

Garudas are winged humanoids created to serve holy gods and other powerful celestial beings. Originally born among the celestial planes, garudas eventually spread beyond, with many making their way to the mortal Universe. As divine servants, garudas' primary roles are as protectors, defending holy sites and important divine figures like high priests.

The most important role a garuda serves is as a means of transportation. The first garudas served as mounts for the gods, carrying them across the heavens and into combat. This tradition continues today, with garudas willingly serving as mounts for champions, clerics, and other divine chosen. On occasion, a god will request a garuda track down one of the god's followers. The garuda declares their servitude to the follower, acting as a guardian and transport for as long as the god decrees.

GARUDA — CREATURE 9

MEDIUM CELESTIAL HOLY

Perception +20; darkvision

Languages Common, Empyrean, Vudrani, plus two others; speaker of the skies

Skills Acrobatics +19, Athletics +21, Diplomacy +19, Intimidation +17, Religion +19

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

Speaker of the Skies A garuda can speak with any type of bird.

Vehicle of the Gods Garudas were created to serve as transport for other beings. A holy creature can ride the garuda by using the Mount action to move onto them. Unlike the normal rules for riding other creatures, both the garuda and the rider continue to receive all 3 of their actions each turn, and the garuda's rider can be Medium or smaller. A garuda can have only a single rider at a time. The garuda can choose to allow a non-holy (but not an unholy) creature to ride them, but generally only does so in specific circumstances.

AC 27; **Fort** +20, **Ref** +19, **Will** +16

HP 160; **Weaknesses** unholy 10; **Resistances** 10

Speed 25 feet, fly 60 feet

Melee ❖ beak +21 (holy, magical), **Damage** 2d10+9 piercing plus 1d6 fire

Melee ❖ talon +21 (agile, finesse, holy, magical), **Damage** 2d8+9 bludgeoning plus 1d6 fire and Grab (page 361)

Ranged ❖ sun beam +19 (fire, magical, holy, range 100 feet), **Damage** 2d10 fire plus 2d6 spirit

Divine Innate Spells DC 25, attack +18; **4th** *blazing bolt*, *holy light*, *translocate*; **3rd** *haste*

Celestial Meteor (divine, fire, move) ❖❖❖ **Requirements** The garuda doesn't have a rider; **Effect** The garuda Flies straight up and then comes crashing down toward the ground, landing in an unoccupied space within 30 feet. As the garuda lands, a burst of solar flames erupts from them, dealing 5d6 fire damage to all creatures in a 10-foot emanation (DC 28 basic Reflex save). If the garuda lands adjacent to a creature, they can attempt to Grapple that creature. On a success or critical success, the garuda can then Fly up to 30 feet with the creature.

Divine Grasp When a garuda moves, they can bring grabbed creatures along with them.

Raise by the Sun ❖❖ or ❖❖❖ **Requirements** The garuda doesn't have a rider; **Effect** The garuda Flies and picks up a willing creature at any point during the flight, who then begins riding the garuda, and then the garuda continues their Fly action. If the garuda uses three actions, they can instead Fly twice. At any point during the garuda's movement, the rider can use a reaction to attempt a Strike with a ranged weapon.

SUN-BORNE SERVANTS

According to the old tales, the first garudas were born from celestial eggs kept warm within the heart of the sun. These eggs incubated for hundreds of years. Most of the eggs hatched at different times, revealing a number of different celestial creatures, but the last clutch of eggs remained, waiting patiently until ordered to open. Once one hundred and eight lifetimes passed, the gods returned to the sun and bid the garudas be born. Seeing as they were obedient even before their birth, the gods made garudas their blessed servants.



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Unremembered, Unmourned

A ghost is driven by an all-consuming need, connected to their death but often unclear to the ghost themself. Fragments of their previous life still bind to the ghost's identity, but they become shrouded or twisted in service of the ghost's death energy. They pull the ghost toward committing horrific and vengeful acts, like invisible marionette strings clutched by a sinister force. This disconnect means the ghost is rarely helpful to those who hope to set it to rest, forcing them to seek out clues from the environment or other creatures' recollections. Even a hungry ghost, compelled to commit good deeds, is helpless to keep control against their need to feed.



HUNGRY GHOST

Ghost

Tethered to the world after death by powerful emotions that haven't been resolved, ghosts haunt the living as sad echoes of their former selves. Rules for creating a ghost start on page 160 of *Monster Core*.

Hungry Ghost

Hungry ghosts arise from those who didn't receive proper burials or whose graves were neglected. They are not bound to a site or item but are compelled to see opportunities to commit good deeds in hopes of gaining favors that can aid them in achieving a final rest. Their need to feed on living energy often conflicts with this goal, however.

HUNGRY GHOST — CREATURE 6

MEDIUM | GHOST | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

Perception +13; darkvision

Languages Common, Necril; one other language

Skills Deception +14, Diplomacy +14, Ghost Lore +18, Religion +15

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

Living Visage While they have more than 30 HP, the hungry ghost appears to be a living creature. They have an automatic result of 34 on Deception checks and DCs to conceal their undead status and can Feed on the Living covertly (below).

Ravenous Undoing In each 24-hour period, the hungry ghost must use Feed on the Living to consume 30 HP (any HP the ghost would gain count toward this total, even if the ghost has enough HP that they don't actually regain the full amount). If the ghost hasn't consumed enough HP, they mindlessly and recklessly feed on any living creature they come across until satiated.

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

HP 60, rejuvenation, void healing (page 363); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)

Rejuvenation (divine) When a hungry ghost is destroyed, they reform after 2d4 days fully healed at the location where they were last destroyed. They're only permanently destroyed when they have been given a proper burial, have had their grave cleaned and maintained for at least a year, or have been judged to be redeemed by Pharasma.

Speed fly 25 feet

Melee ❖ ghostly touch +17 (agile, finesse, magical, unarmed), **Damage** 2d8+4 void

Feed on the Living ❖❖ (divine, void) The hungry ghost touches a living creature in reach to steal its life force. If the ghost is in their living visage, they can disguise Feed on the Living as a benign touch and delay the effects for up to 1 minute while keeping the target unaware of the effect. A creature can be affected by only one delayed Feed on the Living at a time, and if the ghost loses their living visage during that minute, the delayed effect is lost.

When Feed on the Living takes effect, the target takes 2d8+4 void damage, depending on the result of its DC 24 Fortitude save.

Critical Success The target's life energy overpowers the ghost. The hungry ghost takes 5 vitality damage, and the target is unaffected.

Success The target takes half damage, and the hungry ghost regains HP equal to the damage dealt.

Failure The target takes full damage and is enfeebled 1 for 1 minute, and the hungry ghost regains HP equal to the damage dealt.

Critical Failure The target takes double damage and is enfeebled 2 for 1 minute, and the hungry ghost regains HP equal to the damage dealt.

Ghostly Mob

When a horrific tragedy results in mass death, the restless spirits of the numerous dead might arise as a ghostly mob. Like other ghosts, ghostly mobs are often unaware they're dead. The spirits trapped within the mob can try to carry out a semblance of their former lives, even though their memories are fragmentary and their forms are insubstantial. This fragmented memory revolves around their last moments in that location, which compels the ghosts to instinctually play out these last moments, sometimes ranging from a few minutes to entire days' worth of time. When one or more of the members of a ghostly mob are forced to confront their undead nature, the spirits lash out in pain and violence.

GHOSTLY MOB — CREATURE 8

UNCOMMON | GARGANTUAN | GHOST | INCORPOREAL | TROOP | UNDEAD | UNHOLY

Perception +16; darkvision

Languages Common, Necril

Skills Acrobatics +16, Dwelling Lore +16 (applies to the place the mob is bound to), Stealth +18

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

Site Bound A ghostly mob can stray no farther than 240 feet from where its members were killed.

AC 25; **Fort** +15, **Ref** +14, **Will** +18

HP 105 (4 segments), rejuvenation, void healing (page 363); **Thresholds** 70 (3 segments), 35 (2 segments); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** area damage 8, splash damage 8; **Resistances** all damage 10 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)

Rejuvenation (divine) When a ghostly mob is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghostly mob can be permanently destroyed only if someone sets right whatever prevents the troop from resting.

Troop Defenses (page 362)

Speed fly 25 feet; troop movement (page 363)

Clutching Hands ❖ to ❖❖❖ **Frequency** once per round; **Effect** The troop attacks enemies in a 5-foot emanation, with a DC 23 basic Reflex save. The damage depends on the number of actions.
- ❖ 1d6+3 void damage
- ❖❖ 3d6+6 void damage
- ❖❖❖ 4d6+9 void damage

Frightful Chorus ❖❖ (auditory, divine, emotion, fear, mental) The ghostly mob howls in anguish, sharing the pain of their death with any living creature that can hear them. This painful wailing forces each living creature in a 30-foot emanation to attempt a DC 26 Will save or become frightened 2 (frightened 3 on a critical failure). Regardless of the save result, the creature is then temporarily immune to the troop's Frightful Chorus for 1 minute.

ECHOES OF TRAGEDY

The specific tragedy that created a ghostly mob might alter its abilities. For example, a ghostly mob spawned from a fire might have Burning Grasp rather than Clutching Hands, which deals fire damage instead of void damage. A ghostly mob created in an earthquake might have Earthshaking Chorus rather than Frightful Chorus, which causes living victims to be slowed for 1 round rather than frightened.



GHOSTLY MOB

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CAVE GIANT ALLIES

A lucky cave giant might manage to capture and tame a giant reptile, such as a monitor lizard or giant salamander, to serve as a maltreated pet or guard beast. These reptiles are often abused by their cruel keepers, learning to react toward all humanoids with fear and violence.

GIANT

Spread across the world, giants are as diverse as the isolated places they inhabit. A giant makes a big impression on the local environment, especially on smaller and weaker creatures.

Cave Giant

Cave giants are the vicious loners of the giant world. Even other giantkin mostly find cave giants too brutal and antisocial to form alliances with. For their part, cave giants—garbed in stinking hides festooned with the rotting skulls of their victims—seem ambivalent about their foul reputation.

CAVE GIANT — CREATURE 6

LARGE GIANT HUMANOID

Perception +15; darkvision
Languages Common, Jotun
Skills Athletics +18, Intimidation +14
Str +6, **Dex** +3, **Con** +5, **Int** –2, **Wis** +3, **Cha** +2
Items +1 *greataxe*, hide armor

AC 23; **Fort** +17, **Ref** +13, **Will** +11
HP 110

Speed 35 feet
Melee ❖ *greataxe* +18 (magical, reach 10 feet, sweep), **Damage** 1d12+9 slashing
Melee ❖ fist +18 (agile, reach 10 feet, unarmed), **Damage** 1d8+9 bludgeoning
Ranged ❖ rock +16 (brutal, range increment 120 feet), **Damage** 2d6+10 bludgeoning
Forceful Fracture ❖❖ **Requirements** The cave giant is within reach of any kind of stone; **Effect** The cave giant pounds their fist into the nearby stone, fracturing it into chunks to hurl at other creatures. The giant then makes two ranged rock Strikes, each targeting a separate creature. Both attacks count toward their multiple attack penalty, but the penalty doesn't increase until after they've made both attacks.
Smear ❖❖ (attack) **Requirements** The cave giant is within reach of a creature that is adjacent to a wall or other solid vertical surface; **Effect** The cave giant snags the creature and smashes it against the wall. The giant attempts an Athletics check against the target's Reflex DC. On a success, the cave giant Grabs the creature and smears it along the nearby wall, dealing 2d8+8 bludgeoning damage. On a critical success, the damage is doubled.



CAVE GIANT

Desert Giant

Desert giants are nomadic humanoids who have dwelled in the world's most arid regions since time immemorial. Smaller peoples know that desert giants are the undisputed masters of desert living. Desert giants' strong cultural traditions play a large part in their ability to prosper in such harsh environs. Desert giant elders encourage their descendants to maintain abstemious lifestyles, particularly with regard to the consumption of food and drink. Most desert giants follow a simple vegetarian diet and maintain an incredible internal map of their home region's seasonal waterways and oases.

Desert giants stand 15 feet tall, tending toward lean physiques that are ideal for traveling across vast expanses of sand for long sojourns.

DESERT GIANT — CREATURE 9

LARGE GIANT HUMANOID

Perception +19
Languages Common, Jotun
Skills Acrobatics +21, Desert Lore +18, Intimidation +15, Survival +19
Str +6, **Dex** +6, **Con** +5, **Int** +3, **Wis** +4, **Cha** +0
Items *doubling rings*, leather armor, scimitar, *+1 striking scimitar*

AC 27; **Fort** +18, **Ref** +21, **Will** +15
HP 185

Speed 40 feet
Melee ❖ *scimitar* +21 (forceful, magical, reach 10 feet, sweep), **Damage** 2d6+12 slashing
Ranged ❖ rock +19 (brutal, range increment 120 feet), **Damage** 2d8+12 bludgeoning
Sand Spin ❖ **Requirements** The desert giant is standing in sandy terrain; **Effect** The desert giant spins around and stirs up loose sand in a 10-foot emanation. Until the beginning of the giant's next turn, creatures in the area are concealed, and other creatures are concealed to them.
Sandwalking Desert giants have adapted to the loose sands of the desert and can move across them with ease. Desert giants ignore non-magical difficult terrain and uneven ground caused by sand.
Scimitar Blitz ❖❖ The desert giant Strides up to their Speed, Striking once with each of their scimitars at any point during the movement.

OASIS PROTECTORS

Keenly aware of their native environs' fragile ecosystem, desert giants fiercely protect their favorite watering holes and ancestral oases from newcomers who might despoil the local flora or chase away scarce fauna. Anyone who convinces them they mean no harm is welcomed, and there are tales of them aiding those hurt by the harshness of the desert.

Ash Giant

Rugged and covered in pustules and sores from wandering harsh wastelands, ash giants dwell in the unwelcoming wilderness. Their lives are difficult, hardening them into utterly vicious, capricious, and cruel creatures. Their sadistic sense of humor and love for pranks makes them hated by almost all humanoids they encounter. Despite being crass and rough, ash giants are survivors above all, and they use their ingenuity to craft weapons, traps, harnesses for mounts, and tools. If the aim is cruelty, brutality, or a prank, an ash giant will find a way to craft the tools they need. Piggy clods are a favorite construction—contraptions of scrap iron and other metals rigged into a ball that explodes on impact.

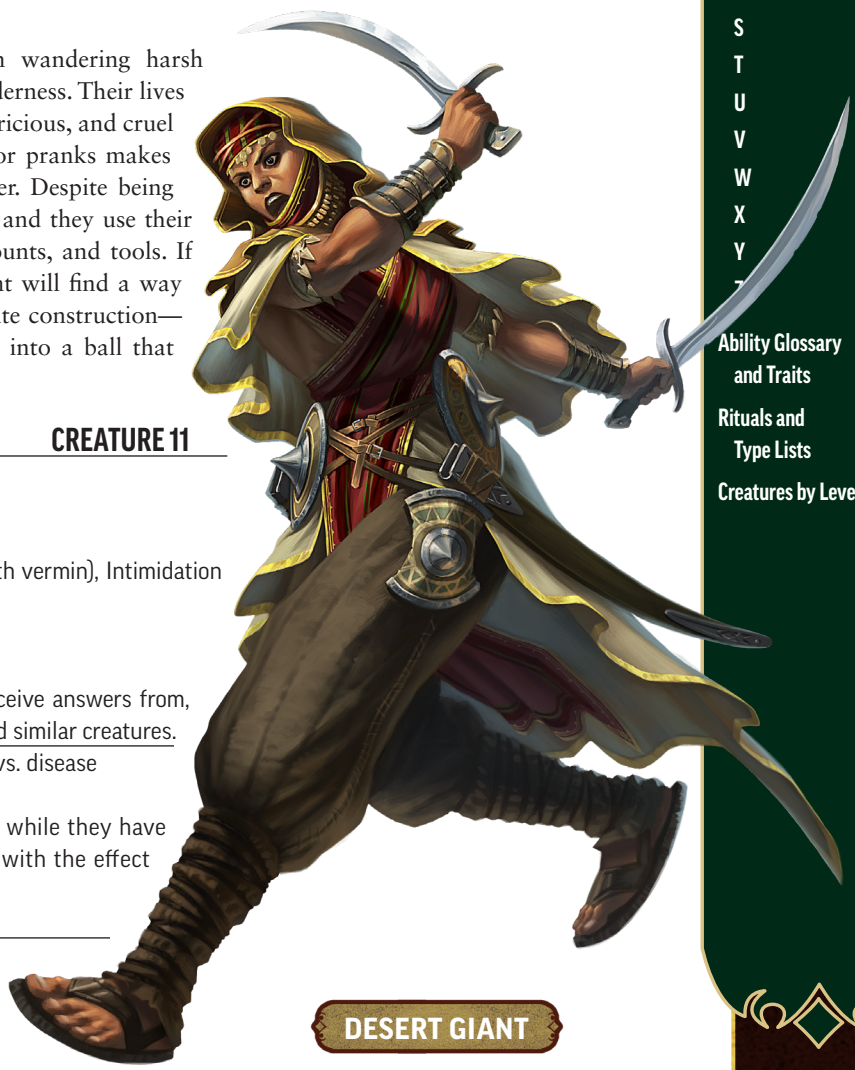
ASH GIANT — CREATURE 11

LARGE GIANT HUMANOID

Perception +21; low-light vision
Languages Common, Jotun
Skills Athletics +24, Crafting +16, Diplomacy +16 (+17 with vermin), Intimidation +21, Survival +21
Str +7, **Dex** +3, **Con** +6, **Int** –1, **Wis** +4, **Cha** –2
Items piggy clod (6), *+1 striking war flail*
Vermin Empathy The ash giant can ask questions of, receive answers from, and use the Diplomacy skill with insects, arachnids, and similar creatures.

AC 30; **Fort** +23, **Ref** +18, **Will** +21; +2 status to all saves vs. disease
HP 240
Tumor Pop When the ash giant takes piercing damage while they have a swollen tumor, the tumor explodes automatically, with the effect of Blastboil.
Reactive Strike ↷ (page 361)

Speed 30 feet
Melee ❖ *war flail* +25 (disarm, magical, reach 10 feet, sweep, trip), **Damage** 2d10+13 bludgeoning plus Gore Grinder



DESERT GIANT

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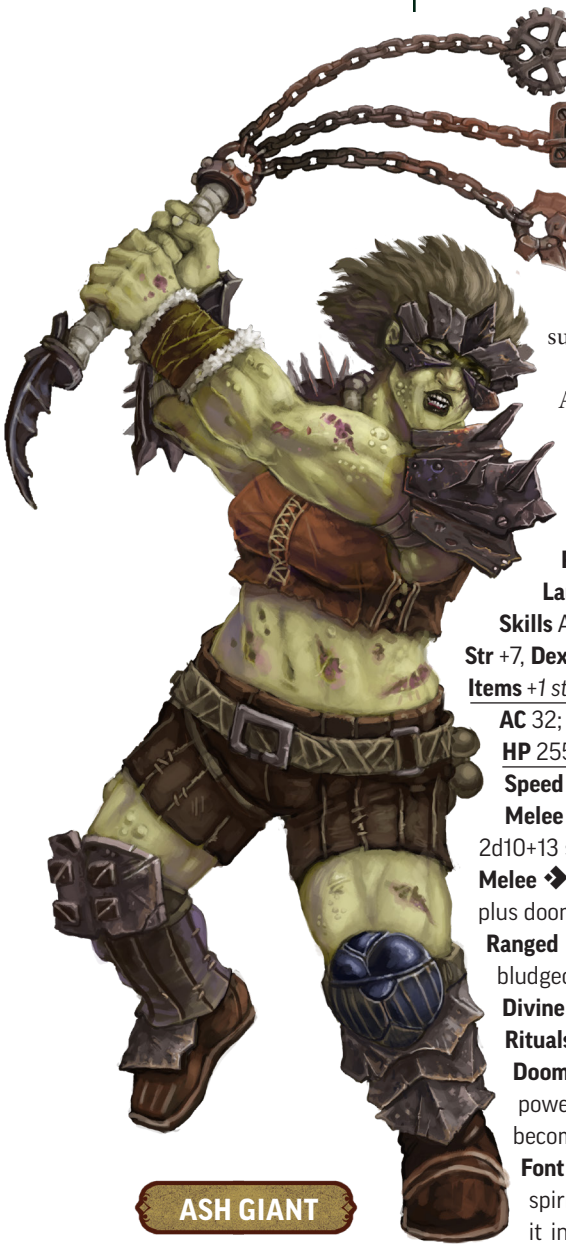
CHITINOUS CHARIOTS

Ash giants ride giant insects and other vermin to battle. They especially love to cover their mounts' exoskeletons with metal harnesses, armor plates, and jagged spikes added just for sadism's sake. Mounts they use frequently include the ankhrav hive mother (*Monster Core* 20) and deadly mantis (*Monster Core* 229). Smaller creatures, including the narrik (page 233) and the shriezyx (page 286), are harnessed into teams to pull forward their roving mechanisms of war.

Melee ❖ fist +24 (agile, reach 10 feet, unarmed), **Damage** 2d4+13 bludgeoning
Ranged ❖ piggy clod +24 (brutal, thrown 40 feet), **Damage** 2d8+7 slashing plus 5 slashing splash damage
Blastboil ❖ The ash giant pops one of the massive, swollen pustules on their body. Each creature in a 15-foot cone takes 5d8 poison damage with a DC 29 basic Reflex save. A creature that fails its save is also sickened 1 (or sickened 2 on a critical failure). This ability and tumor pop can't be used again until another tumor swells to a suitable size in 1d4 rounds.
Gore Grinder ❖ **Requirements** The ash giant's last action was a successful war flail Strike; **Effect** The ash giant wraps the chain of the flail around the target and grinds its flesh. The creature takes 2d10 slashing damage and 2d8 persistent bleed damage with a DC 30 basic Fortitude save.
Tangle-Topple ❖❖ The ash giant makes a piggy clod Strike. If it hits, the target is tangled in ragged scrap. It's immobilized, can't leave the ground, and falls to the ground if it's flying. This ends if the creature Escapes or the metal is Forced Open (DC 28).



ASH GIANT

Tomb Giant

Masters of mausoleums and keepers of crypts, the dread creatures called tomb giants are anathema to all living beings, but especially so to other types of giants. Long ago, so the legends say, tomb giants sold their souls in exchange for unfathomable power over the undead. Tomb giants construct massive gothic settlements in haunted valleys and on forsaken hillsides, far enough away from the societies of smaller people that they remain relatively undisturbed, but close enough that they can raid the graveyards of nearby villages with impunity. Elder tomb giants enjoy the thrill of subduing, slaying, and reanimating their fellow giants.

A tomb giant views its mortal life as only one part of its existence. After death, most tomb giants are reanimated as undead, who then continue to practice their necromantic arts.

TOMB GIANT — CREATURE 12

LARGE GIANT HUMANOID

Perception +25; darkvision, lifesense (imprecise) 60 feet (page 361)
Languages Common, Jotun, Necril
Skills Athletics +25, Medicine +25, Occultism +23, Religion +25, Stealth +21
Str +7, **Dex** +3, **Con** +6, **Int** +3, **Wis** +7, **Cha** +4
Items *+1 striking scythe*, black onyx gems worth 300 gp

AC 32; **Fort** +22, **Ref** +19, **Will** +25
HP 255, void healing (page 363); **Immunities** death effects

Speed 30 feet
Melee ❖ *scythe* +27 (deadly d10, magical, reach 10 feet, trip), **Damage** 2d10+13 slashing
Melee ❖ claw +26 (agile, reach 10 feet, unarmed), **Damage** 3d6+13 slashing plus dooming touch
Ranged ❖ rock +24 (brutal, range increment 120 feet), **Damage** 3d8+13 bludgeoning
Divine Innate Spells DC 32; **5th** *bind undead* (×3), *harm* (×3)
Rituals DC 32; *create undead*
Dooming Touch (divine, void) The tomb giant's claws carry the accursed power of their foul gods. A creature hit by the tomb giant's claw Strike becomes doomed 1.
Font of Death ❖❖❖ (concentrate, unholy, void) The tomb giant turns the spiritual tide on a creature that has just died, temporarily transforming it into a volatile vessel powered by the Void. The tomb giant touches a

creature that died within the past 24 hours, infusing its flesh and bone with void energy. Once during the next hour, the tomb giant can spend a single action (from any distance) to release this void from the corpse in an explosion that deals 10d8 void damage in a 15-foot burst (DC 32 basic Fortitude save); if not released before the end of the hour, the energy dissipates harmlessly. The tomb giant can't use Font of Death while a previous corpse remains infused.

Tide Giant

On secluded beaches where the waves lap across pristine, untouched sands, tide giants dwell in solitude at the shore. They aim to live in quiet serenity, appreciating the beauty that surrounds them. Tide giants thrive on lounging on the sand, living slow while taking in the sights, sounds, and smells of the shore, all while enjoying bowls of juice and rum. Many live by the philosophy that their precious and sacred connection to the magic of the sea is deepened by enjoying the water, such as by watching the sun reflect off the waves cresting the shore. Interruptions, trespassers, and other surprises upset tide giants' calm massively, turning their placid attitude into an enraged hurricane.

TIDE GIANT — CREATURE 13

LARGE | AMPHIBIOUS | GIANT | HUMANOID | WATER

Perception +21; low-light vision
Languages Common, Jotun
Skills Athletics +27, Nature +21, Survival +23
Str +8, **Dex** +6, **Con** +6, **Int** +0, **Wis** +4, **Cha** +2
Items *+1 striking returning trident*

AC 33; **Fort** +23, **Ref** +25, **Will** +21
HP 250; **Resistances** fire 10

Cloak of High Tide (aura, primal, water) 10 feet. Elemental water magic ebbs and flows into a tide giant. At the start of each of the giant's turns in combat, their cloak of high tide automatically activates if it's inactive or ends if it's already active. Any creature other than a tide giant that enters or starts its turn in the aura while it's active regains 5 HP; this is a healing vitality effect, and a creature can benefit from it only once per round. When active, the cloak appears as a magical, flowing cloak of seafoam that billows from the tidal giant's shoulders and the back of their limbs. The cloak is inactive when the tide giant isn't in combat.

Speed 30 feet, swim 50 feet
Melee ❖ *trident* +28 (magical, reach 10 feet), **Damage** 2d8+14 piercing
Melee ❖ fist +27 (agile, nonlethal, reach 10 feet, unarmed), **Damage** 2d4+14 bludgeoning
Ranged ❖ *trident* +26 (magical, thrown 20 feet), **Damage** 2d8+14 piercing
Primal Innate Spells DC 33; **5th** *control water*
Blood Tide ❖❖ (primal, water) The tide giant Swims, or Swims twice if their cloak of high tide is active. Holding out their trident, they slash those they pass, dealing 2d8 piercing damage and 2d6 persistent bleed damage (DC 24 basic Reflex save) to each enemy the giant moves within 10 feet of during their movement. Each creature can be affected only once during a single use of Blood Tide.
Tine and Tide ❖❖ (primal, water) A wave blasts from the giant's trident in a 15-foot cone or a 5-foot burst within 100 feet. If the giant's cloak of high tide is active, this is a 30-foot cone or a 10-foot burst. Each creature in the area takes 9d8 bludgeoning damage with a DC 33 basic Reflex save.

ON THE BEACH

Despite being able to dwell entirely underwater, tide giants favor building their homes near beaches to advantageously use land and sea as they wish. Their bungalows are open to the elements. They're also quite cluttered, with treasures that washed ashore heaped in disorganized piles of driftwood, fish skeletons, seashells, broken bottles, and more.



TIDE GIANT

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Girtablilu

Girtablilus are desert-dwelling guardians with the upper bodies of muscular humanoids and the lower bodies of massive scorpions. They are most often found defending ancient temples and religious artifacts with zealous fervor. Some believe they were created by a long-dead god millennia ago to act as guardians, but girtablilus consider the subject of their origin taboo and refuse to address the theory.

Because girtablilus accept a wide range of religions and belief systems, some outsiders believe they also worship their own ancient pantheon. In truth, girtablilus exclusively revere and protect sites dedicated to deities considered lost to civilization. In this way, they act as preservers of holy practices that have otherwise been forgotten beneath the desert's shifting sands.

Though girtablilus are used to explorers seeking entrance to the sites they defend, they might welcome those who earnestly wish to learn or offer reverence. Some even proudly share their beliefs with others, eager for the opportunity to preach to someone new. They show no mercy, however, to those who attempt to desecrate the sites and objects of their worship, or to those who would violate the tenets of their faith.

Girtablilus are skilled fighters who keep trained giant scorpions as pets, and they remain unmatched when it comes to fighting in the desert. They require relatively little food or water, and they rely on their stamina to outlast their enemies. When necessary, they can stalk their quarry for days or even weeks, coordinating with their pets to drive their prey in circles. Once exhausted, few foes can stand up to a girtablilu's physical prowess—or to their deadly venom.

Bonds of Faith

Girtablilu communities usually form around common beliefs rather than familial bonds and place greater importance on chosen family than they do blood relations. While rare, there have been cases of members of other ancestries living among girtablilu communities. When outsiders appeal to study the girtablilu's protected sites or to join one of their communities, the divine leader has the final say on who is or isn't welcome.

Girtablilu Sentry

Sentries patrol the outskirts of girtablilu communities, watching for external threats like desert drakes, stormcrown dragons, or adventuring parties set on recklessly exploring the girtablilus' sacred sites.

Girtablilu Sentry **Creature 8**

LARGE BEAST GIRTABLILU HUMANOID

Perception +18; darkvision, tremorsense (imprecise) 60 feet (page 362)

Languages Common, Girtablilu

Skills Athletics +18, Intimidation +17, Religion +16, Survival +17

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



Girtablilu Sentry

Items hide armor, *+1 striking longspear*

AC 27; **Fort** +20, **Ref** +16, **Will** +12

HP 160

Speed 40 feet

Melee ❖ *longspear* +21 (magical, reach 15 feet), **Damage** 2d8+9 piercing

Melee ❖ pincer +20 (agile, unarmed), **Damage** 2d8+9 bludgeoning plus Grab (page 361)

Melee ❖ stinger +20 (reach 10 feet, unarmed), **Damage** 2d6+9 piercing plus girtablilu venom

Constrict ❖ 2d8+6 bludgeoning, DC 24 (page 360)

Desert Passage A girtablilu ignores natural difficult terrain in the desert.

Girtablilu Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round)

Girtablilu Seer

The highest position of authority in a girtablilu community is the group's religious leader. This sacred duty requires years of study, meditation, and dedication to awaken a mystical font of divine magic within the girtablilu. These seers ensure that every action taken by the community falls in line with even the most obscure dogma of their tradition, and they don't hesitate to turn their fury on members of their own community who violate their mandates.

GIRTABLILU SEER — CREATURE 12

LARGE BEAST GIRTABLILU HUMANOID

Perception +25; darkvision, tremorsense (imprecise) 60 feet (page 362)

Languages Common, Girtablilu

Skills Athletics +25, Intimidation +23, Religion +25, Survival +23

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

Items *+1 resilient hide armor*

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

HP 210

Divine Aegis ↷ (divine) **Trigger** The girtablilu seer attempts a saving throw against a magical effect but hasn't rolled yet; **Effect** The seer summons divine energy to protect themself at the cost of their other magical defenses. Until the start of their next turn, they gain a +1 circumstance bonus to saving throws against non-divine magical effects and a –1 circumstance penalty to saves against divine effects.

Speed 40 feet

Melee ❖ pincer +24 (agile, unarmed), **Damage** 3d8+12 bludgeoning plus Grab (page 361)

Melee ❖ stinger +24 (reach 10 feet, unarmed), **Damage** 3d6+12 piercing plus girtablilu venom

Divine Spontaneous Spells DC 33; **6th** (3 slots) *blessed boundary*, *heal*, *spirit blast*; **5th** (3 slots) *cleanse affliction*, *divine wrath*, *harm*; **4th** (3 slots) *cleanse affliction*, *outcast's curse*, *unfettered movement*; **3rd** (3 slots) *dream message*, *anointed ground*, *slow*; **2nd** (3 slots) *augury*, *calm*, *create food*; **1st** (3 slots) *cleanse cuisine*, *create water*, *sanctuary*; **Cantrips (6th)** *daze*, *detect magic*, *forbidding ward*, *guidance*, *read aura*

Constrict ❖ 3d8+6 bludgeoning, DC 30 (page 362)

Desert Passage A girtablilu ignores natural difficult terrain in the desert.

Girtablilu Venom (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round)



ALLIED GUARDIANS

As defenders of ancient sites, girtablilus often find themselves in similar territory as maftets (page 218). They also occasionally collaborate with garudas (page 159) and sometimes even with wisdom-seeking nagas (*Monster Core* 236) so long as these creatures maintain respect for the girtablilus' domains.

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Indolent Overlords

The exact nature of the relationship between goblins and goblin snakes is a matter of some contention, with some goblins viewing the creatures as minor demigods or the ascended souls of fallen heroes, and others viewing them as abominations to be destroyed on sight. A goblin snake fortunate enough to find a goblin community of the former sort usually treats its adoring followers as inferiors, if not outright servants, and expects them to ply it with regular offerings of food and valuables.

Goblin Snake

A goblin snake is a foul-smelling serpentine creature covered in greasy black scales and sporting a fanged, lipless head resembling that of a goblin.

Goblin Snake

Goblin snakes sometimes train snakes as pets or companions.

GOBLIN SNAKE **CREATURE 1**

SMALL ABERRATION GOBLIN

Perception +6; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin; snake empathy
Skills Acrobatics +7, Athletics +6, Intimidation +5, Stealth +7, Survival +4
Str +3, **Dex** +4, **Con** +2, **Int** –2, **Wis** +0, **Cha** +1
Snake Empathy (primal) A goblin snake can communicate with snakes.

AC 17; **Fort** +7, **Ref** +10, **Will** +4
HP 15
Coiled Strike ↷ As Reactive Strike (page 361), but the goblin snake can use this reaction only if it's Coiled.

Speed 25 feet, burrow 5 feet, swim 20 feet
Melee ❖ fangs +9 (finesse, unarmed), **Damage** 1d6+2 piercing
Coil ❖ The goblin snake uses an action to coil itself, increasing its reach with its fangs from 5 to 10 feet. After the goblin snake Strikes with its fangs, it becomes uncoiled.
Goblin Breath ❖❖ (olfactory, poison) The goblin snake belches a cloud of nauseating vapor in a 15-foot cone. Non-goblin creatures within the cloud must succeed at a DC 16 Fortitude save or become sickened 1. On a critical failure, a creature is also slowed 1 for as long as it is sickened. Creatures that successfully save are immune for 24 hours. The goblin snake can't use Goblin Breath again for 1d4 rounds.

Gobmob Snake

These bizarre mutant goblin snakes possess no fewer than three heads.

GOBMOB SNAKE **CREATURE 4**

UNCOMMON MEDIUM ABERRATION GOBLIN MUTANT

Perception +10; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin; snake empathy
Skills Acrobatics +12, Athletics +10, Intimidation +9, Stealth +12, Survival +8
Str +3, **Dex** +5, **Con** +2, **Int** -2, **Wis** +1, **Cha** +2
Snake Empathy As goblin snake.

AC 21; **Fort** +12, **Ref** +13, **Will** +8
HP 60
Incessant Yammering (auditory, aura, linguistic) 15 feet. A gobmob snake's heads constantly bicker and snipe at one another, annoying and distracting anyone nearby. Each non-goblin creature that begins its turn in the aura must attempt a DC 21 Will save. On a failure, it takes a –1 status penalty to Perception checks and Will saves for 1 round. On a success, it is temporarily immune for 1 minute.
Infighting Whenever a gobmob snake critically fails at an attack roll or skill check, it must succeed at a DC 5 flat check or become slowed 1 as its heads argue over which of them is to blame. An enemy can provoke an argument by attempting a DC 20 Deception check as a single action with the auditory, concentrate, linguistic, and mental traits.
Coiled Strike ↷ As goblin snake.

Speed 25 feet, burrow 5 feet, swim 20 feet
Melee ❖ fangs +14 (finesse, unarmed), **Damage** 2d6+5 piercing
Coil ❖ As goblin snake.
Goblin Breath As goblin snake, except the DC is 20.



GOBMOB SNAKE

Golem

Long ago, the priests of ancient religions mastered a technique to bring them closer to their god: the animation of clay into a living being. These clay beings, called golems, are animated by placing a piece of paper with the name of the priest's god within the golem's mouth (or, in some cases, by carving a holy word on the golem's forehead). Though they are intelligent as a result of their divine blessing, golems generally don't act unless commanded to, and they rarely have the capacity for speech, a gift the gods bestowed on their creations alone. Instead, they use their intelligence to facilitate their maker's communion with their god in divine rites unknown outside of a religion's most faithful.

In some oppressed communities, golems serve as protectors against outside violence, fighting as a last resort but aiming to defuse situations first. Other times, the golem operates as a guardian to a temple or helper to a holy person. In rare cases, golems have been known to go on rampages when they aren't allowed a day of rest every week. These rampages can be extremely destructive to the communities the golems otherwise protect, so makers must endeavor to take good care of their creations.

Golem legends are diverse and widespread across the Inner Sea region and beyond. Some tell of even stranger powers bestowed on the golem, such as the ability to summon the spirits of the dead. Golems with such abilities are undoubtedly created by the most holy of priests, attuned to their god beyond what most mortals could hope to accomplish.

Golem — Creature 8

LARGE | CONSTRUCT | EARTH | HOLY

Perception +16

Skills Athletics +20, Religion +18

Languages Common (can't speak any language)

Str +6, **Dex** +2, **Con** +5, **Int** +1, **Wis** +4, **Cha** +0

AC 25; **Fort** +19, **Ref** +12, **Will** +16

HP 170; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, sleep, spirit, unconscious, vitality, void

Day of Rest A golem needs 1 day of rest per week or it becomes uncontrollable. An uncontrollable golem is unable to cast spells, and it takes a –2 circumstance penalty to checks made using Wisdom, including Will saves. While uncontrollable, the golem loses its immunity to sleep. The golem is uncontrollable until it takes a day of rest.

Faithful A golem faithfully serves its creator as long as it's not in an uncontrollable state (see above). While the golem is faithful, it follows the commands of its creator, even to its own detriment. While the golem remains faithful to its creator, the golem can't be confused or controlled by any creature other than its creator.

Hefty Helper The golem can carry 13 Bulk before becoming encumbered and can carry a maximum Bulk of 18.

Speed 20 feet

Melee ❖ fist +20 (reach 10 feet), **Damage** 2d10+8 bludgeoning plus consecrated fists

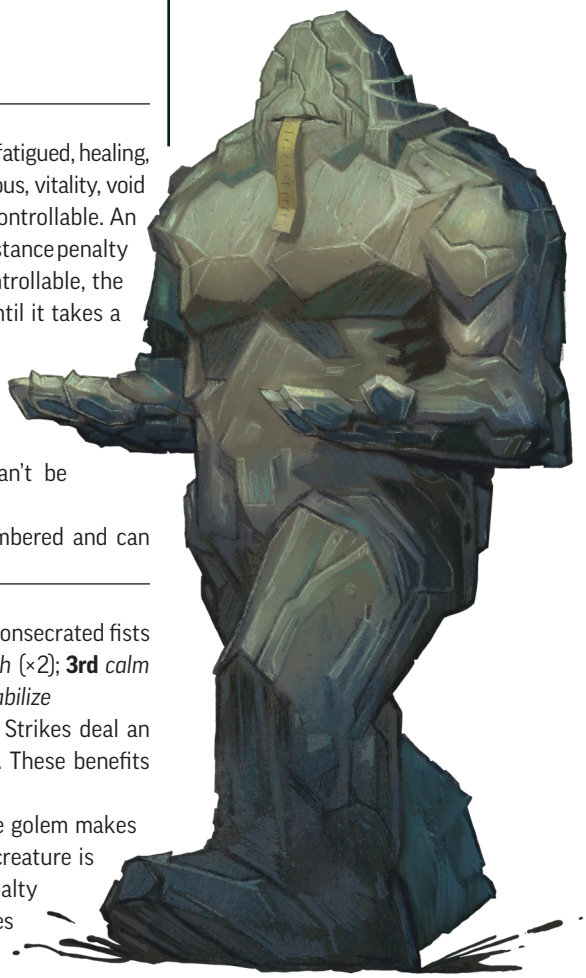
Divine Innate Spells DC 24, attack +16; **4th** *dispel magic*, *divine wrath* (×2); **3rd** *calm* (×2), *holy light* (at will); **2nd** *heal* (×4); **Cantrips (4th)** *divine lance*, *stabilize*

Consecrated Fists (divine) After the golem casts a holy spell, their Strikes deal an additional 1d8 spirit damage and gain the divine and holy traits. These benefits last until the end of the golem's next turn.

Rampage ❖❖ **Requirements** The golem is uncontrollable; **Effect** The golem makes a melee Strike against every creature in its reach, whether that creature is an ally or not. The attacks count toward its multiple attack penalty normally, but the penalty does not increase until after all the Strikes are complete.

Temple Guardians

Golems have been used to guard and assist at temples across the Inner Sea region, though they're said to have originated in northern Garund. Only followers of holy deities can create golems, most of which are given life by priests of Desna or Shelyn, or sometimes Casandalee.



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Arts of War

Graveknights don't arise from mere soldiers but from great tacticians who've won countless engagements. Often, they were once their land's mightiest general or most decorated war hero. This means graveknights don't just rush into a toe-to-toe melee. They've studied the land (often with the experienced and unrelenting gaze only the undead can bring to bear) and engineered troop movements, earthworks, and traps to ensure victory. They usually have reinforcements ready to deploy and redundant contingencies in place. Just as great strategists opine that an engagement is decided before the first blow is landed, a combat against a graveknight often feels like a desperate fight in a rapidly closing vise.

Graveknight

When a fearsome combatant falls in battle, the warrior's vengeful spirit can sometimes fuse with their armor, creating a graveknight.

Creating Graveknights

You can turn an existing, living creature into a graveknight by completing the following steps. It's best to build a graveknight from scratch, but if you don't have the time, simply apply the following template. A creature should be at least level 5 before being converted to a graveknight.

- Increase the creature's level by 1.
- Increase its attack rolls, AC, saving throws, Perception, and skills by 1, its HP by 5, and its Strike damage by 1.

Graveknight Abilities

A graveknight gains the graveknight, undead, and unholy traits. They lose any abilities that come from being a living creature and any traits that represent their life, such as human and humanoid.

Darkvision

Void Healing (page 363)

Rejuvenation (divine) When a graveknight is destroyed, their armor rebuilds their body over the course of 1d10 days—or more quickly if the armor is worn by a living host (see Graveknight Armor, page 171). If the body is destroyed before then, the process restarts. A graveknight can only be permanently destroyed by obliterating their armor (such as with *disintegrate*), transporting it to the Forge of Creation, or throwing it into the heart of a volcano.

Immunities bleed, death effects, disease, paralyzed, poison, unconscious, plus one energy type (same type as ruinous weapons).

Sacrilegious Aura (aura, divine, void) 30 feet. When a creature in the aura uses a vitality spell or ability, the graveknight automatically attempts to counteract it, with the listed counteract modifier.

Devastating Blast ◆◆ (arcane) The graveknight unleashes a 30-foot cone of energy. Creatures in the area take limited use area damage for a creature of the graveknight's level (*GM Core* 124) with a basic Reflex save based on a high DC of the graveknight's level (*GM Core* 121). The graveknight can use this ability once every 1d4 rounds. This energy damage is of the same type as that of their ruinous weapons, and Devastating Blast gains the associated trait.

Phantom Mount ◆◆◆ (arcane, summon) The graveknight summons a supernatural mount, as *marvelous mount* heightened to a rank equal to half the graveknight's level. Unlike *marvelous mount*, the steed's AC and saving throw bonuses are all 4 lower than the graveknight's, and the steed has one-third the graveknight's Hit Points (rounded down). If the steed is destroyed, the graveknight must wait 1 hour before using this ability again.

Ruinous Weapons When created, a graveknight chooses one of the following energy types that was relevant to their life or death: acid, cold, electricity, or fire. Any weapon the graveknight wields or unarmed attack the graveknight uses gains the effects of the *caustic*, *frost*, *shock*, or *flaming* weapon rune, respectively, in addition to a *+1 striking* weapon rune. If the graveknight is 14th level or higher, their weapons instead gain the effects of the greater versions of both of these runes.

Weapon Master The graveknight has access to the critical specialization effects of any weapons they wield.

Alternate Graveknight Abilities

You can create a more unusual graveknight by substituting one of their abilities (except for darkvision, void healing, rejuvenation, or immunities) with one of the following. More alternate abilities appear in the *Monster Core*.

Channel Magic ◆◆ The graveknight redirects magical energies through its armor,

allowing it to deliver magic through an attack. The graveknight Casts a Spell that takes 1 or 2 actions to cast and requires a spell attack modifier. The effects of the spell don't occur immediately but are imbued into an attack instead. The graveknight then makes a melee Strike with a weapon or unarmed attack. The spell is coupled with the attack, using the attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for the graveknight's multiple attack penalty but doesn't apply the penalty until after they've completed Channeling Magic. The graveknight can't use Channel Magic again for 1d4 rounds.

Clutching Armor ↻ (arcane) **Trigger** A creature attempts to move away from the graveknight; **Effect** The graveknight's armor animates and attempts to Grab the triggering creature. It makes an Athletics check to Grapple using the graveknight's Athletics modifier – 2. The armor can continue to Grapple the creature normally. Since the armor is grappling the creature, the graveknight doesn't need a free hand to do so.

Eager for Battle (fortune) When the graveknight rolls initiative, they roll twice and take the better result. They're quickened during their first round after rolling initiative and can use this extra action to Step, Stride, or Strike.

Empty Save for Dust The graveknight's armor contains nothing more than swirling dust that puffs out from joints in their armor. A living creature that touches or is touched by the graveknight (including one hit by the graveknight's fist Strike) must succeed at a Reflex saving throw or become contaminated with the dust. While contaminated, the targeted creature is stupefied 1 and gains weakness to the graveknight's energy damage equal to half the graveknight's level. The contamination ends after 1 minute or when the creature is doused with water, whichever occurs first.

Graveknight's Shield (arcane) The graveknight's curse extends to their shield, or the graveknight's armor uses a portion of itself to produce a shield. The graveknight has a shield that uses the statistics of a *sturdy shield* of a level no higher than the graveknight's level – 1. The shield is quasi-independent of the graveknight and automatically protects the graveknight from harm. When the shield is raised, it automatically uses Shield Block to reduce the damage of the first attack against the graveknight each round without the graveknight needing to spend their reaction to do so. The shield automatically rejuvenates with the rest of the graveknight and must be destroyed in the same manner as the graveknight's armor.

Portentous Glare (aura, divine, emotion, fear, mental, visual) 30 feet. The graveknight's visage is one of overwhelming menace. When a creature ends its turn in the aura, it must attempt a Will saving throw. A creature that fails is doomed 1 (or doomed 1 and frightened 2 on a critical failure). The graveknight can activate or deactivate the aura by using an Interact action to open or close their helmet visor.

Graveknight Armor

Wearing graveknight armor is very risky, for the graveknight's essence inevitably kills the host, transforming their flesh into the graveknight's new body. Removing the curse allows a character to remove the armor, but if they ever wear the armor again, the curse returns. If the wearer dies from another cause while wearing the armor, or if the graveknight's rejuvenation completes before the wearer dies from the curse, the wearer immediately progresses to stage 3.

Graveknight's Curse (arcane, curse) This curse affects anyone who wears a graveknight's armor for at least 1 hour; **Saving Throw** Will save; **Onset** 1 hour; **Stage 1** doomed 1 and can't remove armor (1 day); **Stage 2** doomed 2, –10-foot status penalty to Speeds, and can't remove armor (1 day); **Stage 3** dies and transforms into the armor's graveknight.

STEED ADAPTATIONS

For some graveknights, their mount is more than a projection of their desire to move quickly around a battlefield. Graveknights who make use of the Phantom Mount ability (page 170) might have the appearance, resistances, or movement of a favored mount the knight rode as a mortal, such as a nightmare's resistance to fire or a pegasus's fly Speed.



GRAVEKNIGHT CAPTAIN

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Unique Destruction

While most graveknight armors can be destroyed with the standard means of destruction, particularly powerful graveknights might have more durable armor that requires additional steps to destroy. These are usually the armors of high-level graveknights, and their destruction steps are tied to the creation of the graveknight. For example, a specific graveknight armor can't be destroyed until it's struck by a descendant of the person that originally felled the graveknight in battle before their transformation.

Graveknight Captain

Graveknight captains once proudly led squads of troops in battle.

GRAVEKNIGHT CAPTAIN **CREATURE 6**

UNCOMMON MEDIUM UNDEAD UNHOLY

Perception +14; darkvision
Languages Common, Necril
Skills Athletics +16, Intimidation +15, Survival +12, Warfare Lore +13
Str +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3
Items *+1 full plate*, *graveknight's shield* (Hardness 8, HP 64, BT 32), warhammer

AC 24 (26 with shield raised); **Fort** +16, **Ref** +14, **Will** +13
HP 90, rejuvenation, void healing (page 363); **Immunities** acid, bleed, death, disease, paralyzed, poison, unconscious
Graveknight's Shield
Reactive Strike ↻ (page 361)

Speed 25 feet
Melee ❖ *warhammer* +16 (acid, magical, shove), **Damage** 2d8+7 bludgeoning plus 1d6 acid
Melee ❖ fist +16 (acid, agile, magical), **Damage** 2d4+7 bludgeoning plus 1d6 acid
Devastating Blast ❖❖ (acid, arcane) 4d12 acid, DC 24
Graveknight's Curse DC 24
Ruinous Weapons Any weapon or unarmed attack the graveknight uses gains the effects of a *+1 striking* weapon and a *caustic* weapon rune.
Weapon Master



GRAVEKNIGHT WARMASTER

Graveknight Warmaster

Exemplars of undying violence, graveknight warmasters are devastating forces on the battlefield, able to spur allies to ever greater levels of violence.

GRAVEKNIGHT WARMASTER **CREATURE 14**

UNCOMMON MEDIUM UNDEAD UNHOLY

Perception +26; darkvision
Languages Common, Necril
Skills Athletics +28, Deception +26, Intimidation +28, Religion +24, Society +25, Warfare Lore +27
Str +8, **Dex** +4, **Con** +5, **Int** +3, **Wis** +4, **Cha** +6
Items *+1 resilient full plate*, heavy crossbow (20 bolts), war flail

AC 37; **Fort** +27, **Ref** +24, **Will** +24
HP 255, rejuvenation, void healing (page 363); **Immunities** bleed, death effects, disease, electricity, paralyzed, poison, unconscious
Hungry Armor A creature that Strikes a graveknight warmaster with a melee weapon must succeed at a DC 31 Reflex save or be disarmed of that weapon. If the creature critically fails, the weapon ends up in the graveknight's space. A creature that hits a graveknight warmaster with an unarmed attack must succeed at a DC 31 Reflex save or become grabbed by the graveknight until the end of its next turn, when it Escapes, or when the graveknight moves, whichever comes first.
Sacrilegious Aura (aura, divine, unholy) 30 feet. +23 counteract modifier
Reactive Strike ↻ (page 361)

Speed 25 feet
Melee ❖ *war flail* +29 (disarm, electricity, magical, sweep,

trip), **Damage** 3d10+14 bludgeoning plus 1d6 electricity
Melee ❖ fist +29 (agile, electricity, magical), **Damage** 3d6+14 bludgeoning plus 1d6 electricity
Ranged ❖ *heavy crossbow* +25 (electricity, magical, range increment 120 feet, reload 2), **Damage** 3d10+6 piercing plus 1d6 electricity
Devastating Blast ❖❖ (arcane, electricity) 8d12 electricity, DC 34
Exemplar of Violence ❖❖ (visual) **Frequency** once per round; **Effect** The graveknight attempts a Strike as their armor flashes with sinister power that spurs allies to violence. After the Strike, allies who can see the graveknight can use a reaction to Step or Stride, but they must end this movement in a space adjacent to an enemy. One ally of the graveknight's choice can instead use a reaction to Strike.
Graveknight's Curse DC 39
Phantom Mount ❖❖❖ (arcane) 7th rank; the steed has AC 34, Fort +23, Ref +20, Will +20, and 85 Hit Points
Ruinous Weapons Any weapon or unarmed attack the graveknight uses gains the effects of a *+1 greater striking* weapon and a *greater shock* weapon rune.
Weapon Master

Graveknight Champion

Once the servant of a deity, the graveknight champion returned as an undead after a life cut short in service to their god.

GRAVEKNIGHT CHAMPION — CREATURE 15

UNCOMMON MEDIUM UNDEAD UNHOLY

Perception +27; darkvision
Languages Common, Necril
Skills Athletics +31, Deity Lore +27, Intimidation +29, Religion +27
Str +8, **Dex** +4, **Con** +5, **Int** +2, **Wis** +4, **Cha** +6
Items composite shortbow (20 arrows), *+2 resilient full plate*, greatpick

AC 38; **Fort** +28, **Ref** +26, **Will** +25
HP 275, rejuvenation, void healing (page 363); **Immunities** bleed, death, disease, fire, paralyzed, poison, unconscious
Clutching Armor ↻
Reactive Strike ↻ (page 361)

Speed 25 feet
Melee ❖ *greatpick* +30 (fatal d12, fire, magical), **Damage** 3d10+16 slashing plus 1d6 fire
Melee ❖ fist +30 (agile, fire, magical), **Damage** 3d6+16 bludgeoning plus 1d6 fire
Ranged ❖ *composite shortbow* +28 (deadly d10, fire, magical, range increment 60 feet, reload 0), **Damage** 3d6+10 piercing plus 1d6 fire
Innate Divine Spells DC 33, attack +25; **7th** *eclipse burst*, *execute*; **6th** *fireball*, *spiritual armament*; **5th** *chilling darkness*, *divine immolation*; **4th** *fireball*; **Cantrips (7th)** *divine lance*, *light*, *shield*, *void warp*
Channel Magic ❖❖
Devastating Blast ❖❖ (arcane, fire) 9d12 fire, DC 36
Graveknight's Curse DC 40
Ruinous Weapons Any weapon or unarmed attack the graveknight uses gains the effects of a *+1 greater striking* weapon and a *greater flaming* weapon rune.
Weapon Master



GRAVEKNIGHT CHAMPION

OTHER POWERS

You can use the alternate abilities as examples to create new powers reflecting a graveknight's personality or history, or even swap out more than one power. Graveknights should be unique and memorable foes.

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Leshies and Green Men

Green men are sometimes called "leshy kings" in ancient manuscripts. Druids consider the first green men to be the original source of the rituals for creating the less-deific leshies, and possibly even arboreals and other intelligent plants. The affinity between leshies and green men is mutual. Leshies are the most likely ancestry to worship green men, and green men are particularly fond of their less-powerful kin.

Green Man

Green men are ancient, enigmatic lesser deities of the primeval forests, living embodiments of nature and plantkind. When a forest or other woodland terrain generates enough nature spirits, beings with the same sort of vital essence that embodies leshies or answers the call of a *commune*, they naturally coalesce together and apotheosize into a green man. Green men aren't concerned with all the multifarious processes of nature like Gozreh or many other nature deities. Instead, they focus nearly all their attention on the plants of their home, only concerning themselves with animals, minerals, and the like insomuch as they affect the plants. Despite their name, green men aren't necessarily male; as creatures of pure natural power, to many of them, the concept of gender holds no meaning, and to those that do, they can be of any gender.

Most green men tend to ignore animals, which to them include sapient creatures such as humans. However, green men who involve themselves in the affairs of such creatures do exist. These individuals are far more likely to attempt to spread their influence far and wide, either for good or ill. Virtuous green men provide succor to all that come within their home, not only to plants, providing wisdom like a nurturing parent. Wicked green men, however, allow rare and dangerous plants to thrive in their domains by spreading fear and devastation to all those who might threaten plant life, though they might keep a few animals around to hunt for sport.

Green Man — Creature 24

RARE MEDIUM LESHY PLANT

Perception +42; darkvision, plantsense 60 feet

Languages Arboreal, Fey, Wildsong; green tongue

Skills Acrobatics +39, Athletics +40, Deception +40, Diplomacy +40 (+44 vs. plants), Intimidation +40 (+44 vs. plants), Nature +48, Stealth +41, Survival +44

Str +12, **Dex** +9, **Con** +11, **Int** +7, **Wis** +10, **Cha** +8

Green Tongue A green man can communicate with plants, with the effects of *speak with plants*, and can use Diplomacy to Make an Impression on plants and Request things from plants.

Plantsense A green man can sense life force via plants. This allows them to observe a living or undead creature's vital essence within 60 feet of the green man, but they can also use this precise sense to observe any living or undead creature within 60 feet of any plant matter within 120 feet of the green man. This allows the green man to see living things through solid plant matter, as well as seeing through other barriers if there are plants on the other side.



AC 51; **Fort** +43, **Ref** +39, **Will** +42

HP 525; **Weaknesses** axes 20, fire 20; **Resistances** bludgeoning 20, piercing 20

Green Caress (aura, incapacitation, plant, primal) 60 feet. Living creatures in the area other than plants slowly transform into non-creature plants. The green man can exclude creatures from this effect, but they must be aware of a creature's presence and location to do so. A non-plant creature in the area must attempt a DC 45 Fortitude save immediately before the start of its turn.

Critical Success The creature is unaffected, or if it is slowed by green caress, it reduces its slowed value by 2.

Success The creature is unaffected, or if it is slowed by green caress, it reduces its slowed value by 1.

Failure The creature becomes slowed 1, or if it was already slowed by green caress, increases the slowed value by 1, as their body transforms more and more into a non-creature plant. If the creature ever becomes slowed to the point they have no actions left for their turn, they become an inanimate plant, a condition that can only be reversed by *manifestation* or similarly powerful magic.

Critical Failure As failure, except the creature becomes slowed 2 (or increases the condition value by 2).

Root In Place ↷ **Trigger** A creature within the green man's reach uses a move action or leaves a square during a move action it's using; **Effect** The green man lashes out to hold the foe in place. The green man makes a vine Strike against the triggering creature. If the attack hits, the green man disrupts the action. If the creature was Flying when its action was disrupted, it falls.

Speed 40 feet, climb 40 feet

Melee ❖ vine +46 (deadly 3d12, reach 30 feet, versatile P), **Damage** 4d10+27 bludgeoning plus Absorb Magic and Improved Grab (page 361)

Ranged ❖ thorn +43 (fatal d12, range increment 120 feet, reload 0), **Damage** 4d8+27 piercing plus embed

Primal Innate Spells DC 48; **10th** *heal* (×3), *manifestation* (×3), *nature's pathway* (at will), *regenerate* (×3), *truesight*; **9th** *energy aegis*; **8th** *fly*, *unfettered movement*; **Cantrips (10th)** *detect magic*, *read aura*

Rituals DC 48; *awaken animal*, *commune*, *control weather*, *plant growth*, *primal call*; green rituals (see below)

Absorb Magic ❖ The green man's vines leach away magic and transform it into life essence for the green man. On a successful vine Strike, the green man attempts to counteract one spell active on the target (typically one vexing the green man, or determined randomly if they aren't aware of specific effects), with a counteract rank of 10 and a modifier of +38. If the effect is counteracted, the green man gains 30 temporary Hit Points that last for 10 minutes.

Embed The green man's thorns embed themselves into any creature they damage, taking root into the ground. A target damaged by a thorn has its Speeds halved, and it can't Step, Fly, or otherwise leave the ground until the thorn is removed. Removing a thorn requires 3 Interact actions, which don't have to be consecutive. If the creature performing the final action doesn't succeed at a DC 45 Medicine check as part of that action, the target takes 10d6 piercing damage upon the thorn's removal.

Focus Vines ❖❖ The green man focuses all their vines against a single vexing foe, making a single vine Strike. On a success, the target takes 5d10 additional bludgeoning damage and is affected by Absorb Magic three times. Even on a failure, the target takes the normal effects of a hit with a vine Strike, but on a critical failure, the vines miss completely.

Green Grab A green man can use their Improved Grab action against a creature of any size.

Green Rituals A green man can perform all their rituals without secondary casters, relying on their own primal ties to the vital essence in spirits of nature. A green man's *awaken animal* and *primal call* rituals work on plants instead of their usual range of choices. Most green men also know the ritual to create various types of leshies and possibly even magic allowing the creation of arboreals or more powerful plant creatures.

Vine Forest ❖❖ The green man lashes out with all six vines to attack many opponents. They make up to six vine Strikes, each against a different target; this counts as one attack for their multiple attack penalty, increasing only after all the attacks are made.



Worshipping Green Men

Individual green men are lesser deities, capable of granting spells to those who worship them. Green men typically only allow intelligent plants—such as leshies—to be their clerics. If another creature proves to be a friend of plants, after a thorough personal vetting, a green man might wholeheartedly accept this strange fleshy worshipper into the fold. While individual green men have different edicts and anathema befitting their personalities, the following is a baseline most worshippers of green men follow.

Edicts discover or create new forms of plant life, foster the growth and well-being of flora, preserve areas of natural wilderness

Anathema allow flagrant abuse of plant life to go unpunished, damage natural environments, harm plant life except in the pursuit of saving greater plant life

Divine Attribute Constitution or Wisdom

Devotee Benefits

Cleric Spells 1st: *summon plant or fungus*, 2nd: *entangling flora*, 6th: *tangling creepers*

Divine Font heal

Divine Sanctification none

Divine Skill Nature

Domains healing, might, nature, protection

Favored Weapon club

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Grimple Allies

Grimples sometimes team up with other gremlins to cause trouble. Stronger gremlins, such as jinkins (*Monster Core* 181), use cranky grimples to lure victims into dangerous traps. Left to their own devices, grimples bully mitflits (*Monster Core* 180) or train giant rats (*Monster Core* 288) and spider swarms (*Monster Core* 320) to do their bidding.

Gremlin

Gremlins arose long ago in the First World, living embodiments of nature's ability to wear away, erode, and decompose. In the Universe, their encounters with mortal civilizations twisted them into creatures devoted to chaos, sabotage, and traps, each variety specializing in a particular brand of mayhem.

Grimple

Even more than most gremlins, grimples resent the trappings of civilization: inn common rooms with their rowdy singalongs, livery yards with their whinnying horses, church steeples with their clanging bells. Grimples live to spoil these conventions, dropping tavern signs on patrons, urinating in rain barrels, and opening stable doors. When all else fails, they literally vomit their disdain on passersby.

Grimples resemble humanoid, mange-ridden opossums, with boar-like tusks that aid them in rooting through garbage heaps for food. They're agile climbers who glide from eave to eave on the loose flaps of skin between their limbs. Savvy gremlin-hunters know to look for the skin flakes and fur grimples shed from their parasite-infested hides.

GRIMPLE **CREATURE -1**

TINY FEY GREMLIN

Perception +6; low-light vision

Languages Sakvroth

Skills Crafting +5 (+7 for traps), Deception +2, Nature +4, Stealth +5, Thievery +5

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

Items satchel with 5 rocks

AC 14; **Fort** +5, **Ref** +7, **Will** +4

HP 9; **Weaknesses** cold iron 2

Gremlin Lice Whenever a living creature touches or is touched by a grimple (including via a successful unarmed melee Strike), it must succeed at a DC 13 Reflex save or become infested by gremlin lice. While infested, the targeted creature is distracted by the itching sensation and is stupefied 1, though it can use an Interact action to scratch at the itching lice to suppress the stupefied condition from the lice for 1d4 rounds. The infestation ends after 24 hours or until the creature is submerged in water or exposed to a severe cold environment, whichever comes first.

Speed 10 feet, climb 20 feet, fly 20 feet

Melee ❖ bite +7 (agile, finesse), **Damage** 1d4+1 piercing

Ranged ❖ rock +7 (agile, range increment 20 feet), **Damage** 1d4+1 bludgeoning

Primal Innate Spells DC 16; **1st** *grease*; **Cantrips (1st)** *prestidigitation*, *telekinetic hand*

Putrid Vomit ❖ The grimple spews a 30-foot line of vomit. Each creature in the line must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure). The grimple can't use Putrid Vomit again for 1d4 rounds.



GRIMPLE

Haniver

Hanivers are the most benign type of gremlin—capricious fey who skim the waves on rubbery fin-wings. Though they don't actively sabotage their environment, sailors bemoan these gremlins' grasping fingers. Hanivers' incessant curiosity compels them to examine any object that draws their attention. Such treasures might include overturned fruit baskets, sacks of coins, or the gleaming teeth of a shark (often still in the shark's mouth, to the fey's regret). Should hanivers like what they find, they steal it, making them a bane to fishers and dockworkers everywhere.

HANIVER **CREATURE -1**

TINY AMPHIBIOUS FEY GREMLIN

Perception +5; darkvision

Languages Common, Sakvroth, Thalassic
Skills Acrobatics +5, Deception +4, Nature +3, Stealth +5, Thievery +5 (+7 to Steal)
Str +1, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +2

AC 15; **Fort** +4, **Ref** +7, **Will** +3
HP 8; **Weaknesses** cold iron 2

Speed 10 feet, fly 20 feet, swim 20 feet
Melee ◆ bite +7 (agile, finesse), **Damage** 1d4+1 piercing
Primal Innate Spells DC 13; **1st** *fear*, *ventriloquism* (at will); **Cantrips (1st)** *prestidigitation*
Rearrange Possessions ◆ or ◆◆ (manipulate) The haniver attempts to Steal a small object off a target's person. If they succeed, they also rifle through and rearrange the contents of the target's pockets, pouches, and other containers. The next time the target attempts to draw a weapon or retrieve a worn item, doing so requires 2 Interact actions instead of one. The haniver can Steal an object that's closely guarded using this action without the –5 penalty, though not objects that would be extremely noticeable or time-consuming to remove. They can spend 2 actions instead of 1 to use this ability to Steal from a creature in combat or otherwise on guard.

Fuath

Despite their small size, fuaths are shipwreckers incarnate. In the dark of night, these gremlins sever ratlines, slash sails, smash sextants, and soil provisions. Once the ship founders, the fuaths return to indulge their craving for land-raised flesh. While fuaths prefer to take their prey asleep, they save a terrible doom for sailors who attack them, surrounding the mariners' faces in magically congealed water to drown them where they stand.

Constantly dripping with water, fuaths have seahorse-like faces, seaweed-green fur over yellow skin, and wicked lobster claws for hands. Lacking the Sakvroth tongue, they have trouble relating to other gremlins aside from hanivers, but they revere sea hags and wicked aquatic fey.

FUATH CREATURE 1

TINY AQUATIC FEY GREMLIN

Perception +8; darkvision
Languages Thalassic
Skills Acrobatics +7, Deception +4, Nature +6, Sailing Lore +6, Stealth +7, Thievery +7
Str +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** –1
Items darts (6)

AC 16; **Fort** +5, **Ref** +9, **Will** +6
HP 18; **Weaknesses** cold iron 2, fire 2
Vulnerable to Sunlight A fuath becomes drained 1 (or increases its drained condition by 1) after every consecutive hour they're exposed to sunlight. Being submerged in more than a foot of water prevents the sunlight from harming the fuath.

Speed 20 feet, swim 30 feet
Melee ◆ claw +9 (agile, finesse), **Damage** 1d6+1 slashing
Ranged ◆ dart +9 (agile, range increment 20 feet), **Damage** 1d4+1 piercing
Primal Innate Spells DC 17; **1st** *create water*, *sleep*; **Cantrips (1st)** *prestidigitation*
Viscous Choke ◆◆ (primal, water) **Frequency** once per day; **Effect** The fuath surrounds the head of one air-breathing creature within 30 feet in a magical film of viscous water for 1 minute. The target must succeed at a DC 17 Reflex save or it begins to choke and must hold its breath to avoid drowning (*Player Core* 437). The film can be temporarily wiped away with a total of 3 Interact actions by the choking creature or creatures adjacent to it, allowing a new Reflex save with a +2 circumstance bonus to end the effect. (These actions don't need to be consecutive or made by the same creature.)


FUATH



MARI HANIVER

Sailors sometimes affix a "Mari Haniver" to their ship's prow. Made from a ray's dried carcass, this clever bit of taxidermy resembles a dead haniver enough to scare gremlins away. But should a haniver wise up to the ruse, it will stop at nothing to torment its would-be deceivers.



FUATH GUARDIANS

Lone fuaths sometimes appoint themselves guardians of nature, protecting spawning grounds from overfishing or preventing careless cutting of peat bogs. Most, however, are unrepentant saboteurs.

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Haunter in the Dark

Nyarlathotep is often venerated by grioths in a bat-like incarnation with a three-lobed burning eye, known as the Haunter in the Dark. He grants the following benefits.

Areas of Concern conquest, conspiracies, darkness, long-term plans
Edicts create darkness, encourage authorities to bring the apocalypse
Anathema none
Divine Attribute Dexterity or Wisdom
Religious Symbol circle with wing-shaped arms
Sacred Animal bat
Sacred Color black, gray

Devotee Benefits

Cleric Spells 1st: *grim tendrils*, 4th: *nightmare*, 5th: *summon entity*
Divine Font *harm*
Divine Sanctification none
Divine Skill Occultism
Domains darkness, knowledge, nightmares, trickery
Favored Weapon kukri

Grioth

Planets that drift out of orbit from their stars grow cold and lifeless as they float through the Dark Tapestry. Such wandering, dead worlds are coveted by the horrific grioths, who convert them into frigid planetary temples devoted to the Outer Gods and Great Old Ones. From these bastions of frozen darkness, grioths seek out new living worlds to tear away from their respective suns through forbidden rituals, a process often taking numerous generations.

A single grioth cultist typically leads a scouting party, who searches for a ruined or forgotten location on the fringe of a rural settlement to use as an incursion point. Over several generations, the grioth settlement will expand and subjugate surrounding cultures. Eventually, powerful grioths descend from the stars to begin the next stage of planetary conquest.

Grioths speak a language composed of trills and clicks. While capable of speaking other dialects, they do so in dry, raspy voices.

Grioth Scout

The first grioths encountered on a new world are scouts. After traveling from their home worlds across the vastness of space via one-way portals, grioth scouts never expect to see their homes again, as grioth leadership ensures true devotion to the colonization effort by stranding scouts on their new planets.

Grioth Scout — Creature 1

UNCOMMON | MEDIUM | GRIOTH | HUMANOID

Perception +7; greater darkvision, echolocation (precise) 20 feet
Languages Aklo, Grioth; telepathy 30 feet (page 362)
Skills Acrobatics +7, Occultism +6, Stealth +7
Str +0, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +0
Items voidglass kukri
Echolocation A grioth can use their hearing as a precise sense at the listed range.

AC 16; **Fort** +5, **Ref** +9, **Will** +7
HP 18; **Immunities** cold; **Weaknesses** fire 3
Light Blindness (page 361)
No Breath A grioth doesn't breathe except to speak and is immune to effects that require breathing (such as an inhaled poison).

Speed 25 feet, fly 30 feet

Melee ❖ kukri +7 (agile, finesse, trip), **Damage** 1d6 slashing
Melee ❖ jaws +7 (agile, finesse), **Damage** 1d4 piercing plus grioth venom
Occult Innate Spells DC 16, attack +8; **1st** *phantom pain*; **Cantrips (1st)** *daze*, *detect magic*, *telekinetic hand*, *telekinetic projectile*
Grioth Venom (emotion, fear, mental, poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** frightened 1 (1 round); **Stage 2** frightened 2 (1 round); **Stage 3** frightened 3 (1 round)
Shock Mind ❖❖ (mental, occult) The grioth scout makes a Strike with a voidglass weapon. If the Strike hits, it deals an additional 1d6 mental damage, and the target must succeed at a DC 17 Will save (this has the incapacitation trait) or become confused for 1 round.



GRIOTH SCOUT

Grioth Cultist

Grioth cultists represent the lowest tier of their remorseless cult—worshippers of the Outer Gods and Great Old Ones tasked with leading scouting missions into new worlds. While they're ranked above scouts in the chain of command, they occupy a lowly place in the overall religious hierarchy. Though whispered rumors describe the legendary rituals needed to wrench worlds from their suns, these cultists don't learn this potent magic. Such secrets are left to grioth high priests, who are always the last to arrive on a colonized world.

Most grioths worship the Outer God Nyarlathotep in one of his many incarnations, although some worship other entities such as Azathoth, Nhimbaloth, or Yog-Sothoth. In the rare cases where a grioth is cut off from their society and given the opportunity to explore other religions, they still tend to choose faiths associated with the stars or the night, such as Desna or Zon-Kuthon. These grioths are loathed by others of their own kind, who view them as dangerous heretics.

GRIOTH CULTIST — CREATURE 3

RARE MEDIUM GRIOTH HUMANOID

Perception +10; greater darkvision, echolocation (precise) 20 feet
Languages Aklo, Grioth; telepathy 30 feet (page 362)
Skills Acrobatics +8, Occultism +9, Religion +10, Stealth +10
Str +0, **Dex** +3, **Con** +2, **Int** +2, **Wis** +3, **Cha** +0
Items voidglass kukri
Echolocation As grioth scout.

AC 18; **Fort** +7, **Ref** +10, **Will** +10
HP 40; **Immunities** cold; **Weaknesses** fire 5
Light Blindness (page 361)
No Breath As grioth scout.

Speed 25 feet, fly 30 feet
Melee ❖ kukri +10 (agile, finesse, trip), **Damage** 1d6+2 slashing
Melee ❖ jaws +10 (agile, finesse), **Damage** 1d8+2 piercing plus grioth venom
Divine Prepared Spells DC 20, attack +12; **2nd** *dispel magic*, *heal*, *noise blast*; **1st** *fear*, *harm*, *heal*, *ventriloquism*; **Cantrips (3rd)** *divine lance*, *forbidding ward*, *message*, *prestidigitation*, *stabilize*
Occult Innate Spells DC 19, attack +11; **2nd** *phantom pain*; **Cantrips (2nd)** *daze*, *detect magic*, *telekinetic hand*, *telekinetic projectile*
Grioth Venom (emotion, fear, mental, poison) As grioth scout, but DC 20.
Invoke Haunter of the Dark ❖❖ (divine, mental, visual) **Frequency** once per day; **Effect** The grioth cultist waves a hand in a complex pattern to invoke dark powers, dealing 3d8 mental damage. Each non-grioth creature within 20 feet must attempt a DC 20 Will save.
Critical Success The creature is unaffected.
Success The creature takes half damage
Failure The creature takes full damage and becomes stupefied 1 for 1 round
Critical Failure The creature takes double damage and becomes stupefied 1 for 1 minute.
Shock Mind ❖❖ (mental, occult) As grioth scout, but 2d6 mental damage and a DC 20 Will save.



GRIOTH CULTIST

VOIDGLASS

Voidglass is an otherworldly crystalline material that resembles pale blue glass but possesses the strength of iron. It becomes soft and workable when exposed to the right combination of cosmic radiation and lack of atmosphere.

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The Legend of the Grogrisant

Early tales of the founding of Taldor speak of the Grogrisant, an enormous six-eyed lion with a mane that glowed the like the sun. The lion destroyed the city-states of the region, feeding on their livestock and plundering their wealth to line its den. The great hero Taldaris finally slew the terrible beast and went on to become the First Emperor of Taldor. Terrifying six-eyed lions reminiscent of the original make repeated appearances throughout Taldor's history only to meet their demise at the hands of heroes. While the original Grogrisant of legend is honored with a capitalized name, the remaining grogrisants of history bear the less formal name for the sake of classification.

Grisantian Lion

The appearance of the mighty grogrisant is a once-in-a-generation event, but the descendants of those legendary beasts are well known along the World's Edge Mountains and throughout Taldor. These primal predators don't travel in a pride as mundane lions do. Instead, they avoid others of their kind, even to mate, and seek out ordinary lions once a year for this purpose. A grisantian lioness who bears cubs only tends her offspring long enough for them to become self-sufficient—which takes but a few months, thanks to their kind's incredibly rapid growth and development.

A full-grown grisantian lion is as large as an elephant and exceedingly aggressive, hunting anything it comes across. While ordinary lions rely on stealth and pack tactics to secure a meal, the grisantian lion is too big to hide amid tall grass. Instead, it has adapted to the mountains, where it chooses a large, hard-to-reach cave as its home, often killing any creature unfortunate enough to already inhabit the place. A grisantian lion can track for miles and is a canny hunter, hiding along rocky cliffs and outcroppings as it stalks prey.

Although they're wild creatures that can never be tamed, grisantian lions understand Taldane and occasionally agree to help those who defend nature. However, such alliances are temporary and unreliable at best.

Grisantian Lion — Creature 12

RARE HUGE BEAST PRIMAL

Perception +25; low-light vision, scent (imprecise) 60 feet
Languages Common (can't speak any language)
Skills Acrobatics +22, Athletics +25, Intimidation +25, Stealth +22, Survival +22
Str +7, **Dex** +5, **Con** +7, **Int** –3, **Wis** +4, **Cha** –2

AC 32; **Fort** +25, **Ref** +22, **Will** +19
HP 215; **Immunities** disease; **Resistances** fire 10, physical 10 (except bludgeoning)

Speed 35 feet, climb 20 feet

Melee ❖ jaws +26, **Damage** 3d10+14 piercing plus Grab (page 361)

Melee ❖ claw +26 (agile), **Damage** 3d8+12 slashing

Blinding Mane ❖❖ (incapacitation, light, primal, visual) **Frequency** once per day; **Effect** Drawing upon the power of their grogrisant ancestor, the grisantian lion focuses and causes their mane to glow with bright light. All creatures within 20 feet must attempt a DC 29 Fortitude save.

Critical Success The target is unaffected.
Success The target is blinded until its next turn begins.
Failure The target is blinded for 1 minute.
Critical Failure The target is blinded permanently.

Dual Pounce ❖❖ The grisantian lion Strides and makes two claw Strikes against the same creature at the end of that movement. Each attack counts against the grisantian lion's multiple attack penalty, but the penalty doesn't increase until after the grisantian lion makes both attacks. If both attacks hit, combine their damage for the purpose of resistances and weaknesses.

Rend ❖ claw (page 361). If the grisantian lion Rends after a successful Dual Pounce, combine the Rend's damage with that from the Dual Pounce for the purpose of resistances and weaknesses.

Vicious Rend ↷ **Trigger** The grisantian lion uses Rend; **Effect** The target's armor takes damage equal to the damage from Rend. The target can attempt a DC 29 basic Reflex save to reduce this damage.



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Grodair

Grodairs are bizarre fishlike creatures native to the First World. Their supernatural physiology includes a strange organ with an extradimensional space capable of storing thousands of gallons of water. This grants grodairs the ability to create a suitable environment for themselves almost anywhere by releasing the water and quickly transforming the surrounding area into a shallow bog. When grodairs wish to leave for a new location, they simply suck all the water back up. When necessary, grodairs can walk on land by using the long, fleshy tentacles that dangle from their bellies.

Grodairs have two sets of eyes that function independently. While this makes the creatures difficult to surprise, it also makes them easy to distract. During conversations, they have a tendency to lose focus quickly and have trouble remembering things. Still, they're avid conversationalists and enjoy hearing tales about the world. While this makes grodairs quite likable, they aren't reliable. They have difficulty sticking to plans or schedules, and they can keep a secret only if they happen to forget it first. For these reasons, grodairs don't make the best allies.

Grodairs can capture and store within their throats any small animals and plants easily suspended in water, and then eject them for consumption at a later time. They're voracious and curious omnivores who love trying new food—in fact, the pursuit of new and interesting meals is the most common reason they venture from the First World. This, fortunately, makes grodairs easy to negotiate with, something of a necessity when people need to relocate one of the creatures (along with their bog) away from roads and fields meant for farming.

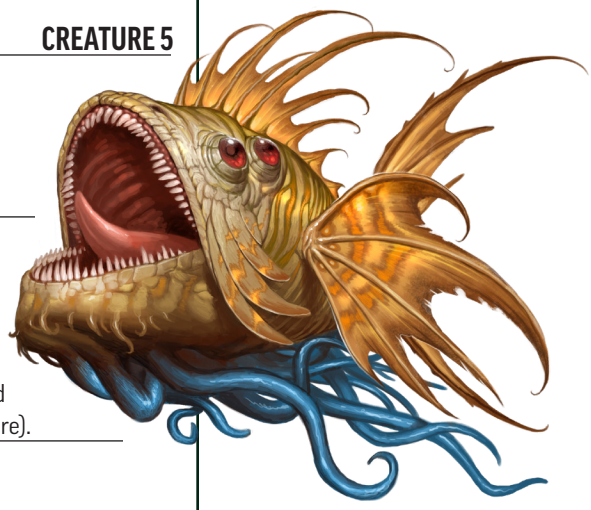
Due to their ability to transport so much water, some desert settlements have attempted to pay grodairs to form oases along trade routes. Unfortunately, the grodairs' short attention span leads them to forget why they were in the desert in the first place and wander off.

Grodair Treasure

Amid the vile, rubbery entrails of an exploded grodair is a cluster of tubular organs the size of a melon which contains their extradimensional water storage. Harvesting the organ cluster takes 5 minutes and a successful DC 22 Survival check. For the next 2d6 hours, the cluster can then be used to produce water in the same manner as a grodair's Organ of Endless Water ability. However, on a critical failure to harvest the organ cluster, it bursts and deals 2d6 bludgeoning damage to the harvester.

Grodair — Creature 5

MEDIUM | AMPHIBIOUS | BEAST | FEY | WATER



Perception +13; darkvision
Languages Fey, Thalassic
Skills Athletics +12, Nature +13, Survival +11
Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** +2

AC 20; **Fort** +15, **Ref** +9, **Will** +11
HP 90

Death Flood (primal, water) When a grodair dies, their body explodes in a blast of pressurized water that deals 4d6 bludgeoning damage to creatures within a 15-foot emanation (DC 22 basic Reflex save). A creature that fails its save is pushed 5 feet away from the grodair's corpse (10 feet on a critical failure).

Speed 25 feet, swim 50 feet
Melee ❖ jaws +15, **Damage** 2d8+7 piercing
Melee ❖ tentacle +15, **Damage** 1d10+7 bludgeoning plus Knockdown (page 361)
Ranged ❖ water jet +13 (range increment 60 feet), **Damage** 3d6 bludgeoning plus Push 10 feet (page 361)
Primal Innate Spells DC 22; **5th** *control water*
Muddy Field ❖ (primal, water) The grodair transforms all soil, sand, or similar sediment in a 10-foot emanation into mud for 1 round. This mud is difficult terrain for creatures other than grodairs.
Organ of Endless Water ❖ (manipulate, primal, water) The grodair causes water to pour through its scales from a magical sac in its body, either at a rate of 1 gallon per round or in a 5-foot-long stream at a rate of 5 gallons per round. It can stop the flow of water as a single action.



Bleeding Omen

Legends say that stone lions can predict incoming storms or floods. If a stone lion's eyes, nose, or ears bleed, preparations should be made. Lone survivors of these disasters claim those who disparage such omens as superstition often don't live to see the next dawn.

Guardian Beasts

Stone statues of beasts can often be found paired and standing guard on either side of an entryway. While some are merely lifeless statues, others are far more than they appear to be. Guardian beasts ward against unholy forces and misfortune. Some of these celestial spirits were assigned this task, while others assumed their roles out of a sense of duty. To allow them to maintain a constant presence in the material world, pious artisans carve stone vessels of the beasts in their likeness; these statues then serve as anchors for the guardian beasts' souls. Should the need arise, guardian beasts can merge with their stony form, becoming a dangerous foe with noble courage, an indomitable will, and few weaknesses.

By day, guardian beasts stay in their vessels and pretend to be inanimate. Past nightfall, they might patrol the grounds in their stone form or leave the heavy vessel behind to go where a solid body can't reach. Some take this chance to visit the dreams of individuals they favor and send them messages, notifying them of strange occurrences or warning them of incoming danger. Despite their good intentions, the dream messages from guardian beasts can be obscure, often overshadowed by the spirit's personality or strange assumptions they make due to their nature as resolute guardians.

While guardian beasts can work alone, they usually appear in bonded pairs who complement each other in nature. One could be a jokester, the other gloomy; another could be nurturing, their partner strict. To make two otherwise identical-looking beasts distinct, sculptors often depict one stone animal with their young. In the case of stone lions, a common type of guardian beast, this approach means carving stone lion cubs to accompany one of the guardians.

Stone Lion Cub

Stone lion cubs are curious, playful, and occasionally mischief makers. Despite their still developing abilities, they eagerly hone their skills with make-believe missions. Many hope that they'll one day become responsible guardians like their parents, though if these stone beasts age at all, they do so on a scale imperceivable to most mortals.

Smaller in stature and ferocity, stone lion cubs sometimes try to guard places of smaller importance, including facsimiles of the same kinds of structures their parents attend. They're less than dependable as guardians, as they have the attention span and rambunctious nature of children. Their parents often need to call them to heel, ordering them to stand at the parent's side as parent and child both stay motionless for the rising day.

STONE LION CUB **CREATURE 2**

UNCOMMON LARGE CELESTIAL HOLY

Perception +10; darkvision

Languages Common, Empyrean; telepathy 60 feet (page 362)

Skills Acrobatics +7, Athletics +7, Meteorology Lore +7, Religion +8

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

Anchored Soul The stone lion cub is mystically bonded to their bonded vessel and must remain within 1 mile of it. Some might be further restricted to the location they guard.

AC 18; **Fort** +6, **Ref** +7, **Will** +10; +1 status to all saves vs. unholy

HP 28; **Immunities** disease, paralyzed, petrified, poison

Bonded Vessel The condition of a stone cub's vessel dictates the cub's maximum Hit Point value. Undamaged, the vessel is an object with 28 Hit Points (BT 14). When the cub is in spirit form, damaging it doesn't hurt the vessel, but damaging the vessel deals an equal amount of damage to the cub. When the cub Inhabits its Vessel,



they're a single target, and damage reduces the Hit Points of both the cub and the vessel. If the vessel is broken, the cub can still fight normally while inhabiting it and takes no ill effect, but if the vessel is ever destroyed, the cub is instantly slain and can't reconstitute.

Reconstitution (divine) When the cub reaches 0 Hit Points, its spirit dissipates. If its bonded vessel is intact, the cub re-forms in this vessel after 2d4 days, fully healed. If the vessel is broken, it must first be Repaired, after which the cub reforms in 3d4 days.

Speed fly 25 feet

Inhabit Vessel ❖❖ (manipulate) The cub touches and melds with its bonded vessel, bringing the statue to life. It can cease Inhabiting its Vessel by Dismissing the effect. While Inhabiting the Vessel, it loses its fly Speed and gains: **Immunities** healing, nonlethal; **Resistances** physical 3 (except bludgeoning); **Speed** 20 feet; and the following Strike.

- **Melee** ❖ jaws +10 (agile), **Damage** 1d6+5 bludgeoning plus Grab (page 361)

Spirit Body When not Inhabiting its Vessel, the cub is incorporeal and gains resistance 3 to all damage (except force damage and damage from Strikes with the *ghost touch* property rune; double resistance against non-magical).

Stone Lion

Stone lions are a common sight outside of banks, temples, palaces, and even private residences. The fierce expressions affixed on their faces remind passersby to stay on their best behavior.

Stone lions remain faithful guardians of a site, regardless of whether it falls into disrepair. Even if people abandon a place, the lion remains dutiful until its statue is too worn or broken to inhabit any longer.

Stone lions are carved in complementary pairs in order for each to defend their wards from different types of threat. Traditionally, one lion defends from spiritual threats, while the other defends against physical dangers. Occasionally, they subvert this trend; one notable manor in Quain is guarded by two proud, identical male lions.

STONE LION CREATURE 4

UNCOMMON LARGE CELESTIAL HOLY

Perception +13; darkvision

Languages Common, Empyrean; telepathy 60 feet (page 362)

Skills Athletics +10, Intimidation +8, Meteorology Lore +11, Religion +13

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

Anchored Soul As stone lion cub.

AC 21; **Fort** +11, **Ref** +9, **Will** +13; +1 status to all saves vs. unholy

HP 50; **Immunities** disease, paralyzed, petrified, poison

Bonded Vessel As stone lion cub, but 50 Hit Points (BT 25).

Reconstitution (divine) As stone lion cub.

Speed fly 40 feet

Ferocious Roar ❖❖ (auditory, emotion, fear, mental, sonic) The lion makes a terrifying roar that deals 2d8 sonic damage (DC 23 basic Fortitude save) to each creature in a 20-foot cone. Creatures that fail this save become frightened 1.

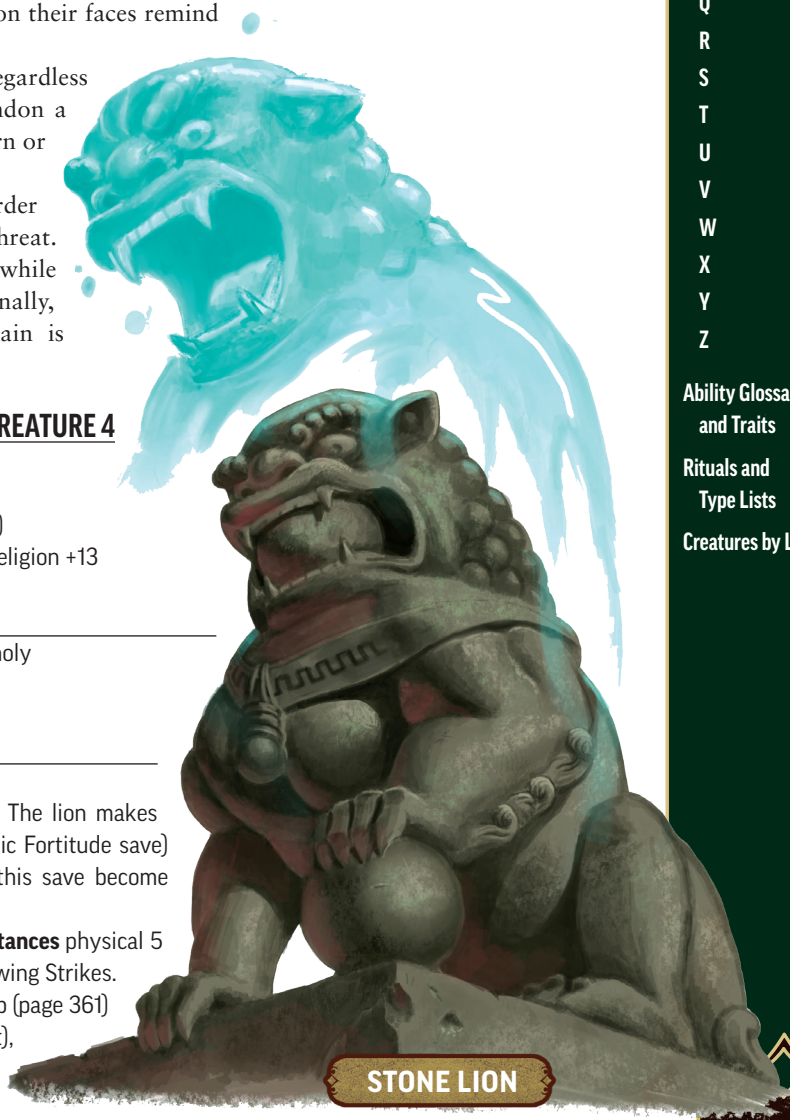
Inhabit Vessel ❖❖ (manipulate) As stone lion cub, but **Resistances** physical 5 (except bludgeoning), **Speed** 30 feet, and it gains the following Strikes.

- **Melee** ❖ jaws +14, **Damage** 2d6+7 bludgeoning plus Grab (page 361)
- **Ranged** ❖ stone ball +13 (range increment 30 feet), **Damage** 2d4+7 bludgeoning

Spirit Body As stone lion cub, but resistance 5.

ANIMAL VARIETIES

Guardian beasts can take many forms. For example, Tian-Min culture calls upon the service of stone guardian dogs to guard their temples. Shrines to Daikitsu, the Lady of Foxes, on the other hand, use stone guardian foxes.



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Eldritch Gods

Gugs don't traditionally make religion and faith a key part of their society, but gug cities always feature prominent temples to obscure gods whose faith has passed from view on most mortal worlds. Most gugs certainly know of entities such as Azathoth, Nyarlathotep, and Yog-Sothoth, but even among gugs, these Outer Gods are more feared and respected than prayed to.

Gug

A gug's most horrid feature is its barrel-shaped head, which splits vertically to reveal numerous rows of sharp, yellow teeth and an open throat. Its eyes, located on either side of its head-jaw, are small but keen. Bony ridges protect a gug's eyes from the frantic flailing of its prey, as it prefers meals of raw and writhing meat over fungi and molds. It grips said prey with powerful arms that split at the elbow into a pair of forearms, giving it four clawed paws. These monstrous brutes are covered with shaggy black fur, often crusted with blood and gore.

Although gugs may seem bestial, they have keen and wicked intellects. Gugs lair far underground, but they sometimes come to the surface to hunt on dark nights, either alone or in small groups. As they possess voracious appetites, most gugs consume the creatures they catch, but some instead kidnap their victims and retreat below the surface, leaving only a lingering stench and odd, clawed paw prints. Victims are taken to rancid lairs marked with strange runes and sacrificed to the gugs' wicked gods of blood, darkness, and nightmares. Dire rumors tell of lightless gug cities made of titanic blocks of stone far underground, where powerful gug leaders preach their vile doctrines to howling mobs of their fellows.

Gugs have a strange relationship with ghouls, which seems to date from their shared origin in a distant subterranean world. Gugs live in fear of ghouls, despite towering over them. Some ghouls use this to their advantage by influencing gugs to attack opposed underground communities.

Gugs stand 16 feet tall and weigh 2,000 pounds, although they have an eerie, graceful gait that belies their immense size. Their light step and ability to squeeze through very small crannies makes gugs common bogeymen in tales of strange disappearances or bloody massacres.

Some particularly bloodthirsty gugs gain awful powers as gifts from their eldritch patrons. These monsters, known as savants, are never less than 12th level in power and gain several occult innate spells. Though each savant's precise mix of spells varies, they normally grant invisibility, offer power to manipulate and change rock, or invoke awful and destructive energies upon living flesh.



GUG **CREATURE 10**

LARGE ABERRATION

Perception +19; darkvision

Languages Sakvroth

Skills Acrobatics +19 (+23 to Squeeze), Athletics +23, Stealth +19, Survival +17

Str +7, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0

AC 30; **Fort** +22, **Ref** +17, **Will** +19

HP 175

Reactive Strike ↻ (page 361)

Speed 40 feet, climb 20 feet

Melee ❖ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing

Melee ❖ claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ❖❖ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Rend ❖ claw (page 361)

Hadrinnex

The bizarre hadrinnexes resemble defensive systems more than living creatures. They evolve at a rapid rate but only to specific attacks against them, which suggests they were created through advanced technology or magic. The husk surrounding a hadrinnex—flecks of metal suspended in a malleable organic carapace—reshapes in response to harm. So, too, can a glowing gland within the creature's thorax, which collects energy and restructures the creature's biology to protect it from that energy. This organ is fragile and ruptures soon after a hadrinnex is killed.

Hadrinnexes have only a rudimentary intellect and usually follow more intelligent aberrations. As bodyguards or peons, they perform simple tasks diligently. Though poor at problem-solving and improvisation, hadrinnexes' dependability and adaptive physiology make them ideal for dangerous tasks in hazardous environments.

HADRINNEX CREATURE 8

UNCOMMON LARGE ABERRATION

Perception +17; darkvision
Languages Aklo; telepathy (touch; page 362)
Skills Acrobatics +16, Athletics +18, Occultism +11
Str +6, **Dex** +4, **Con** +6, **Int** –3, **Wis** +3, **Cha** –3

AC 27; **Fort** +18, **Ref** +13, **Will** +17
HP 120; **Resistances** energy 15, physical 15 (see Rapid Evolution)

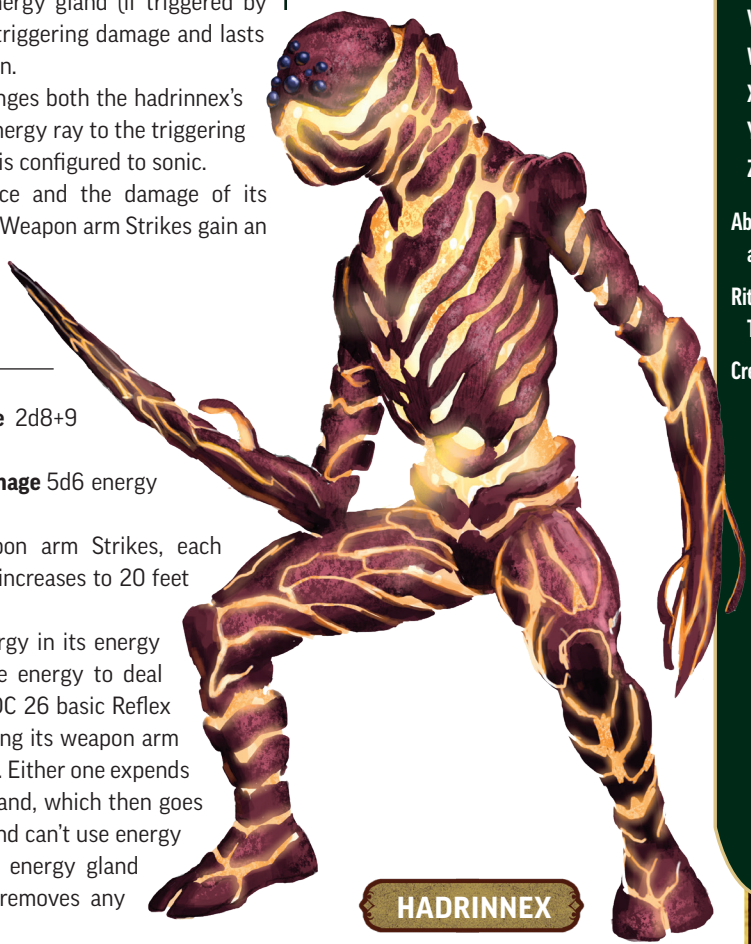
Rapid Evolution ↻ (morph, occult) **Trigger** The hadrinnex takes damage of a physical or energy damage type (bludgeoning, piercing, or slashing for physical; acid, cold, electricity, fire, force, void, or sonic for energy); **Effect** The hadrinnex reconfigures its husk (if triggered by physical damage) or its energy gland (if triggered by energy damage). Any reconfiguration applies to the triggering damage and lasts until the next time the hadrinnex uses Rapid Evolution.

- **Energy Gland** Reconfiguring the energy gland changes both the hadrinnex's energy damage resistance and the damage of its energy ray to the triggering energy damage type. By default, the energy gland is configured to sonic.
- **Husk** The hadrinnex's physical damage resistance and the damage of its weapon arm Strikes change to the triggering type. Weapon arm Strikes gain an additional trait depending on the current damage type: bludgeoning adds shove, piercing adds deadly d8, and slashing adds sweep. By default, the husk is configured to bludgeoning.

Speed 40 feet
Melee ❖ weapon arm +20 (reach 10 feet), **Damage** 2d8+9 physical (see Rapid Evolution)
Ranged ❖ energy ray +18 (occult, range 120 feet), **Damage** 5d6 energy (see Rapid Evolution)
Extend Limbs ❖❖ The hadrinnex makes two weapon arm Strikes, each targeting a different creature. The hadrinnex's reach increases to 20 feet for these Strikes.
Vent Energy ❖ (occult) The hadrinnex purges the energy in its energy gland for an external discharge. It either blasts the energy to deal 7d6 energy damage to creatures in a 30-foot cone (DC 26 basic Reflex save) or directs the energy to its weapon arms, making its weapon arm Strikes deal an extra 2d6 energy damage for 1 minute. Either one expends the damage type stored in the hadrinnex's energy gland, which then goes dormant. The hadrinnex loses its energy resistance and can't use energy ray until it uses Rapid Evolution to reconfigure its energy gland again. Directing energy to its weapon arms again removes any previous energy boost to its weapon arm.

HIBERNATION PODS

Hadrinnexes can be found hibernating in remote areas, their husks shaped into ovoid pods. These pods are usually centered in craters, suggesting the hadrinnex fell from above. Leaving hibernation takes 2 months as it extrudes its limbs and restarts biological processes. This can be accelerated with a daily influx of energy to its energy gland.



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Hags and Children

Hags are known to replace infant humanoids with their own offspring. These children are changelings (*Player Core* 76, *Monster Core* 60) and have the potential to become hags themselves. Though hags are based on the fantasy villains of fairy tales, they can also touch on the all-too-real behavior of abusive adults. Consider and discuss whether hags are right for your group and game before using them. Pathfinder is for everyone, and it's not weak or selfish to avoid traumatic memories in a game that's meant to be played for fun!

Hag

Hags are bizarre predators with uncertain origins, best known for targeting children and the young. To a one, they appear female, and they typically disguise themselves as mortal women in their day-to-day lives. Their powerful magic and manipulative tactics allow them to lure in the naive and vulnerable, exploiting their victims for their own sadistic purposes before kidnapping or devouring them. The typical hag is defined by a vain and controlling nature. Less malevolent hags may exist, but if so, they keep themselves well hidden to avoid the attentions of adventurers and their own abusive kin.

Storm Hag

Ruthless and temperamental, storm hags are the personification of a storm's rage. Outcasts by their own behavior, storm hags are often found on islands they've made into personal havens, controlling the local inhabitants through threats. Unlike most hags, many storm hags show signs of genuinely caring for their offspring, both those adopted and by birth. Any such children who possess morals aren't in for an easy life, however, as they're usually left trying and failing to deal with their mother's implacable temper toward others.

A storm hag's true form resembles an older humanoid woman with storm-tossed white hair, lightning-bright eyes, and dark blue skin. They typically only show their true form when in a rage, which makes their natural visage seem more terrifying than it actually is.



STORM HAG — CREATURE 5

MEDIUM AIR ELECTRICITY HAG HUMANOID

Perception +12; darkvision, stormsight

Languages Aklo, Common, Jotun, Sussuran; voice of the storm

Skills Acrobatics +11, Deception +11, Intimidation +13, Occultism +13, Stealth +11, Weather Lore +13

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

Coven A storm hag adds *hydraulic torrent*, *lightning storm*, and *mariner's curse* to their coven's spells (page 360).

Stormsight Wind, precipitation, and clouds don't impair a storm hag's vision; they ignore the concealed condition from storms, mist, precipitation, and the like.

Voice of the Storm A storm hag can send spoken messages or sounds on the wind to any spot that they've seen and the wind can reach within a 50-mile radius. They decide whether it's clearly audible or barely heard above the wind. The message is delivered regardless of whether anyone is present to hear it. The hag can use this ability to Demoralize creatures that hear their message with dire threats or unnerving whispers of doom.

AC 21; **Fort** +15, **Ref** +9, **Will** +12

HP 90; **Immunities** electricity, wind mastery; **Weaknesses** cold iron 5

Wind Mastery A storm hag is unaffected by strong winds, natural or magical.

Speed 25 feet, fly 40 feet; storm passage

Melee ❖ claw +15 (agile), **Damage** 1d4+4 slashing plus 1d12 electricity

Ranged ❖ cutting gale +13 (air, range 60 feet), **Damage** 4d6 slashing

Change Shape ❖ (concentrate, occult, polymorph) The storm hag can take on the appearance of any Medium humanoid woman (page 360). This doesn't change their Speed or their attack and damage bonuses with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Occult Innate Spells DC 22; **3rd** *gust of wind* (at will), *lightning bolt*, *summon elemental* (air or water only), *wall of wind*

Storm Passage The storm hag ignores difficult terrain caused by wind, rain, and other stormy weather.

Stormcalling (downtime) A storm hag can perform a special *control weather* ritual, which requires no secondary casters, to change the weather within 5 miles of their location for 4d12 hours. The primary check is a DC 23 Occultism check, and they can't get an outcome worse than a failure. The storm hag can create only hurricanes, thunderstorms, and tornadoes, but they can do so regardless of the current season. They can also quell natural weather events but almost never willingly do so.

Winter Hag

Winter hags are as icy in demeanor as their name implies. Devoid of any trace of mortal warmth, they see emotion as a weakness and despise displays of it in any form. They demand the same from their wards and thralls, for despite their avowed uncaring nature, winter hags still seek out companionship, beckoning those left bitter by the world or drawn to stark and frigid beauty. Magical alterations and the occasional punishment soon turn these unfortunates into perfect vassals for the winter hag's court. Some brave souls, however, claim winter hags can be swayed to mercy by music.

A winter hag is flawless and cruel in appearance, a statuesque woman who looks as though they were carved from ice and pure white snow.

WINTER HAG CREATURE 7

MEDIUM COLD HAG HUMANOID

Perception +16; darkvision, *see the unseen*, snow vision

Languages Aklo, Common, Fey, Jotun

Skills Athletics +13, Deception +17, Diplomacy +15, Occultism +15, Survival +14

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

Items *+1 staff*

Coven A winter hag adds *howling blizzard*, *rewrite memory*, and *wall of ice* to their coven's spells (page 360).

Snow Vision Snow doesn't impair a winter hag's vision; they ignore concealment from snowfall.

AC 24; **Fort** +14, **Ref** +13, **Will** +16

HP 145; **Immunities** cold, emotion; **Weaknesses** cold iron 5, fire 5, thaw the heart

Thaw the Heart If the hag observes a creature succeed at a Performance check with a result equal to or greater than 26, the hag becomes slowed 1 and loses their immunity to emotion effects for 1 hour.

Speed 25 feet; ice climb 25 feet

Melee ❖ *ice staff* +17 (magical, two-hand d8), **Damage** 2d4+7 bludgeoning plus 1d6 cold

Melee ❖ claw +16 (agile), **Damage** 2d6+7 slashing plus 1d6 cold

Occult Innate Spells DC 25, attack +17; **5th** *howling blizzard*; **4th** *charm*, *fly*, *ice storm*[PC2], *rewrite memory*; **3rd** *enthrall*, *environmental endurance* (at will), *paralyze*; **Cantrips (4th)** *frostbite*; **Constant (4th)** *see the unseen*

Change Shape ❖ (concentrate, occult, polymorph) The winter hag can take on the appearance of any Medium humanoid woman (page 360). This doesn't change their Speed or their attack and damage bonuses with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Ice Climb A winter hag can Climb at the listed Speed, but only on ice. They ignore difficult terrain from ice and snow, and they don't risk falling when crossing ice.

Kiss of Rime ❖ (cold, occult) **Frequency** once per hour; **Effect** A shard of magic ice embeds itself within the flesh of a creature within 30 feet. The creature must save against the curse of the frozen heart.

SUPPORTING CHARACTERS

Hags don't have to be the main threat of an adventure. Heroes must sometimes seek out knowledge or power from someone known to be dangerous or treacherous, a role that hags can fill quite well. When not terrorizing humanoids, hags explore forbidden magic from sources that decent folk would never consider.



WINTER HAG

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BLOOD HAG SKIN

A slain blood hag's skin can be used as a component in dark rituals invoking demonic powers. A hero who knows this usually destroys the skin. Less scrupulous adventurers can sell this prize for a substantial sum (80–120 gp). They might later learn that they've helped the buyer unleash a terrible scourge upon the world—if the buyer doesn't kill them first.

Curse of the Frozen Heart (curse) **Saving Throw** DC 25 Will; **Stage 1** 3d6 cold damage (1 day); **Stage 2** the target has resistance 5 to cold (1 day); **Stage 3** the target has resistance 10 to cold and treats no one as an ally (1 day); **Stage 4** the target is immune to cold, treats no one as an ally, and is unfriendly to all creatures it wasn't hostile to (1 day); **Stage 5** target becomes immune to cold and emotion effects, ceases to age, and is permanently *dominated* by the hag—if the hag is dead, the target remains at stage 4

Blood Hag

Blood hags, also known as soucouyants, infiltrate communities in the guise of young innocents. This disguise is more than an illusion, for a blood hag wears the skin of a previous victim to hide their true appearance. During the day, their disguise is almost perfect. But after sunset, the creature sheds their skin, hides it in a safe place, and stalks the night to drink the blood that sustains them.

Able to travel quickly in the form of a ball of fire and to slip through keyholes or the slightest crack in a door or window, blood hags feed on sleeping victims then return home before morning to don their stolen skin.

BLOOD HAG — CREATURE 8

MEDIUM HAG HUMANOID

Perception +17; bloodsense (imprecise) 90 feet, darkvision
Languages Aklo, Chthonian, Common, Diabolic, Jotun
Skills Acrobatics +15, Athletics +18, Deception +19, Diplomacy +17, Occultism +16, Stealth +17
Str +4, **Dex** +5, **Con** +2, **Int** +2, **Wis** +3, **Cha** +5

Bloodsense A blood hag can sense the presence of blood and creatures with blood. They can tell the difference between spilled blood and the blood within a living creature.

Coven A blood hag adds *aerial form*, *fiery body*, and *nightmare* to their coven's spells (page 360).

Borrowed Skin A blood hag wears a covering of skin stolen from a humanoid creature they've killed, hiding their true form. They appear as the creature whose skin they're wearing, including to spells that would detect that creature. Creatures can still potentially detect the deception as described in the Impersonate action. Spreading coarse salt inside the skin prevents the hag from putting it back on, forcing them to keep their fiery form until they kill another humanoid and spend 1 hour turning it into a new disguise.

AC 26; **Fort** +14, **Ref** +17, **Will** +17
HP 155; **Immunities** bleed; **Weaknesses** cold iron 10; **Resistances** fire 10

Speed 25 feet
Melee ❖ jaws +18, **Damage** 2d12+7 piercing
Melee ❖ claw +18 (agile), **Damage** 2d8+7 slashing plus Grab (page 361)
Ranged ❖ firebolt +19 (agile, fire, occult, range 60 feet), **Damage** 5d6 fire
Occult Innate Spells DC 26; **4th** *charm*, *sleep* (×3)
Assume Fiery Form ❖❖❖ (concentrate, fire, occult, polymorph) The blood hag removes their borrowed skin and transforms into a brilliant ball of fire. They become amorphous (allowing them to move through a gap at least 1 foot wide without Squeezing and move at full Speed while Squeezing), gain the fire trait and a fly Speed of 60 feet, become immune to fire, and emit light as a torch. They lose their melee Strikes and can't Drain Blood, but they deal 4d6 fire damage with a DC 26 basic Reflex save to each creature that touches them, including a creature that hits them with an unarmed attack or a weapon attack from an adjacent space. If their skin is intact and they're adjacent to it, they can Interact to return to their normal form inside the skin.

The hag can choose to Assume Fiery Form as a single action, bursting through their skin in a blast of flames. Doing so destroys their borrowed skin and deals 9d6 fire damage to all creatures in a 20-foot emanation with a DC 26 basic Reflex save.



BLOOD HAG

Drain Blood ❖ (occult) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the blood hag's reach; **Effect** The hag sinks their fangs into the creature to drink its blood. This requires a successful Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim becomes drained 1. The hag regains 15 Hit Points, gaining any excess HP as temporary Hit Points that last for 1 hour. Drinking blood from a creature that's already drained doesn't restore any Hit Points to the hag but increases the victim's drained value by 1, killing the victim when it reaches drained 5.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained condition by 1 after 10 minutes.

Moon Hag

Moon hags are powerful soothsayers who use their foresight to sow chaos and misery. Unlike most hags, moon hags typically target the fearful and ambitious, but this is mainly due to such people being easier to manipulate—the fallout from a moon hag's manipulations can destroy families, trigger wars, and ruin nations.

A moon hag's true form has chalk white skin, blackened lips, and glowing eyes.

MOON HAG CREATURE 10

UNCOMMON MEDIUM HAG HUMANOID

Perception +22; darkvision

Languages Aklo, Common, Jotun

Skills Deception +19, Intimidation +17, Occultism +21, Religion +22

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

Coven A moon hag adds *interplanar teleport*, *scrying*, and *spirit blast* to their coven's spells (page 360).

AC 28; **Fort** +17, **Ref** +19, **Will** +22

HP 190; **Immunities** confused; **Weakness** cold iron 10

Ferocity ↻ (page 361)

Moonlight's Kiss A moon hag in an area illuminated by moonlight gains a +2 status bonus to AC and initiative rolls. In the light of a full moon, they're quickened, and can use the extra action only to Stride or Strike. If the moon hag has a fly Speed, they can use the extra action to Fly as well.

Speed 25 feet

Melee ❖ claw +23 (agile, magical), **Damage** 2d12+10 slashing

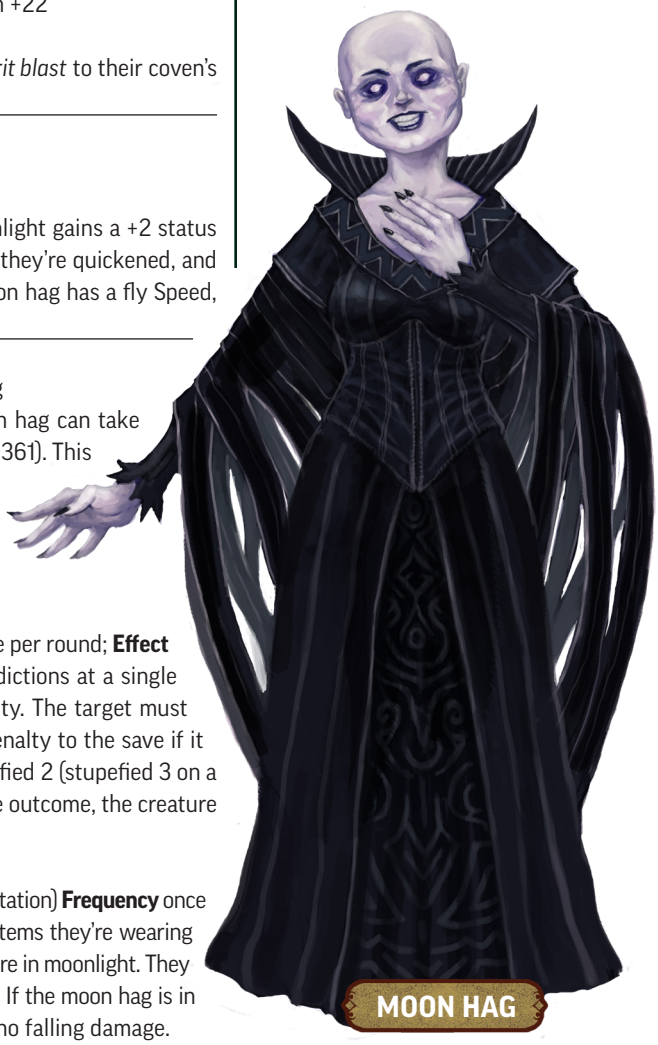
Change Shape ❖ (concentrate, occult, polymorph) The moon hag can take on the appearance of any Medium humanoid woman (page 361). This doesn't change their Speed or their attack and damage bonuses with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Occult Innate Spells DC 29; **5th** *confusion*, *fear* (at will), *read omens*, *talking corpse* (×3), *truespeech*

Dreadful Prediction ❖ (curse, occult, mental) **Frequency** once per round; **Effect** The moon hag howls a series of dreadful, apocalyptic predictions at a single creature within 30 feet, shattering its perceptions of reality. The target must attempt a DC 29 Will save and takes a –2 circumstance penalty to the save if it can see the moon. On a failure, the creature becomes stupefied 2 (stupefied 3 on a critical failure) until the curse is removed. Regardless of the outcome, the creature is then temporarily immune for 24 hours.

Rend ❖ claw (page 361)

Ride the Moonbeams ❖ (concentrate, manipulate, occult, teleportation) **Frequency** once per round; **Effect** The moon hag teleports themself and any items they're wearing and holding to another space within 30 feet, or 60 feet if they're in moonlight. They then gain a 25-foot fly Speed until the end of their next turn. If the moon hag is in the air when the effect ends, they float to the ground, taking no falling damage.



MOON HAG

HAG HARBINGERS

Moon hags sometimes serve the cosmic forces dedicated to the end of existence. On Golarion, they might serve the god Groetus, the great, skull-faced moon hanging over Pharasma's Boneyard. Others pay respects to Mahathallah as a master of their craft.

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Cats and Dogs

If there's one thing more certain to infuriate a hellcat than being treated as a mere animal, it's to compare it in any way to a hell hound. Hellcats consider hell hounds little more than vermin infesting the hellscapes they call home and enjoy torturing them more than any other creature.

Hellcat

Hellcats are devious predators native to the fiery pits of Hell. While the fiendish creatures resemble undead skeletal smilodons, bones smoking with heat and dripping with boiling blood, they're actually living hellspawn whose transparent flesh reveals their burning skeleton. A typical hellcat is 9 feet long and weighs 1,000 pounds.

Left to their own devices, hellcats spend their time hunting. As fiendish creatures, they don't need mortal sustenance but devour prey for the sheer pleasure of inflicting pain. They're also far more intelligent than most assume, and they resent being treated as unintelligent animals; those who treat a hellcat thusly might find themselves made into a trophy for its pack, as a hellcat will go to great lengths to coordinate elaborate revenge upon any who fail to show them proper respect.

Though they can't speak, hellcats know Diabolic and can communicate by telepathy with any creature capable of speech. They rarely say much except to whisper threats and acknowledge the orders of their diabolic masters.

Hellcats are quick to retreat if clearly outmatched or up against foes they're unable to reach, but they never forget prey that escapes them.

HELLCAT — CREATURE 7

LARGE | BEAST | FIEND | UNHOLY

Perception +16; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +17, Athletics +17, Intimidation +14, Stealth +17, Survival +14
Languages Diabolic (can't speak any language); fiendish telepathy 100 feet
Str +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1

Fiendish Telepathy (aura, magical, mental) This functions as telepathy (page 362), except that the hellcat can speak mentally to any creature, regardless of language. This doesn't grant the hellcat the ability to understand what the other creature is thinking, unless that creature also understands Diabolic.

AC 25; **Fort** +15, **Ref** +17, **Will** +12; +1 status to all saves vs. magic
HP 110; **Weaknesses** holy 5; **Resistances** fire 10, physical 5 (except silver)

Speed 35 feet
Melee ❖ jaws +18, **Damage** 2d12+8 piercing
Melee ❖ claw +18 (agile), **Damage** 2d8+8 slashing

Elusive Terror (divine, mental) A hellcat can live within the fears of others and use their dread to hide from sight. The hellcat can Hide in the presence of frightened creatures. If successful, the hellcat becomes Hidden from frightened creatures as if it moved behind cover or into concealment, but must otherwise Hide normally from non-frightened creatures.

Fearful Attack The hellcat deals an additional 1d6 precision damage to frightened creatures.



Hell Pack Mindlink ❖ (concentrate, divine) The hellcat telepathically links its senses to all other hellcats within 100 feet for 10 minutes. It loses this contact with any hellcat that moves out of a 100-foot radius. While linked to at least one ally, the hellcat can't be flanked and gains a +2 status bonus to Will saving throws.

Menacing Growl ❖❖ (auditory, emotion, fear, mental) The hellcat produces a low growl to disorient and frighten foes. The hellcat can cause this vocalization to originate from somewhere else within 30 feet. Non-fiends in a 15-foot burst must attempt a DC 25 Will save. The hellcat can't issue another Menacing Growl for 1d4 rounds.
Critical Success The creature is unaffected and is temporarily immune for 24 hours.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 4.

Pounce ❖ The hellcat Strides and makes a Strike at the end of that movement. If the hellcat began this action hidden, it remains hidden until after the ability's Strike.

Hippopotamus

Hippopotamuses, or hippos for short, are semiaquatic animals that spend most of their time in rivers and lakes, but can thrive on land.

Hippopotamus

Typical adult hippos move quickly on land and attack stealthily in the water.

HIPPOPOTAMUS **CREATURE 5**

LARGE ANIMAL

Perception +11; low-light vision, scent (imprecise) 30 feet
Skills Athletics +13, Stealth +11 (+13 in water), Survival +11
Str +6, **Dex** +2, **Con** +6, **Int** –4, **Wis** +4, **Cha** –2
Deep Breath The hippopotamus can hold its breath for 5 minutes.

AC 21; **Fort** +15, **Ref** +9, **Will** +11
HP 85

Speed 25 feet, swim 20 feet
Melee ❖ jaws +15 (deadly d10), **Damage** 2d8+8 piercing
Melee ❖ foot +15, **Damage** 1d10+8 bludgeoning
Aquatic Ambush ❖ 30 feet (page 360)
Capsize ❖ (attack) The hippopotamus tries to capsize an adjacent aquatic vessel of its size or smaller. The hippopotamus must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot's Sailing Lore DC, whichever is higher.
Trample ❖❖❖ Medium or smaller, foot, DC 22 (page 362)

Behemoth Hippopotamus

Behemoth hippos are omnivorous and many enjoy the taste of meat.

BEHEMOTH HIPPOPOTAMUS **CREATURE 10**

HUGE ANIMAL

Perception +19; low-light vision, scent (imprecise) 30 feet
Skills Athletics +23, Stealth +18 (+20 in water), Survival +17
Str +7, **Dex** +4, **Con** +7, **Int** –4, **Wis** +5, **Cha** –2
Deep Breath The behemoth hippopotamus can hold its breath for 1 hour.

AC 29; **Fort** +22, **Ref** +17, **Will** +19
HP 190

Speed 35 feet, swim 35 feet
Melee ❖ jaws +23 (deadly d12, reach 10 feet), **Damage** 2d12+10 piercing plus Grab
Melee ❖ foot +23, **Damage** 2d8+10 bludgeoning
Aquatic Ambush ❖ 40 feet (page 360)
Capsize ❖ (attack) As hippopotamus (DC 30 for a Huge vessel).
Double Chomp ❖ The behemoth hippo makes a jaws Strike targeting two creatures adjacent to each other. Roll the attack and damage once, and apply it to each creature separately. A Double Chomp counts as two attacks for the multiple attack penalty.
Swallow Whole ❖ Medium, 2d12+10 bludgeoning, Rupture 26 (page 362)
Trample ❖❖❖ Large or smaller, foot, DC 29 (page 362)



BEHEMOTH HIPPOPOTAMUS

HIPPO SWEAT

A hippopotamus's sweat is an unusual reddish color that can lend them an even more frightening appearance, evoking the visage of a blood-coated monster. This sweat helps to protect the hippopotamus from becoming overheated, but it also bolsters their resistance to all manner of diseases.

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Hodag Tales

Those who've encountered hodags tend to create larger-than-life reports of the sighting. In the dense Verduran Forest, lumberjacks working for the Lumber Consortium regale each other with competing stories about Big Marna, a legendary hodag who the loggers claim has killed two dozen people. Inhabitants of Echo Wood in the River Kingdoms spin lore about Black Shiv, a hodag spotted haunting the outskirts of small settlements, and hunters and miners in the southwestern reaches of Ravounel speak of a frightening undead hodag called Ghouliegut.

Hodag

Because they're often fantastically described in the wild tall tales of loggers or miners, hodags are considered by many to exist only in local folklore. However, some individuals have actually encountered these dangerous beasts firsthand, though even fewer have lived to tell the tale.

Hodags are reptilian creatures the size of bulls. Their vicious claws can tear creatures apart in seconds. Their backs sport dozens of long spines, running from their snouts all the way down the length of their powerful tails. Their wide mouths are full of sharp, twisted rows of teeth, not unlike those of a shark. The hodags' rough, scaly hides carry hues of green and brown, allowing them to blend into their forest surroundings where they ambush prey. Only their glowing red eyes reveal their presence, though hodags have learned to use this to their advantage by drawing attention to their eyes in one area, closing them, and stealthily moving to another area to discombobulate prey.

Because hodags are rarely seen, their biology is a matter of some mystery. While they may have evolved as natural beasts, rumors persist that they spring from curses or as punishment for mistreating livestock.

In the wintertime, when snow and ice blanket a region, hodags grow a foul-smelling coat of greasy, dark-brown fur that sprouts in tufts from between their scales. A typical hodag measures over 10 feet long from snout to tail and weighs upward of 700 pounds.

Hodag — Creature 6

UNCOMMON | LARGE | BEAST

Perception +14; darkvision, scent (imprecise) 30 feet
Languages Common (can't speak any language)
Skills Athletics +13, Stealth +14 (+16 in forests), Survival +12
Str +5, **Dex** +4, **Con** +5, **Int** –2, **Wis** +4, **Cha** +0
Trackless A hodag sweeps the ground behind it with its tail as it moves, obscuring its tracks. The DCs of checks to Track a hodag are increased by 10.

AC 24; **Fort** +17, **Ref** +14, **Will** +12
HP 90
Ferocity ↻ (page 361)

Speed 25 feet, burrow 15 feet
Melee ❖ jaws +17, **Damage** 2d8+8 piercing
Melee ❖ claw +17 (agile), **Damage** 2d6+8 slashing
Melee ❖ spiked tail +17 (reach 10 feet, versatile P), **Damage** 2d6+8 bludgeoning plus Knockdown (page 361)
Rip and Tear ❖❖ The hodag makes two claw Strikes and one jaws Strike in any order.
Toss ❖❖ The hodag Strides, then makes a Strike against a target in reach. If it moves at least 20 feet and succeeds at its Strike, the hodag deals damage normally and then attempts an Athletics check against the creature's Fortitude DC to toss the enemy into the air. On a success, the tossed creature is thrown 10 feet in a straight line in the direction of the hodag's choice and then lands prone. If the creature is knocked into a solid object, it takes 1d6 bludgeoning damage before landing prone. The hodag can instead toss a creature straight up in the air. The creature lands in the same square where it started, takes 1d6 bludgeoning damage, and falls prone.



Hound of Tindalos

Lean and athirst, the hounds of Tindalos are drawn to those who tamper with the flow of time, travel through time, or use magic or rare alchemical drugs to send their thoughts or perception backward or forward in time. Powerful spellcasters can draw them from the Dimension of Time via rare rituals, but doing so attracts the hounds' ire, so few who traffic in such rituals live long enough to spread their knowledge. While the hounds possess great cunning and cruel intellect, they rarely interact with other creatures—other than to hunt and destroy those who've attracted their unblinking attention.

Once a hound catches the scent of a mortal to hunt, it calls others of its ilk. The pack then pursues its victim through all space and time until it catches, slays, and devours them. Those pursued can escape only by avoiding all angles, as hounds of Tindalos could step through them from nothingness at any time.

Hound of Tindalos — Creature 7

RARE MEDIUM ABERRATION TIME

Perception +17; greater darkvision

Languages Aklo

Skills Acrobatics +17, Athletics +15, Occultism +17, Stealth +17, Survival +13 (+17 to Track)

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

AC 25; **Fort** +13, **Ref** +17, **Will** +15

HP 90; **Immunities** controlled, emotion; **Resistances** mental 10, physical 10, poison 10

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 4d6 mental damage (DC 25 basic Will save). On a critical failure, it also becomes confused for 1d4 rounds.

Ripping Gaze (aura, occult, visual) 30 feet. The hound of Tindalos's eyes glow balefully, causing painful but bloodless wounds to rip open in the body of a creature that meets its awful gaze. When a creature ends its turn in the aura's emanation, it takes 4d6 slashing damage (DC 25 basic Fortitude save). A creature that critically succeeds at its save is temporarily immune for 24 hours.

Vulnerable to Curved Space When a hound of Tindalos is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet, fly 30 feet

Melee ❖ jaws +17, **Damage** 2d10+7 piercing

Melee ❖ claw +17 (agile), **Damage** 2d8+7 slashing

Occult Innate Spells DC 21; **8th** *pinpoint*; **4th** *planar tether*; **3rd** *haste*, *slow*; **2nd** *invisibility* (self only)

Angled Entry ❖ The hound of Tindalos casts a 4th-rank *translocate* spell, but it must transport itself into a space adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges.

Once per day, the hound can use this ability to *interplanar teleport* to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.



Tindalos

Ancient texts refer to these relentless temporal hunters as the hounds of Tindalos, yet they never seem to explore what Tindalos actually is. In some references, the implication is that Tindalos is one of the Great Old Ones or Outer Gods, but if this is the case, they're among the most obscure of these entities. Other tomes refer to Tindalos as a location, perhaps even a city or nation that once existed before time began and that can be reached only by methods impossible for any creature bound by the laws of time. In all likelihood, both and neither are right—what Tindalos is, is simply impossible for mortal minds to comprehend.

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Bound Places

Every house spirit chooses a specific place to be their responsibility and their place of power. House spirits can and do leave, temporarily or permanently, but it's never a trivial decision. Typically, a given location has only one spirit, which gains power if their home is particularly grand. A great palace's domovoi is fearsome indeed.

House Spirit

House spirits are shy, often helpful, sometimes wrathful fey who dwell alongside peasants and farmers. They reside in the house, the yard, the granary, the bathhouse—wherever people build and live. Due to this proximity, house spirits often take on the mannerisms or appearance of nearby mortals. Their reclusive nature and tendency to go unseen earned them the moniker of "spirits," though in truth they're fully embodied fey.

House spirits take an almost parental interest in "their" mortals. Given proper respect, these fey work tirelessly for their charges—they chop wood, care for livestock, mend clothes, sweep the floor, and tend to the stove. If offended, though, the house spirit becomes a menace, frightening animals or children and ruining belongings.

Domovoi

The elderly domovoi are patrons of the home and the dearest of all house spirits to the people they live with. Families with a domovoi leave a bowl of milk in the corner of the home in thanks, and peasants often take great pains to coax a domovoi to follow them to a new house.

An enraged domovoi rallies the home itself in their defense. Anything in the house could betray its residents. Crockery falls onto the heads of attackers, doors slam in their faces, carpets tangle their feet, and woe betide the attacker if someone has hung a sword on the wall.

DOMOVOI **CREATURE 2**

TINY FEY

Perception +11; tremorsense (imprecise) within their entire bound home (page 362)
Languages Common, Fey
Skills Crafting +9, Household Lore +10, Stealth +7 (+9 within their bound home)
Str +1, **Dex** +3, **Con** +1, **Int** +3, **Wis** +5, **Cha** +1

Master of the Home A home with a friendly domovoi is blessed, as the domovoi cooks, cleans, fetches water, and does a hundred other small tasks. A home so blessed never encounters random accidents such as fires, and any checks to Craft, Earn Income, Repair, or Subsist in the home receive a +2 circumstance bonus. If the domovoi is unfriendly, such checks take a –2 circumstance penalty instead, as the domovoi hides things, makes noise when people try to sleep, tangles weaving, and otherwise makes life a misery. A domovoi must spend a week in a place before these benefits occur.

AC 17; **Fort** +5, **Ref** +9, **Will** +11
HP 35; **Weaknesses** cold iron 4

Shy A domovoi is naturally invisible while within sight of their bound home. The domovoi can become visible, or even selectively visible—allowing some people to see them.

Speed 20 feet
Melee ❖ broom +7, **Damage** 1d4+4 bludgeoning
Ranged ❖ enraged home +9 (primal, range increment 30 feet), **Damage** 1d8+4 bludgeoning, piercing, or slashing (depending on object)
Primal Innate Spells DC 18; **1st** *mending* (at will); **Cantrips (1st)** *prestidigitation*, *telekinetic hand*, *telekinetic projectile*

Home Guardian By commanding their home to attack, the domovoi can Disarm, Grapple, Reposition, Shove, or Trip with their enraged home Strike. The domovoi uses their Household Lore instead of Athletics skill for these checks.



Dvorovoi

Traditionally, the dvorovoi is seen as the domovoi's younger sibling and has charge of a peasant's yard and all the animals and tools within. Animals favored by the dvorovoi become healthy, strong, and

obedient, while less-loved livestock are exhausted and miserable. Peasants with a resident dvorovoi make sure to formally introduce new livestock to the house spirit and placate the spirit by leaving meals in the shed. Dvorovoi loathe white-furred animals and will chase away any all-white cows or horses, though they have no similar grudge against chickens.

DVOROVOI CREATURE 3

SMALL FEY

Perception +12; tremorsense (imprecise) within their entire bound yard (page 362)
Languages Common, Fey
Skills Crafting +8, Household Lore +11, Nature +9, Stealth +9
Str +3, **Dex** +2, **Con** +1, **Int** –1, **Wis** +0, **Cha** +1
Master of the Yard As domovoi's Master of the Home, except the dvorovoi helps or causes trouble in the yard, milking or scaring cows, protecting or scattering tools, and so forth.
Items pitchfork

AC 18; **Fort** +10, **Ref** +9, **Will** +7
HP 44; **Weaknesses** cold iron 5
Shy As domovoi.

Speed 30 feet
Melee ❖ pitchfork +12, **Damage** 1d8+6 piercing
Primal Innate Spells DC 20; **2nd** *entangling flora*, *speak with animals* (at will); **1st** *charm* (animals only), *command* (animals only), *mending*; **Cantrips (2nd)** *prestidigitation*, *telekinetic hand*

Ovinnik

The ovinnik is the most ferocious of house spirits, and the only one that will kill if sufficiently angered. They live in granaries, storage rooms, and sheds where food—particularly grain—is kept. Ovinniks resemble bipedal cats but bark like a dog to scare away thieves, and they often demand gifts of milk, pancakes, and dead roosters.

OVINNIK CREATURE 4

TINY FEY

Perception +14; tremorsense (imprecise) within their entire bound granary or storeroom (page 362)
Languages Common, Fey
Skills Household Lore +12, Intimidation +11, Stealth +13
Str +0, **Dex** +5, **Con** +0, **Int** +2, **Wis** +5, **Cha** +3
Master of the Granary As domovoi's Master of the Home, except the ovinnik preserves food from vermin and mold or causes devastating fires and infestations.

AC 20; **Fort** +8, **Ref** +13, **Will** +11
HP 60; **Weaknesses** cold iron 5; **Resistances** fire 5
Shy As domovoi.

Speed 30 feet, climb 20 feet
Melee ❖ claw +13 (agile, finesse, magical), **Damage** 2d6+3 slashing
Primal Innate Spells DC 21; **4th** *read omens*; **2nd** *augury*, *breathe fire*, *floating flame*; **1st** *cleanse cuisine* (at will); **Cantrips (2nd)** *daze*, *ignition*
Raise Grain Cloud ❖❖ While in their bound storeroom or granary, the ovinnik slams a paw against the ground, stirring up a cloud of grain dust in a 20-foot emanation. Within this cloud, they gain a +4 status bonus to any fire damage they deal. The ovinnik doubles their fire resistance against this increased damage. The grain cloud dissipates after the first such effect or after 1 minute if no such effects occur.

OVINNIK'S FORETELLING

Ovinniks, on certain days, might deign to tell the future. Peasants approach the window or doorway of the fey's domain and present their bare palms. If the ovinnik touches them with a furred paw, then their family lives will be good. A smooth hand, however, signals brewing strife.


OVINNIK

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Memory Thieves

Hyakume jealously hoard knowledge in the form of memories, their own or stolen. They stalk temples and libraries, memorizing hundreds of texts before obliterating them all. Hyakume have earned a mistaken reputation as nocturnal guardians of shrines and other archives of wisdom. Though they can occasionally thwart thieves and tomb raiders, they do so only to keep the repository's knowledge for themselves.

Hyakume

Hundreds of bloodshot eyes peek out from under the fleshy layers of a hyakume's skin. These hulking aberrations covet knowledge and go to great lengths to keep what they know to themselves; they'll destroy scriptoria they've raided and burn books they've read to ensure no other soul learns their contents. While hyakume occasionally trade valuable information to garner greater knowledge, they're liable to trick their targets into revealing more than they should. Most frightening of all is the hyakume's ability to steal memories and erase any knowledge of their existence from the minds of their victims.

Hyakume — Creature 15

UNCOMMON | LARGE | ABERRATION

Perception +29; darkvision

Languages Aklo, Common; telepathy 100 feet (page 362)

Skills Arcana +30, Bardic Lore +28, Crafting +30, Deception +27, Medicine +25, Nature +25, Occultism +30, Religion +27, Society +28, Thievery +25

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

Light Blindness (page 361)

Lore Master A hyakume can use their Bardic Lore skill to Recall Knowledge on any topic, and they know any languages common to an area they have spent a day or more in.

AC 36, all-around vision (page 360); **Fort** +23, **Ref** +25, **Will** +29; +2 status to all saves vs. magic

HP 275; **Immunities** confusion; **Resistances** mental 10

Speed 25 feet

Melee ❖ fist +27 (agile, finesse, magical, reach 10 feet), **Damage** 3d10+10 bludgeoning plus scatterbrain palm

Occult Innate Spells DC 40, attack +32; **8th** *charm* (×2), *disappearance*, *hidden mind*; **7th** *dispel magic* (×2), *mindlink* (at will); **4th** *fly* (at will), *hypercognition* (at will), *ring of truth* (at will); **Cantrips (8th)** *daze*, *detect magic*, *read aura*

Eye Probe ❖❖❖ (occult) **Frequency** once per day; **Effect** Up to six of the hyakume's eyes detach from the hyakume's body. Each eye has AC 26, HP 1, and a fly speed of 40 feet. The hyakume can see through all of their eye probes. They can move the probes all in separate directions using a single Sustain action. A hyakume can have no more than six eye probes active at a time; using this ability to create more causes the eye or eyes farthest away to shrivel and die.

The hyakume can deliver touch spells through their eye probes and can make melee spell attacks through them. In addition, the hyakume can Steal Memories through an eye probe using a single action by touching the target with the eye.

Scatterbrain Palm (incapacitation, mental, occult) A creature hit by the hyakume's fist Strike must attempt a DC 36 Will save. The creature is then temporarily immune until start of its next turn.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3 and the hyakume can use Steal Memories on the target as part of this action.

Steal Memories ❖❖❖ (emotion, mental, occult) The hyakume reaches out with their mind and attempts to steal memories from a creature within 30 feet. The target must succeed at a DC 40 Will saving throw or become stupefied 2 and have some of its memories stolen. The hyakume learns some of the target's memories (chosen by the GM), which are then lost to the target.



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Iceberg Clam

Though technically neither an iceberg nor clam, the devastating elemental known as an iceberg clam has earned its appropriate name from its natural camouflage and feeding tendencies. This spherical ambush predator exhibits full thermal control over the water that surrounds and comprises its mutable form, luring tired swimmers and adrift vessels with the promise of reprieve before enveloping and boiling them alive.

Unless it has eaten recently enough to still be digesting its meal, a melted iceberg clam is nearly imperceptible in a large body of water. Since it's not expending energy to maintain its frozen exterior, it can wait weeks or even months before feeding again, riding ocean currents until some unlucky creature or vessel next enters its body—and never leaves.

ICEBERG CLAM — CREATURE 13

HUGE | AQUATIC | ELEMENTAL | WATER

Perception +23; darkvision, wavesense 120 feet (page 363)
Languages Thalassic
Skills Athletics +27, Nature +23, Stealth +30 (+24 with a frozen shell), Survival +25
Str +6, **Dex** +5, **Con** +8, **Int** –2, **Wis** +4, **Cha** +3
Watery Body The iceberg clam can occupy the same space as other creatures and is considered difficult terrain to other creatures.

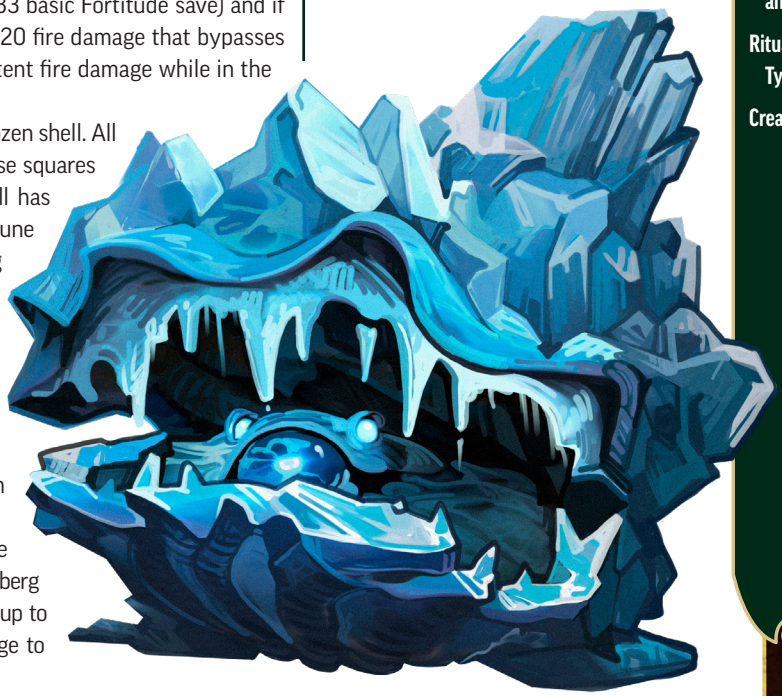
AC 31; **Fort** +26, **Ref** +23, **Will** +20
HP 240; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** cold 10, fire 10
Ambush Freeze ↷ **Requirements** The iceberg clam does not have a frozen shell; **Trigger** An enemy enters or attempts to leave the clam's space; **Effect** The iceberg clam uses Frozen Shell.

Speed 5 feet, swim 30 feet
Melee ❖ freezing wave +27 (cold, reach 15 feet, water), **Damage** 3d12+10 bludgeoning plus 1d12 cold
Ranged ❖ icicle +26 (cold, range increment 60 feet, water), **Damage** 3d12+4 piercing plus 1d12 cold
Primal Innate Spells DC 30; **6th** *ice storm*; **5th** *crashing wave* (*Player Core 2* 243), *wall of ice*; **4th** *hydraulic torrent*
Boil ❖ (water, fire) **Frequency** once per round; **Effect** All creatures in the iceberg clam's space take 4d10 persistent fire damage (DC 33 basic Fortitude save) and if the iceberg clam has a frozen shell, the shell takes 20 fire damage that bypasses Hardness. A creature can't recover from this persistent fire damage while in the iceberg clam's space.
Frozen Shell ❖ The iceberg clam covers itself with a frozen shell. All creatures in the iceberg clam's space can't leave those squares for as long as the frozen shell is in place. The shell has AC 10, Hardness 10, and 60 Hit Points, and it's immune to critical hits and precision damage. If the iceberg clam moves, all creatures trapped within its shell move with the clam. While an iceberg clam has a frozen shell, any attacks originating from outside the iceberg clam's space must target the shell. The iceberg clam can Dismiss its shell. If the iceberg clam does so or the shell is reduced to 0 Hit Points, the iceberg clam can't use Ambush Freeze or Frozen Shell again for 1d4 rounds.
Heated Jet ❖❖ (move, fire, water) **Requirements** The iceberg clam does not have a frozen shell; **Effect** The iceberg clam surges along a jet of superheated water, moving up to 60 feet in a straight line and dealing 4d10 fire damage to creatures along its path (DC 33 basic Reflex save).

A DEADLY DIFFERENCE

Though they appear inhospitable, mundane icebergs often house vibrant ecosystems teeming with life. Jellyfish and other small invertebrates feed on algae that collects along the bottom; small fish make homes in caves that dot the ice; and seabirds, seals, and even whales sometimes utilize them for shelter or as hunting grounds.

Conversely, the sea surrounding an iceberg clam is always devoid of life, as local fauna know to stay away from its ceaseless hunger. While the elemental's cunning camouflage can easily trick the uninformed, canny sailors and marine adventurers know to look for these telltale signs before approaching.





Whalers' Tales

The crews of whaling ships are among those most likely to encounter an incutilis. Whale brains aren't an incutilis's preferred food, but they can bore their tendrils into one for a long time. When such an unfortunate whale is brought alongside the whaling ship, an incutilis has an opportunity to climb aboard unseen and prey upon any member of the crew unlucky enough to be caught sleeping.

Incutilis

Incutilises are intelligent, nautilus-like sea creatures that attack their victims' brains to take over their bodies, creating puppets to use for labor, combat, or their own malevolent amusement.

An adult incutilis is slightly smaller than an adult human head, and their shell bears a pattern of crimson streaks that resemble the ridges and furrows of a brain. Incutilises hatch within the depths of the sea, where they start off consuming bottom-dwelling crustaceans and sometimes even whales or sharks. As they grow into adults, incutilises instinctively crave the complex tissues of other creatures' brains—the more complex, the better—preferring to target humanoids and animals.

Eventually, an incutilis will make an excursion onto land specifically to find a puppet to control. Using their tentacles to crawl up onto shore or climb aboard a ship, they then drive their tendrils directly into the brain of a helpless living (or very recently dead) land creature. An incutilis takes control of their new host through this neurological connection. This host—now called a puppet—rarely survives the experience.

After an incutilis has taken full control, they can usually ride their puppet for as long as they wish. Often, they use the puppet to seek out other potential prey, battling other creatures until the wear and tear from repeated conflict renders their current body useless.

Incutilis — Creature 2

Uncommon | Tiny | Aberration | Amphibious

Perception +7; darkvision
Languages Aklo, Thalassic; telepathy 30 feet (page 362)
Skills Athletics +8, Deception +5, Stealth +9
Str +4, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** –1

AC 17; **Fort** +7, **Ref** +7, **Will** +9
HP 21

Speed 5 feet, climb 5 feet, swim 40 feet



Melee ❖ tentacle +8, **Damage** 1d4+4 bludgeoning plus Grab (page 361)

Abandon Puppet ❖ (manipulate) **Requirements** The incutilis is attached to a puppet; **Effect** The incutilis abandons its puppet, detaching and separating from its nervous system. If the puppet is still alive, it's unconscious and temporarily immune to that incutilis's Puppetmaster ability for 24 hours.

Puppetmaster ❖❖❖ (manipulate) An incutilis drives tendrils into a Small or Medium living creature that's unconscious or restrained by the incutilis. They attach and inject the unfortunate host with enzymes to take over control of the creature's nervous system, turning the host into a puppet controlled by the incutilis.

The puppet becomes controlled by the incutilis, and gains dying 2. This doesn't change the puppet's HP, and the puppet can have this dying condition even if it has more than 0 HP. If the puppet dies, its body remains under the control of the incutilis until it's destroyed or the incutilis Abandons the Puppet. If the puppet recovers from the dying condition, the incutilis immediately Abandons the Puppet.

While controlling a puppet, the incutilis is attached to the puppet's head (or elsewhere, if its brain is in an unconventional location) and moves along with it. The puppet uses its own AC, Hit Points, Fortitude and Reflex saves, and physical Strikes, but it uses the incutilis's Will save. The puppet can perform only basic actions and untrained uses of the Athletics and Stealth skills while controlled.

Any attack that deals damage to the puppet also deals 1 mental damage to the incutilis. Area effects are applied to both the incutilis and puppet. The incutilis always has lesser cover while in control of a puppet.

Irlgaunt

Irlgaunts resemble titanic spiders or crabs, but with cephalopod-like tendrils erupting from the tips of their chitin-armored legs. Their jagged gray shells allow them to blend into the rocky walls of the high mountain passes and deep ravines that serve as their hunting grounds. Despite their size, they move with incredible speed, bounding across chasms and skittering up sheer mountain cliffs in moments. Though they're formidable in melee, irlgaunts have an even more powerful ranged attack. These creatures pelt their opponents with forcefully regurgitated gastroliths—melon-sized clusters of rocks enveloped in coagulated digestive enzymes strong enough to break down flesh and bone. Gastroliths are fragile and explode on contact, spraying the area with shards of rock and caustic acid.

While one might easily mistake an irlgaunt for a simple, brutish beast, they have a keen intelligence and employ devious hunting strategies. They set traps for travelers and are fond of using gems and magical items taken from previous victims as bait. They've been known to start rockslides or otherwise block passages to reroute explorers into their clutches. They also use their gastroliths to direct the movements of their prey, forcing victims into dead ends at the edge of chasms or cliffs.

For the most part, irlgaunts live solitary lives, likely because finding enough food to sustain more than one tends to be difficult. However, they still maintain a sense of extended, regional community, actively gathering when organizing for war or to discuss other issues that affect their species or shared territories. They have been known to occasionally ally with giants, but these truces tend to be nebulous.

Irlgaunt Creature 13

LARGE ABERRATION EARTH

Perception +24; darkvision
Languages Aklo, Common, Jotun, Petran
Skills Acrobatics +25, Athletics +26, Deception +23, Stealth +27, Survival +22
Str +7, **Dex** +8, **Con** +5, **Int** +4, **Wis** +5, **Cha** +4

AC 34; **Fort** +22, **Ref** +25, **Will** +24
HP 265, **Immunities** acid; **Weaknesses** bludgeoning 10

Speed 30 feet, climb 30 feet; stone step
Melee ❖ jaws +26, **Damage** 3d8+13 piercing plus 2d6 acid
Melee ❖ legs +26 (agile), **Damage** 3d10+13 bludgeoning
Primal Innate Spells DC 31; **6th** *speak with stones*; **4th** *one with stone* (at will), *shape stone* (at will)
Regurgitate Gastrolith ❖❖ (acid, primal) The irlgaunt violently regurgitates a melon-sized clot of brittle stone supernaturally infused with digestive enzymes. The stone and acid explode on impact within a range of 30 feet, dealing 7d6 piercing damage and 7d6 acid damage to creatures in a 20-foot burst (DC 33 basic Reflex save). The irlgaunt can't Regurgitate Gastroliths for 1d4 rounds.
Stone Step The irlgaunt ignores difficult terrain composed of rocks and stone.



Irlgaunt Religion

A small number of irlgaunts actively worship Rovagug, whom they believe to be the progenitor of their species. Instead of living solitary lives, these irlgaunts form groups that inhabit deep fissures, transforming them into grisly temples by decorating them with the corpses of their sacrifices. They also decorate their own bodies by carving prayers into their chitin and painting themselves with crude and disturbing images. Some claim these runes grant them divine powers of protection and the ability to summon Rovagug's otherworldly kin. Irlgaunts who worship in this way gain the unholy trait.

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Jellyfish Species

A large number of types of monstrous jellyfish dwell in the world's oceans, each with their own unusual specialty in hunting. The immense vampire jellyfish is a blood-drinking monster that often attacks sailors aboard ships. Among the largest are the dreaded whaler jellyfish, colossal creatures that feed on whales or even krakens.

Jellyfish

Many varieties of jellyfish drift through the world's oceans, feeding on fish and other tiny marine creatures. However, deadly species of monstrous jellyfish pose a threat to unwary swimmers and sailors alike. Note that while jellyfish are animals, they also have the mindless trait because they lack a centralized nervous system.

Fire Jellyfish Swarm

While individually one of these fist-sized jellyfish is merely a nuisance, in great numbers, fire jellyfish can form into dangerous swarms. Bobbing in the water, they create a cloud of stinging tentacles. They were named in part for their bright coloration, but those who are stung by fire jellyfish learn the larger reason for their name—the pain of their stings is comparable to being burned alive.

Fire Jellyfish Swarm — Creature 6

LARGE ANIMAL AQUATIC MINDLESS SWARM

Perception +11; low-light vision

Skills Acrobatics +15

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

Agile Swimmer Fire jellyfish swarms use Acrobatics to Swim.

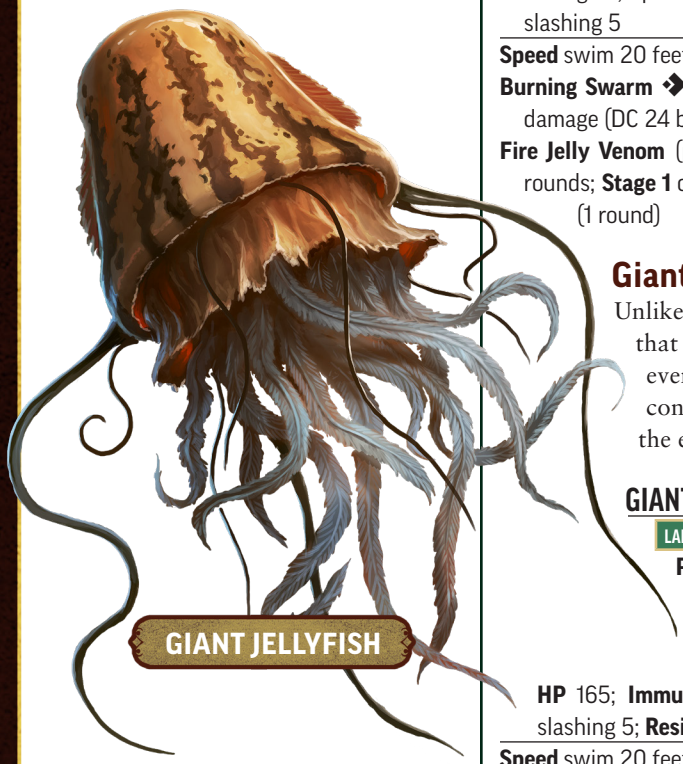
AC 13; **Fort** +16, **Ref** +15, **Will** +10

HP 155; **Immunities** critical hits, mental, precision, swarm mind; **Weaknesses** area damage 7, splash damage 7; **Resistances** bludgeoning 9, piercing 9, poison 10, slashing 5

Speed swim 20 feet

Burning Swarm ❖ (poison) Each enemy in the swarm's space takes 3d8 poison damage (DC 24 basic Reflex save) and is exposed to fire jelly venom.

Fire Jelly Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 2 (1 round); **Stage 3** clumsy 3 (1 round)



Giant Jellyfish

Unlike its smaller cousins, the giant jellyfish is an active predator that chases down its prey through reefs or open water. It can even squeeze its enormous bell-shaped body into the tight confines of shipwrecks to drape its mane of tentacles across the exposed flesh of its prey.

Giant Jellyfish — Creature 7

LARGE ANIMAL AQUATIC MINDLESS

Perception +12; darkvision

Skills Acrobatics +15, Athletics +17, Stealth +15

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

AC 15; **Fort** +17, **Ref** +15, **Will** +1

HP 165; **Immunities** critical hits, mental, precision; **Weaknesses** piercing 5, slashing 5; **Resistances** bludgeoning 5, poison 10

Speed swim 20 feet

Melee ❖ tentacle +18 (agile, reach 20 feet), **Damage** 2d8+8 bludgeoning plus jellyfish venom

Jellyfish Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round); **Stage 3** 2d10 poison damage and paralyzed (1 round)

Squeeze A giant jellyfish can fit into tight spaces as if it were a Medium creature. It can move at its full Speed while Squeezing.

Jorogumo

Appearing as beautiful, well-dressed humans, jorogumo lurk in the high mountains and prey on travelers, often through words and charm. These cruel creatures can fully change into a giant spider or sprout spider legs from their backs, and they often keep giant spiders as pets. Jorogumo usually eat their prey, but some humanoids meet an even more gruesome fate as living incubators for jorogumo eggs.

When they encounter a tengu, jorogumo fly into a rage and attempt to murder them as quickly as possible, for they insist that tengu can see through their trickery with a mere glance and are immune to their venom, but it isn't clear to outsiders if this is the whole story behind their single-minded hatred. Though most jorogumo are solitary creatures, some worship Norgorber and serve as valuable allies to thieves' guilds following that god's guise as the Gray Master.

JOROGUMO — CREATURE 13

UNCOMMON MEDIUM HUMANOID

Perception +26; darkvision

Languages Aklo, Common; *truespeech*

Skills Acrobatics +25, Athletics +23, Crafting +22, Deception +28, Diplomacy +26, Performance +24, Stealth +23, Survival +24

Str +6, **Dex** +4, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7

AC 33; **Fort** +22, **Ref** +23, **Will** +26

HP 270; **Weaknesses** peachwood 10; **Resistances** poison 15

Darting Legs ↻ **Requirements** The jorogumo has their spider legs extended or has Changed Shape; **Trigger** The jorogumo is targeted with an attack; **Effect** The jorogumo raises a leg, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet, swim 30 feet

Melee ❖ jaws +27, **Damage** 3d12+14 piercing plus jorogumo venom

Melee ❖ claw +27 (agile), **Damage** 3d8+14 slashing

Ranged ❖ web +23 (range increment 60 feet), **Effect** web trap

Occult Innate Spells DC 34; **7th** *summon animal* (spiders only); **4th** *outcast's curse* (×3), *suggestion* (×3); **3rd** *mind reading* (at will); **1st** *charm* (at will); **Constant (5th)** *truespeech*; **(2nd)** *speak with animals* (spiders only)

Change Shape ❖ (concentrate, occult, polymorph) The jorogumo takes on the appearance of any Small or Medium spider. This doesn't change their Speed or Strikes.

Jorogumo Venom (incapacitation, poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 4 hours; **Stage 1** 3d6 poison damage and stupefied 1 (1 round); **Stage 2** 3d6 poison damage and stupefied 2 (1 round); **Stage 3** 4d6 poison damage and stupefied 2 (1 round); **Stage 4** paralyzed for 1d4 hours

Spider Legs ❖ (concentrate, occult, polymorph) **Requirement** The jorogumo is in humanoid form; **Effect** Eight large spider legs sprout from the jorogumo's back, granting a 40-foot climb Speed and allowing them to use the Darting Legs reaction.

Web Trap A creature hit by the jorogumo's web attack is immobilized and stuck to the nearest surface, preventing the creature from moving. The DC to Escape or Force Open the web trap is 32.

PEACHWOOD VULNERABILITY

Peachwood, often cultivated by Pharasmin priests, is used to ward away the undead. However, jorogumo also despise this auburn-tinged wood, despite being quite clearly a living creature. This has led many to speculate on the origins of these arachnid ambushers, but their secretive nature has made further research difficult. Learn more about peachwood in *Lost Omens Tian Xia Character Guide*.



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Iivlars and Jotunborn

When living within the Fray, jotunborn make use of a local fauna known as iivlars. These insectile creatures produce special silks that glow with light. Jotunborn weave these silks into their skin both to help keep track of each other in the darkness of the Fray, but also as signs of status or skill. Iivlars are particularly important to jotunborn culture and intentionally harming an iivlar is a grave offense.

Jotunborn

Jotunborn are large humanoids with indirect connections to ancient giants like titans. In ancient days, jotunborn served the gods as custodians for new worlds. They lived in a sub-planar realm between the mortal Universe and the Ethereal Plane known as the Fray, and they emerged as necessary to tend to the worlds they watched over. These planar associations granted jotunborn unique abilities, including the ability to travel between planes and shaping the physical aspects of the Universe. At present, many jotunborn have found their planar abilities diminished or disrupted, and they're now more common in the Universe.

The original abilities of jotunborn have diminished in power over time. What was once a people capable of teleportation at great distances or the ability to reshape mountain ranges, is now a group that has minor magical abilities. These abilities can grow in power, however, usually as a jotunborn ages, becomes more attuned to planar energies, or weaves more iivlar silk into their skin. Particularly skilled jotunborn mages and warriors are capable of feats that rival those of their forebears.

Jotunborn who live in the mortal Universe tend to lead reclusive lives. Many other ancestries confuse jotunborn with frost giants or cloud giants due to a jotunborn's size and skin coloration. This confusion can lead to fear or hostility, a reaction that most jotunborn prefer to avoid. Due to the difficulties that come with living in the Fray, many jotunborn are fiercely loyal to those they trust. These loyalties help keep fellow jotunborn alive, and these sentiments extend to any other people that befriend a jotunborn.

Jotunborn Sage

In jotunborn society, sages are keepers of knowledge. They maintain histories of their clans or entire civilizations. Their weavings tend to appear along their eyes and ears, representing their observational skills and knowledge they retain.



JOTUNBORN SAGE

JOTUNBORN SAGE **CREATURE 2**

RARE LARGE GIANT HUMANOID JOTUNBORN

Perception +7; low-light vision

Languages Common, Cyclops, Fey, Jotun, Petran, Shadowtongue

Skills Arcana +8, Athletics +6, Diplomacy +4, Medicine +5, Jotunborn Lore +8, Occultism +8, Religion +5, Society +8

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

Items dagger, *scroll of mindlink*

Iivlar Weaving The sage has planar thread woven into their skin. This thread glows with dim light in a 10-foot emanation. They can Sustain to extinguish, reactivate, or adjust the coloration of this light.

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

HP 26

Speed 25 feet

Melee ❖ dagger +10 (agile, versatile S), **Damage** 1d4+5 piercing

Melee ❖ fist +10 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Occult Prepared Spells DC 18, attack +10; **1st** *dizzying colors*, *grim tendrils*, *sleep*; **Cantrips (1st)** *detect magic*, *frostbite*, *read aura*, *shield*, *telekinetic projectile*, *void warp*

Plane-Hopper Dash ❖ **Frequency** once per day; **Effect** The jotunborn sage moves with swiftness between planar boundaries to shorten their journey. The sage Strides; this movement doesn't trigger reactions. Once the Stride is complete, the sage gains a +5-status bonus to their Speed until the start of their next turn.

Jyoti

Jyotis are sometimes called "false phoenixes" (a term they find insulting) by the ignorant or willful. These avian humanoids are native to Creation's Forge, where they are the caretakers of the tree-sized, crystalline flowers within the Garden of Creation's Forge. These physical manifestations of mortal souls that ascended to divinity are protected and venerated by jyotis. They rarely leave this enigmatic realm and view visitors from other planes as stains on the purity of their home. Jyotis particularly distrust divine spellcasters and religious warriors, seeing them as inclined to take credit for manifesting a life force that, from a jyoti's perspective, is as plentiful and ubiquitous as water is to fish.

Despite their distrust of intruders, jyotis rarely attack unprovoked when their homes are not threatened. However, they don't tolerate intruders into their palace dwelling of crystallized light and captured flame. They often chase even those who come bearing gifts away; few visitors have anything they desire, for what they desire most is to be left alone. Jyotis' full wrath is reserved for natives of the Netherworld and the Void. Historically, the promise of battle with the gargoyle-like sceaduinars, whom they consider it their duty to oppose, has been the only thing to lure jyoti armies beyond Creation's Forge.

Jyoti

Creature 9

MEDIUM FIRE HUMANOID VITALITY

Perception +21; darkvision

Languages Common, Jyoti

Skills Acrobatics +20, Intimidation +18, Occultism +20, Society +18

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

Items *+1 striking longspear*

AC 28; **Fort** +15, **Ref** +18, **Will** +21; +1 status to all saves vs. magic (+2 vs. divine magic)

HP 155; **Immunities** death effects, disease, poison; **Resistances** fire 10, void 10

Vitality Energy Affinity Vitality healing effects always heal the jyoti for the maximum amount. It doesn't gain the automatic Hit Points or temporary Hit Points from being on a plane with the vitality planar essence trait.

Speed 25 feet, fly 60 feet

Melee ❖ *flaming ghost touch longspear* +20 (magical, reach 10 feet), **Damage** 2d8+6 piercing plus 1d6 fire

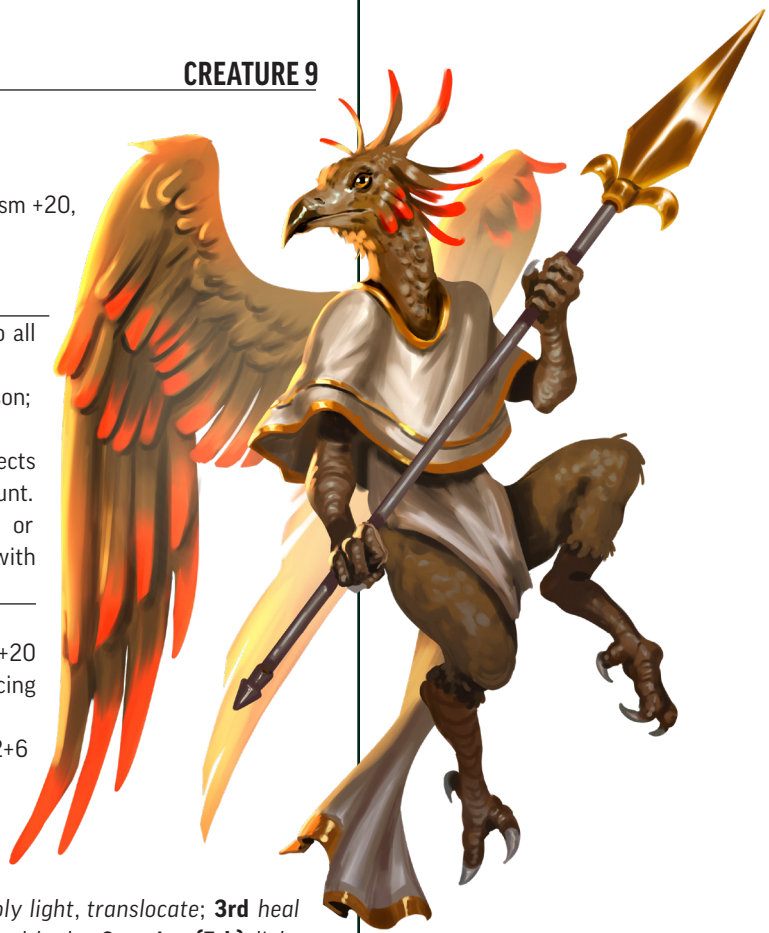
Melee ❖ beak +21 (finesse), **Damage** 2d12+6 piercing plus 1d6 fire

Melee ❖ talon +21 (agile, finesse), **Damage** 2d8+6 slashing plus 1d6 fire

Occult Innate Spells DC 28, attack +20; **5th** *banishment*, *breath of life*; **4th** *heal*, *holy light*, *translocate*; **3rd** *heal* (×3); **2nd** *cleanse affliction, clear mind, sound body*; **Cantrips (5th)** *light, vitality lash*

Breath of Burning Life (fire, occult, vitality) The jyoti breathes a blast of searing flame infused with vitality energy in a 40-foot cone that deals 8d6 fire damage plus 4d6 vitality damage to creatures in the area (DC 28 basic Reflex save). The jyoti can't use Breath of Burning Life again for 1d4 rounds.

Infuse Weapons (occult) Any weapon a jyoti wields becomes a *flaming ghost touch* weapon while the jyoti holds it.



Crystal Vaults

Jyotis make ideal guardians for artifacts too dangerous to be left where those hungry for power might seize them. Only they know what items of myth and legend, long thought lost or destroyed, lie within their crystal vaults. They're unreliable guardians of religious artifacts, however, which usually disgust them.

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KAMI ALLIES

Kami are friends to arboreals, dryads, and other beings with spiritual ties to the natural world. Among mortals, druids are the most common recipients of kami aid, though these spirits might help anyone whose mission involves the protection of their particular ward.

Kami

Kami are divine nature spirits from the lands of Tian Xia, far to the east of the Inner Sea region. They serve as guardians of natural objects and places they protect—their wards—and are ancient enemies of oni (*Pathfinder Monster Core* 252–255). Kami can merge with their wards, allowing them to surreptitiously watch anyone who treads upon their sacred grounds. Kami leave those who they deem harmless alone, but fight vigilantly to scare away anyone perceived as a threat.

Shikigami (Paper Kami)

Shikigami are made of paper and can easily transform between a flat cutout form and a three-dimensional doll of molded paper. Unlike most other kami, who are bound to their wards by a more powerful spirit or deity, shikigami are minor spirits that even mortal practitioners can sometimes bind into a tiny paper form and task with guarding small works, such as garden statues and vases. Landowners delight in having shikigami protect their gardens, whether they paid a wandering spellcaster to entreat the shikigami or simply had the fortune of another spirit assigning a shikigami to their land. Travelers who come across a shikigami-graced milestone or waypost believe that such encounters are good omens for the journey.

For their part, shikigami have mixed opinions on civilization and the humanoids who dwell therein. While shikigami will fight to protect their ward against invaders and desecrators, these kami are just as likely to leave—their ward in tow—if locals begin to despoil the area or show a disregard for nature. Most practitioners capable of binding a shikigami wouldn't engage in this type of disrespect, but should the kami catch wind of such practices, shikigami across the land might abandon their contracts en masse, leaving behind an uncomfortable vacuum with their exodus. In this way, shikigami exemplify the precarious balance between the expansion of civilization and the preservation of the natural world.

Not all shikigami protect gardens, so you can substitute the shikigami's spade for any sort of mundane tool that's useful to the shikigami's task and their ward. The kami wields any such weapon with the same damage dice, modifiers, and traits listed for their spade Strike, but change the damage type as appropriate for the new weapon.

SHIKIGAMI CREATURE 1

TINY KAMI SPIRIT

Perception +9; darkvision
Languages Common, Empyrean
Skills Diplomacy +6, Medicine +7, Nature +7, Society +6, Stealth +7
Str +2, **Dex** +2, **Con** +3, **Int** +1, **Wis** +4, **Cha** +3
Ward (divine) Every kami is bound to a ward: a specific animal, plant, object, or location. A kami can merge with or emerge from their ward as a single action, which has the concentrate trait. While merged, the kami can observe their surroundings with their usual senses as well as the senses of their ward, but can't move, communicate with, or control their ward. Additionally, a kami merged with their ward recovers Hit Points each minute as if they spent an entire day resting.

A shikigami's ward is typically a minor work of art or symbol of civilization, such as a milestone, trail sign, personal garden, or tiny statue.

AC 15; **Fort** +7, **Ref** +6, **Will** +9
HP 18; **Immunities** bleed; **Weaknesses** cold iron 3

Speed 20 feet; flatten
Melee ❖ spade +7 (agile, versatile S), **Damage** 1d6+2 piercing
Melee ❖ fist +7 (agile), **Damage** 1d4+2 bludgeoning
Ranged ❖ spade +7 (agile, thrown 10 feet, versatile S), **Damage** 1d6+2 piercing
Innate Divine Spells DC 17; **2nd** *animal messenger*, *invisibility* (self only); **1st** *cleanse cuisine*; **Cantrips (1st)** *forbidding ward*



Flatten ❖ The shikigami flattens to the width of a sheet of paper. While Flattened, they can float on the wind, gaining a 20-foot fly Speed, and they can slip through small cracks and gaps without needing to Squeeze; however, they become clumsy 2. The shikigami can Dismiss this effect.

Kodama (Tree Kami)

A kodama is a type of kami who inhabits a tree. Kodama commonly appear in old Tian forests, especially old-growth forests far removed from civilization. In the Forest of Spirits in Minkai, for example, so many trees are possessed by kodama that a traveler might pass by hundreds, if not thousands, of these beings while journeying through a single acre of woodland.

Kodama try their utmost to protect their sacred trees, but a single kodama is a minor obstacle to most oni or others who have no qualms about desecrating forests or harvesting them for natural resources. Like trees in a forest, kodama are most powerful in great numbers and among other kami, whom they can bolster with their magical straw ropes while distracting strong enemies with their mesmerizing presence. On the other hand, kodama bear no ill will toward those who respect their wards, even allowing druids and other deferential creatures to dwell within their bounds. They might even subtly guide lost travelers out of the forest or back to safety.

KODAMA CREATURE 5

SMALL KAMI SPIRIT WOOD

Perception +15; darkvision

Languages Common, Empyrean; *speak with plants*, telepathy 50 feet (page 362)

Skills Acrobatics +11, Athletics +11, Nature +13, Stealth +13, Survival +13

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

Items *spiritual rope*

Ward As shikigami, but a kodama's ward is a specific tree.

AC 21; **Fort** +12, **Ref** +11, **Will** +13; +1 status to AC and all saves vs. unholy effects and attacks and effects from unholy creatures

HP 95; **Weaknesses** cold iron 5; **Resistances** unholy 5

Distracting Gaze (aura, divine, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 21 Will save. The kodama can activate or deactivate this aura by using a single action, which has the concentrate trait.

Success The creature is unaffected.

Failure The creature is fascinated with the kodama. This condition ends if the creature ends its turn outside the aura.

Critical Failure As failure, plus the creature is slowed 1 as long as it remains fascinated.

Speed 20 feet

Melee ❖ fist +13 (agile, finesse), **Damage** 2d6+4 bludgeoning

Innate Divine Spells DC 23; **5th** *nature's pathway*; **2nd** *one with plants*; **Cantrips (3rd)** *figment*; **Constant (4th)** *speak with plants*

Spiritual Rope (divine) The kodama spends 1 minute to fashion an enchanted straw rope out of nearby materials. The rope can be wrapped around other kami creatures to protect them from fell forces. A kami who wears a *spiritual rope* gains resistance 5 to damage from unholy creatures and effects and a +1 status bonus to AC and saving throws against unholy effects and attacks and effects from unholy creatures.

A kodama always wears a *spiritual rope*, and they can have one other *spiritual rope* in existence at a time. Creating a new rope beyond these two releases the magic of one of the other two ropes of the kodama's choosing. A *spiritual rope* around a creature other than a kodama loses its magic after 24 hours or if it's taken outside the kodama's forest.


KODAMA

KAMI TREASURE

Kami have no use for valuables or other material possessions, but the sites they protect are often rich with natural resources or even sometimes dotted with relics from bygone eras. One of the greatest kami treasures is a kodama's *spiritual rope*. Although these ropes grant no power to mortals, a freely gifted *spiritual rope* from a kodama is seen as a mark of the utmost purity and worthiness.

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Attracting a Kami

Different cultures have different beliefs about the best way to attract a kami spirit, such as a zuishin. Societies that strive to preserve the natural world—like elven tree-cities and small villages that balance their own population with those of other local creatures—are the most likely to be graced by a kami's presence.

Zuishin (Warrior Kami)

Zuishin are kami warriors and archers tasked with watching over important shrines, ancient gates, or sacred doorways. With sturdy armor and hallowed armaments, zuishin fight tirelessly to drive off unholy powers who wish to desecrate their wards. Of all kami, zuishin most frequently fight against oni, as the wards zuishin guard are often targeted by these vile fiends.

Zuishin tend to regard mortals with skepticism. To earn a zuishin's trust, a supplicant might offer items of natural significance, such as an urn of hallowed earth, a branch from an ancient tree, or an arrangement of local flowers.

Like all kami, a zuishin might come across as reserved or even indifferent to humans and their ilk; however, this impression stems only from a zuishin's wisdom and longevity, which makes mortal affairs seem relatively trivial. In the company of other kami, they're unerringly benevolent and readily offer aid to their fellows. For example, a zuishin whose ward lies nestled in an ancient forest might readily join forces with kodama in those trees to deter foes.

ZUISHIN — CREATURE 10

MEDIUM KAMI SPIRIT

Perception +21; darkvision

Languages Common, Empyrean; telepathy 100 feet (page 362)

Skills Acrobatics +23, Athletics +22, Intimidation +19, Medicine +21, Nature +21, Stealth +21

Str +6, **Dex** +7, **Con** +5, **Int** +1, **Wis** +5, **Cha** +3

Items *+1 breastplate*, *+1 composite longbow*, *+1 katana*

Ward As shikigami, but a zuishin's ward is a specific gate, doorway, or shrine.

AC 30; **Fort** +19, **Ref** +23, **Will** +17

HP 180; **Weaknesses** cold iron 10

Reactive Strike ↻ (page 361)

Speed fly 25 feet

Melee ❖ *holy katana* +23 (deadly d8, holy, magical, two-hand d10, versatile P), **Damage** 2d6+9 slashing plus 1d4 spirit

Ranged ❖ *holy composite longbow* +24 (deadly d10, holy, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+9 piercing plus 1d4 spirit

Divine Innate Spells DC 29; **5th** *breath of life*, *dispel magic*, *heal*, *translocate* (×3); **4th** *cleanse affliction*, *sure footing*; **3rd** *heal* (×2), *share life*

Healing Arrow ❖❖ (divine, healing) The zuishin blesses an arrow with healing magic. They expend a *breath of life*, *cleanse affliction*, *heal*, or *sure footing* spell and make a *composite longbow* Strike against an ally. A critical failure has no effect, but on any other result the ally is affected by the spell rather than taking damage from the Strike.

Holy Weaponry (divine, holy) Any weapon becomes a *striking holy weapon* while the zuishin wields it. A zuishin creates arrows out of nothing as part of their attacks with any bow they wield.



ZUISHIN

Sakugami (Blossom Kami)

Sakugami are especially powerful kami who protect seasonally blossoming trees, particularly ones in places where the primeval powers of nature remain strong. The cycle of a barren tree bursting into a riot of flowers once a year, before those blossoms inevitably fade with the turning of the seasons, provides a striking visual metaphor for sakugami, whose association with this annual cycle of growth and decay grants them powers over time as well as nature. Also known as blossom kami, sakugami have a particular fascination with mortals. Many folk legends tell of sakugami who bestow their blessing upon

worthy individuals who fight for just causes. In truth, while blossom kami are mesmerized by such mortals—seeing the essence of a flower in a short life devoted to bringing beauty and comfort to its surroundings—they're so rare and enigmatically aloof that few ever encounter them. Decades, even centuries, might pass before a humble village realizes that a sakugami has been watching over it.

The stories persist, however, as they have for ages, leading to a widespread appreciation for blossoming trees. The site of a new village might be chosen due to its proximity to an ancient wisteria, or a temple might be carefully constructed around a single young plum. As sakugami are most commonly associated with cherry trees, many larger population centers in Minkai will plant and carefully tend small groves of cherries, both for their beauty and out of respect for the blossom kami.

SAKUGAMI CREATURE 15

RARE MEDIUM KAMI SPIRIT WOOD

Perception +30; darkvision

Languages Common, Empyrean; *speak with plants*, telepathy 150 feet (page 362)

Skills Acrobatics +30, Diplomacy +31, Medicine +28, Nature +30, Stealth +28, Survival +30

Str +5, **Dex** +7, **Con** +6, **Int** +2, **Wis** +7, **Cha** +8

Items *+2 striking staff*

Ward As shikigami, but a sakugami's ward is a specific deciduous tree with seasonal blossoms, such as a cherry, plum, or wisteria.

AC 35; **Fort** +25, **Ref** +28, **Will** +30

HP 350; **Weaknesses** cold iron 15

Reactive Strike ↻ (page 361)

Sakugami's Foresight ↻ (divine, mental, prediction) **Trigger** The sakugami is subject to a hostile action or needs to roll to defend itself; **Effect** The sakugami rolls twice and uses the higher result for its saving throw or other defense (a fortune effect) or forces the hostile creature or danger to roll twice and use the lower result for its attack roll or similar roll (a misfortune effect).

Speed 50 feet, fly 50 feet

Melee ❖ *staff* +30 (magical, two-hand d8), **Damage** 2d4+13 bludgeoning plus fleeting blossoms and touch of ages

Divine Innate Spells DC 36; **7th** *execute*, *haste*, *regenerate*; **6th** *cleanse affliction*, *nature's pathway* (at will, flowering trees only), *slow*; **5th** *heal* (×3), *one with plants* (flowering trees only), *peaceful rest*; **4th** *status*

Fleeting Blossoms A sakugami's staff Strikes stir up fleeting blossoms that bloom, wilt, and decay all in the space of an instant. On a hit, they deal an additional 1d6 mental damage, as well as an additional 1d6 void damage to living creatures and an additional 1d6 vitality damage to undead.

Swift Staff Strike ❖❖ In a rapid series of movements, the sakugami unleashes a deadly assault. The sakugami makes three staff Strikes. The sakugami's multiple attack penalty doesn't increase until after they've made all three Strikes.

Touch of Ages (curse, divine) A sakugami's attacks bestow a curse that alters the very flow of time in those they attack. When a sakugami hits a creature with a melee Strike, the creature must attempt a DC 36 Fortitude save as its perspective shifts rapidly between that of advanced age and an infantile state. Regardless of the outcome, the creature is temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature becomes clumsy 1, enfeebled 1, and stupefied 1 for 1 round.

Failure The creature becomes clumsy 2, enfeebled 2, and stupefied 2 for 1 minute.

Critical Failure As failure, but the conditions are permanent.

KAMI WORSHIP

Although kami aren't gods, people sometimes worship or pray at a tree or location where a kami is known to reside. Kami regard this behavior as a curious affectation of mortals, and they make no attempts to dissuade or encourage such reverential treatment as long as it doesn't threaten the safety of their wards.



SAKUGAMI

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A SINISTER SIDE

Kappas despise horses and gleefully kill and consume any that venture too close to the water's edge. Because of this, they're sometimes mistaken for strangely armored goblins. Some vile kappas have even developed a taste for human flesh and have been witnessed drowning people before tearing them apart for consumption.

Kappa

Mischievous by nature, kappas delight in playing pranks on unsuspecting travelers. While usually not overtly malicious, they can be a significant nuisance, stealing clothes from unsuspecting bathers or snatching unattended food from campfires. Kappas also enjoy proving their worth in competitions of strength and, despite their propensity for trickery, are known to be honorable competitors who keep their word and remain polite in conversation.

While kappas vary in physical attributes from region to region, they're all amphibious, turtle-like humanoids with beaked mouths, webbed hands and feet, and slimy scales that range in color from bluish green to pale yellow. They often have black hair, arranged in a ring to accommodate the central depression atop their head. Water from a kappa's home lake, stream, or river fills this depression, or head bowl, which is believed to be the source of their strength. Younger kappas are easily tricked into bowing and accidentally emptying the water from their own head bowls. Losing this water makes a kappa lethargic. The longer a kappa's head bowl remains empty, the weaker they grow. While this rarely poses a serious danger for a kappa living near their home body of water, it can prove fatal to a more adventurous kappa wandering afar.

Kappas aren't inherently hostile and have been known to befriend lonely children and lend aid to stranded adventurers by providing directions or minor medical treatment. Still, many areas where kappas dwell feature posted signs warning of their presence that encourage travelers venturing near water to toss in a cucumber—kappas' favorite food—in exchange for safe passage. Kappas sometimes put up these signs themselves to increase the likelihood of receiving a tasty treat.

KAPPA — CREATURE 2

SMALL | AMPHIBIOUS | BEAST

Perception +9; darkvision

Languages Common, Thalassic

Skills Acrobatics +8, Athletics +7 (+9 to Grapple), Medicine +9, Survival +7

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

AC 17; **Fort** +7, **Ref** +10, **Will** +7

HP 35

Head Bowl The depression atop a kappa's head is filled with water. Spilling, evaporating, or otherwise removing all the water from the top of a kappa's head reduces all their Speeds to 5 feet until the basin is again filled with water. A kappa who becomes prone must succeed at a DC 15 Reflex save or spill their water, and a kappa who becomes unconscious automatically spills their water.

If a kappa is grappled, restrained, or stunned, another creature can attempt to spill the water from their bowl by spending a single action, which has the attack and manipulate traits, to attempt an Athletics check against the kappa's Fortitude DC. On a success, the creature spills the kappa's water.



Speed 15 feet, swim 40 feet

Melee ❖ claw +11 (agile), **Damage** 1d10+3 slashing

Pull Arm ❖ The kappa pulls one of their arms, gaining 10-foot reach with that arm. The opposing arm shrinks to little more than a hand extending from their shell. The kappa can still use their shortened hand to hold things, but they can't use that hand to wield a shield or weapon. By spending a single action to pull their opposing arm, the kappa can return their arms to their original length.

Kelpie

Kelpies are malevolent, amphibious fey shapechangers who lure mortals to a watery grave. These cruel predators lurk around bodies of water of any type, only slightly preferring fresh water over salt water. Kelpies lure or drag their prey underwater, then drown and devour them, leaving behind only the victim's heart and liver—the only parts of a meal kelpies find unpleasant—tossed upon the shore. Kelpies are fond of magically disguising themselves as fine steeds or attractive strangers to draw in victims, but their true appearance is that of a hideous equine with slimy, green flesh resembling aquatic plants.

Kelpie — Creature 4

LARGE AMPHIBIOUS FEY

Perception +11; low-light vision
Languages Common, Fey, Thalassic
Skills Athletics +11, Deception +14, Stealth +10
Str +5, **Dex** +2, **Con** +3, **Int** –1, **Wis** +3, **Cha** +4

AC 21; **Fort** +11, **Ref** +12, **Will** +14
HP 60; **Weaknesses** cold iron 5; **Resistances** fire 5

Speed 35 feet, swim 35 feet
Melee ❖ jaws +13, **Damage** 2d6+7 bludgeoning plus Grab (page 361)
Captivating Lure ❖❖ (concentrate, emotion, incapacitation, mental, primal) The kelpie instills an overwhelming attraction to itself within the mind of a single creature within 60 feet. The target perceives the kelpie as a desirable person (if the kelpie is in humanoid form) or a magnificent steed (if the kelpie is in equine form) and must attempt a DC 23 Will saving throw.

Critical Success The creature is unaffected and is temporarily immune to Captivating Lure for 24 hours.

Success The creature is stupefied 1 for 1 round and is then temporarily immune to Captivating Lure for 24 hours.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the kelpie as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the kelpie, it either attempts to mount the kelpie (if the kelpie is in equine form) or stays still and doesn't act. If the creature is attacked by the kelpie, or if it can't breathe water and enters an area of water, the creature is freed from captivation at the end of the kelpie's turn.

Critical Failure As failure, but the target doesn't consider water a danger and will enter an area of water even if it can't swim or breathe water. If it is attacked by the kelpie or starts to drown, it can attempt a new save at the start of its next turn, but it isn't freed automatically.

Change Shape ❖ (concentrate, polymorph, primal) The kelpie can take on the appearance of any Medium or Large animal of an equine nature (such as a horse, hippocampus, or pony), or any Small or Medium humanoid. This doesn't change its Speeds or its attack and damage modifiers with its Strikes.



Kelpie Folktales

Some fanciful stories about kelpies speak of them appearing in equine form wearing riding tack, complete with silver stirrups and bridle bit. These folktales claim that cutting the harness from a kelpie's body grants the bearer power over it or causes a kelpie to sicken and die. In truth, doing so has no ill effect on a kelpie, suggesting these stories are spread by kelpies themselves to further trick prey into making foolish mistakes.

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The Lady of Foxes

Daikitsu, a deity worshipped in Tian Xia as the patron of agriculture and craftsmanship, is directly responsible for the creation of kitsune. The first kitsune descended from Daikitsu's attendants sent to the Universe. Nine-tailed kitsune have served as heralds of Daikitsu throughout history.

Kitsune

Kitsune are shapeshifting, fox-like humanoids who have been blessed by the spirits. They can shift from the form of a fox-headed humanoid into a specific alternate form unique to each kitsune, usually either a tailless form—such as a humanoid body without any fox features (typically of the prevalent ancestry where they grew up)—or a fox form. Kitsune revel in joy and beauty, often practicing storytelling, dance, and other creative arts. However, they also have a penchant for playing pranks on the joyless and self-important, earning them a reputation as tricksters. Favored by the goddess Daikitsu, kitsune seem to be almost supernaturally lucky, perpetually dodging danger by the narrowest margins.

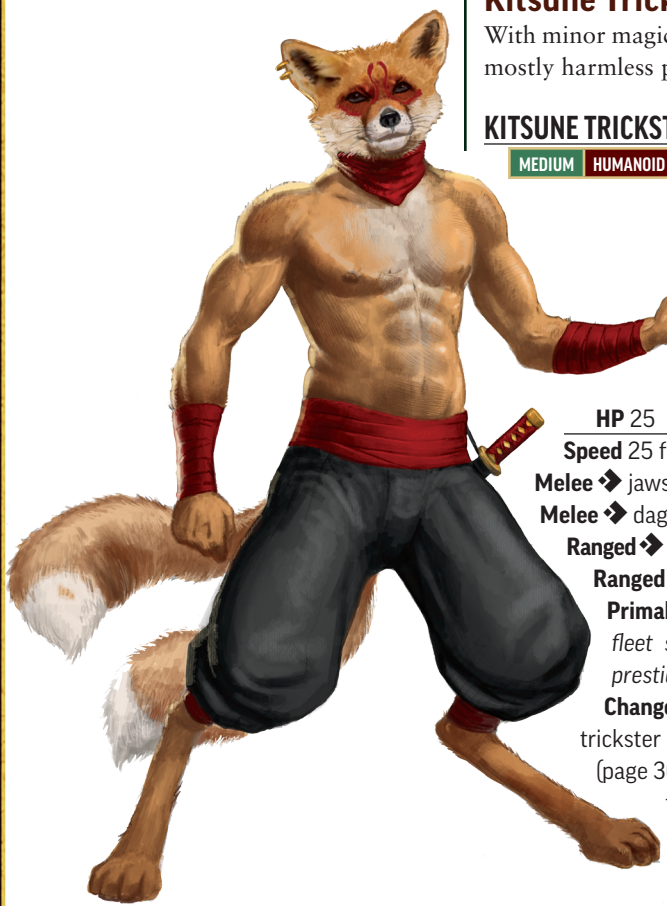
While kitsune settlements do exist, most kitsune are incredibly curious and often leave home at a young age to encounter new people and sights. Some kitsune spend years in their tailless form, living disguised among humanoids in urban or rural societies whose inhabitants have no clue of their true nature. Others go to the opposite extreme, spending most of their lives in the form of a fox, only to reveal themselves at the most opportune moment. For many kitsune, revealing their true form to someone is a sign of great trust, but it's also not uncommon for kitsune to display their dual nature openly.

Kitsune's connection to the spiritual world grants them a number of magical abilities. Aside from their innate shapeshifting powers, kitsune naturally develop more potent magic as they mature, and they seem to effortlessly pick up skills that would rival the most practiced spellcasters. Those who truly apply themselves to honing their magic usually become remarkable at their craft.

A kitsune is born with one tail, but as their magical powers grow, so do their number of tails. Elders blessed with great magical wisdom can have as many as nine, though according to popular legend, this level of power can take up to a thousand years to achieve.

Kitsune Trickster

With minor magic and shapeshifting capabilities, these tricksters love to play mostly harmless pranks for their own enjoyment.



KITSUNE TRICKSTER **CREATURE 2**

MEDIUM HUMANOID KITSUNE

Perception +10

Languages Common, Fey

Skills Acrobatics +8, Deception +10, Diplomacy +8, Nature +6, Performance +8, Thievery +8

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

Items dagger, flute

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 25

Speed 25 feet

Melee ❖ jaws +10 (finesse), **Damage** 1d6+2 piercing

Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ foxfire +12 (fire, magical, range 20 feet), **Damage** 1d4+2 fire

Primal Spontaneous Spells DC 18, attack +10; **1st** (3 slots) *charm*, *fleet step*, *runic body*; **Cantrips (1st)** *detect magic*, *figment*, *light*, *prestidigitation*, *tangle vine*

Change Shape ❖ (concentration, divine, polymorph) The kitsune trickster transforms into the tailless form of a specific Medium human (page 360). The tailless form can't be altered and resembles the kitsune's fox-like humanoid form. While the kitsune trickster's alternate form is a Medium human, some kitsune have tailless forms of other humanoids, or a fox alternate form.

Larabay

Larabays are bright-eyed, humanoid-looking fey with colorful wings and needlelike teeth who generally reside along warm coastal regions and islands. Like other fey, they enjoy lavish pranks and fantastical illusions that create chicanery and confusion. A larabay's desire for a joke can sometimes reach dire extremes, such as employing illusions to lure ships into rocks and travelers off cliffs. While some have fortuitously become heroes by playing pranks on tyrants or cruel people, this is almost entirely coincidental, as larabays do not often consider the morals or goals of their targets; they simply enjoy the fruits of their chaos.

LARABAY — CREATURE 11

MEDIUM FEY

Perception +22; low-light vision

Languages Common, Fey, Thalassic

Skills Acrobatics +23, Athletics +17, Deception +24, Diplomacy +22, Nature +19, Performance +22, Thievery +23

Str +2, **Dex** +6, **Con** +3, **Int** +4, **Wis** +4, **Cha** +7

Items *+1 striking rapier*

AC 30; **Fort** +18, **Ref** +24, **Will** +21

HP 175; **Weaknesses** cold iron 10

Speed 30 feet, fly 35 feet

Melee ❖ *rapier* +23 (deadly d8, disarm, finesse, magical), **Damage** 2d6+12 piercing, plus mischief

Ranged ❖ befuddling gaze +22 (magical, mental, range 60 feet, visual), **Damage** 2d8+10 mental plus befuddling visions

Occult Innate Spells DC 30, attack +22; **6th** *cursed metamorphosis*, *hallucination*; **5th** *illusory object*, *illusory scene*; **2nd** *invisibility* (at will); **Cantrips (6th)** *figment*, *telekinetic projectile*

Change Shape ❖ (concentrate, occult, polymorph) The larabay can take on the appearance of a specific Medium or Small humanoid (page 360). This removes their fly Speed but doesn't change the attack and damage modifiers with their Strikes.

Befuddling Visions (mental, occult) The larabay's gaze creates disorientation and confusion. A creature hit by befuddling gaze must attempt a Will save.

- **Critical Success** The target is unaffected and temporarily immune to befuddling visions for 1 minute.
- **Success** The target is unaffected.
- **Failure** The target becomes clumsy and dazzled for 1 round.
- **Critical Failure** The target becomes confused for 1 round, and clumsy and dazzled for 1 round afterward.

Mischief ❖ **Requirements** The larabay's last action was a successful rapier Strike;
Effect The larabay attempts to Disarm the creature they hit. They gain a +4 status bonus to the Athletics check. This attempt neither applies nor counts toward the larabay's multiple attack penalty.

Rainbow Flight ❖❖ (illusion, mental, occult) The larabay Flies up to its fly Speed, creating a stunning rainbow in its wake. This movement doesn't provoke reactions. Any creature adjacent to the larabay at any point during this movement must attempt a DC 30 Will saving throw to resist staring at the magnificent rainbow. The larabay cannot use Rainbow Flight again for 1d4 rounds.

- **Critical Success** The target is unaffected.
- **Success** The target is dazzled for 1 round.
- **Failure** The target is dazzled for 1 round and slowed 1.
- **Critical Failure** The target is dazzled for 1 minute and slowed 2.

Feathers of the Rainbow

Larabays love to reward those who entertain them with a gift of a colorful feather. While these feathers are often seen as the calling card of a prankster, the feathers are a worthy gift. When freely given, a larabay's feathers glimmer prismatically, baring colors beyond the spectrum of the rainbow. Other fey recognize the radiant coloration of these feathers and are sometimes willing to exchange great favors for them. However, stealing a larabay's feather, either by plucking it from a larabay or taking it from someone who holds a gifted feather, causes the feather's coloration to fade, reducing it to no more than common down.



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Leech

Though valued by apothecaries and field medics as methods to reduce swelling or drain blood, leeches are despised by most who encounter them, regardless of the setting. Young leeches are prized most because their size makes them easier to control in medicinal settings. As a result, those who are willing to hunt and capture them can command high prices due to the risks involved.

Giant Leech

Capable of growing to lengths of nearly 5 feet, giant leeches have circular maws filled with hook-like teeth. They prefer to dwell in stagnant or slow-moving shallow water or in damp, moist undergrowth. Horses and larger animals are their favorite prey, but they won't balk at a chance to latch onto a human- or halfling-sized meal.

GIANT LEECH **CREATURE 2**

MEDIUM AMPHIBIOUS ANIMAL

Perception +5; tremorsense 30 feet (page 362)
Skills Athletics +8, Stealth +7
Str +4, **Dex** +1, **Con** +3, **Int** –5, **Wis** +1, **Cha** –5

AC 17; **Fort** +9, **Ref** +7, **Will** +5
HP 32; **Weaknesses** salt 5

Speed 5 feet, swim 20 feet
Melee ❖ mouth +9, **Damage** 1d4+6 piercing plus Grab (page 361)
Blood Drain ❖ **Requirements** The giant leech has a living creature grabbed or restrained; **Effect** The giant leech drains blood from the creature it has grabbed or restrained. This deals 2d4 piercing damage (DC 18 basic Fortitude save). A creature that takes any damage from having its blood drained by a giant leech is drained 1 until it receives any kind or amount of healing.

Brood Leech Swarm

Most smaller species of leeches don't tend to swarm, but brood leeches are prone to gathering in seething, undulant masses of squirming gluttony. When they collect in sufficient numbers to swarm, they eschew the stealth of a lone leech's feeding methods in favor of swift and merciless feeding. In these situations, their mild venom can affect much larger creatures than their usual prey.



BROOD LEECH SWARM **CREATURE 4**

LARGE AMPHIBIOUS ANIMAL SWARM

Perception +9; tremorsense 30 feet (page 362)
Skills Athletics +8, Stealth +11
Str +0, **Dex** +3, **Con** +4, **Int** –5, **Wis** +1, **Cha** –5

AC 19; **Fort** +12, **Ref** +11, **Will** +9
HP 50; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, salt 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 5 feet, swim 20 feet
Blood-Draining Bites ❖ Each enemy in the swarm's space takes 2d6 piercing damage (DC 21 basic Reflex save). A creature who fails the Reflex save also takes 1d6 persistent bleed damage and is exposed to brood leech swarm venom.
Brood Leech Swarm Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1, sickened 1, and –5-foot status penalty to Speed (1 round); **Stage 2** clumsy 1, sickened 1, and –10-foot status penalty to Speed (1 round)

Leech Species

The spotted hooktooth leech is often found in areas frequented by trolls, who sometimes wear them as awful decorations, relying on their regeneration to control the bleeding effects. The gigantic elephant leech feeds on immense beasts of the swamplands or jungles, like elephants and dinosaurs, attacking from unexpected range. But it's the relatively small gutleech that provides the most fuel for nightmares, due to its awful habit of feeding on victims from inside.

Leprechaun

Leprechauns are mostly jovial tricksters who prefer mischief over conflict. They fill their days with as much fun, wine, and food as possible. Mostly found in forested regions, leprechauns respect nature and those who protect it.

Leprechauns do not attack on sight. Rather, they engage in conversation and try to charm, cajole, or trick those they meet into doing favors for them or freely giving over a treasured item, usually in return for illusory wealth or false promises of prosperity and success. These small tricksters are masters at discerning the desires of those they meet—a knack that puts them in a powerful position when bargaining for goods or favors. They aren't above turning people against each other for their own benefit but generally not to an extent that causes harm, finding ways to alleviate any hostility before it comes to such ends.

In most cases, a leprechaun doesn't keep a purloined possession for long. Instead, they'll most often return such stolen prizes just in time to defuse tensions, often while pointing out the humor of the situation, hoping to share their amusement and mirth with the victim. In cases where a leprechaun's trick goes too far and results in an incensed victim, the leprechaun quickly flees the conflict rather than engage in combat. This willingness to return stolen goods or to flee from battles fades as leprechauns grow older. Ancient leprechauns who have lived for thousands of years often spiral into bitterness and increasingly use their powers and illusions in curmudgeonly ways. Those who encounter them should be wary, as these long-lived fey are rumored to lure those who offend them or fail to appreciate their jokes into danger... or even death.

Leprechaun — Creature 2

SMALL FEY

Perception +11; low-light vision

Languages Common, Fey

Skills Acrobatics +8, Deception +9, Gold Lore +7, Nature +7, Performance +9, Thievery +8

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

AC 18; **Fort** +8, **Ref** +11, **Will** +10

HP 25

Speed 30 feet

Melee ❖ club +7, **Damage** 1d6+3 bludgeoning

Primal Innate Spells DC 18, attack +10; **2nd** *illusory creature*, *illusory object*, *invisibility* (self only); **1st** *runic weapon*, *vanishing tracks*, *ventriloquism*; **Cantrips (2nd)** *figment*, *light*, *prestidigitation*, *telekinetic hand*, *telekinetic projectile*

Create Object ❖❖ (manipulate, primal) **Frequency** three times per day; **Effect** The leprechaun produces an item out of their hat, from behind their jacket, from within a hole in a tree stump, or from any other unexpected location. This conjured item must be no more than 1 Bulk and must be made of relatively commonplace material (such as cloth, wood, stone, or even low-value metal like iron or lead). It can't rely on intricate artistry or complex moving parts, never fulfills a Cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. The created object is temporary and lasts for 1 hour or until the leprechaun creates a new item, whichever comes first.

Leprechaun Magic Leprechauns love to use their magic to beguile others, and after generations of doing so, they've developed a strong connection to such tricks. When a leprechaun uses their innate spells to deceive, trick, or humiliate a creature, the spell DC increases to 20 and the attack modifier to +12.



Pots of Gold

While it's true that leprechauns typically return items they steal, they particularly love gold and often hoard gold coins and treasures in pots tucked away in hidden places. It's rumored that a person who finds a gold coin in the forest and returns it to the leprechaun who dropped it will be granted a wish as a reward. Unfortunately, this rumor is false—a deception perpetrated by leprechauns to trick others into bringing them even more gold for their pots.

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Topiary Packs

Hound topiaries live communally in their chosen wild areas, mostly mimicking the typical actions of canine packs. However, when they come across someone dying and alone, hound topiaries encircle the body, offering comfort in their last moments. Once the soul has passed, the pack will raise their heads in an eerie, silent howl of mourning and remembrance.

Living Topiary

Topiaries are an extremely common sight across Golarion, especially within the gleaming and well-manicured lawns of nobility. Living topiaries develop from the death of a lone soul in an overgrown area of deep primal magic, with the soul exploding into the plants around it and causing them to grow together into the form of an animal, often influenced by the personality of the dying person. Once fully formed, the living topiary lacks their original memories; however, they're filled with the desire to protect the area they were formed in, driving off invaders and those who would do harm to the flora and fauna.

Hound Topiary

A majestic hound can be found guarding the entrance to several noble gardens across Avistan, often as a warning sign to raiding goblin parties or a devotional plea for protection from Cayden Cailean or Dispater, depending on the region. In the wild, hound topiaries are found in areas with heavy foliage where they can camouflage their packs. No matter where they're found, they're formed from souls that were extremely loyal and protective of their fellows during life and now seek to ensure the safety of their chosen territories.

HOUND TOPIARY **CREATURE 3**

MEDIUM PLANT

Perception +9; low-light vision, scent (imprecise) 40 feet
Languages Muan; can't speak any language
Skills Athletics +10, Nature +9, Stealth +10
Str +4, **Dex** +2, **Con** +3, **Int** –2, **Wis** +0, **Cha** +3

AC 18; **Fort** +12, **Ref** +9, **Will** +6
HP 50; **Immunities** bleed; **Weaknesses** fire 5

Speed 30 feet; walk through plants
Melee ❖ jaws +10, **Damage** 1d8+6 piercing
Melee ❖ claw +10 (agile), **Damage** 1d6+6 slashing
Pruning ❖ (concentrate, manipulate, polymorph) The hound topiary twists and contorts its shape, shedding branches and leaves as needed to change into a topiary of a Medium or smaller animal. Until the next time it acts, the topiary has an automatic result of 30 for Deception checks and DCs to appear as a mundane topiary.
Pack Attack The hound topiary deals an extra 1d6 damage to any creature within reach of at least two of its allies.
Walk Through Plants The hound topiary ignores difficult terrain caused by dense vegetation.
Warning Howl ↻ (emotion, fear, mental, visual) **Trigger** The hound topiary rolls for initiative using Stealth; **Effect** The hound shifts to life and howls, though without breath, no sound comes from its mouth. Creatures within 30 feet must attempt a DC 17 Will save or be frightened 1. They're then immune to all hound topiaries' Warning Howls for 1 hour.


HOUND TOPIARY

Tiger Topiary

Tiger topiaries are most often found within the Impossible Lands and Tian Xia, adding a dangerous appearance to an enchanting garden. Souls of very proud and volatile individuals can become tiger topiaries, turning into silent stalkers and hunters. Following intruders throughout their territory until they're at their most vulnerable, they're known to pick off unsuspecting adventuring parties one member at a time. Seamlessly blending into nature, only experienced travelers can spot a tiger topiary in time to plot a different course.

TIGER TOPIARY CREATURE 5

LARGE PLANT

Perception +14; low-light vision, scent (imprecise) 60 feet
Languages Muan; can't speak any language
Skills Athletics +12, Nature +10, Stealth +12
Str +4, **Dex** +4, **Con** +3, **Int** –2, **Wis** +0, **Cha** +3
Stalker When in dense foliage or tall grass, the tiger topiary gains a +1 status bonus to checks to Hide.

AC 21; **Fort** +15, **Ref** +12, **Will** +9
HP 80; **Immunities** bleed; **Weaknesses** fire 8

Speed 40 feet; walk through plants
Melee ❖ jaws +13, **Damage** 2d8+7 piercing
Melee ❖ claw +13 (agile), **Damage** 2d6+7 slashing
Pounce ❖ The tiger topiary Strides or Leaps and makes a Strike at the end of that movement. If it began this action hidden, it remains hidden until after this ability's Strike.
Pruning ❖ (concentrate, manipulate, polymorph) As hound topiary, except it can change into the shape of a Large or smaller animal, with an automatic result of 32.
Walk Through Plants As hound topiary.

Hippopotamus Topiary

One of the rarest types of living topiaries is the hippopotamus. These large shrubs are formed from souls with larger-than-life personalities. While less agile and perceptive than smaller topiaries, they're much more aggressive and territorial. As such, they tend to live solitary lives around swamps and marshes, giving them plenty of water and vegetation to roam around in.

HIPPOPOTAMUS TOPIARY CREATURE 11

HUGE PLANT

Perception +20; branchlocation (precise) 30 feet, low-light vision, scent (imprecise) 60 feet
Languages Muan; can't speak any language
Skills Athletics +23, Nature +21, Stealth +23
Str +7, **Dex** +4, **Con** +4, **Int** –2, **Wis** +0, **Cha** +3
Branchlocation The hippopotamus topiary can tap its branches together and use its hearing as a precise sense at the listed range.

AC 30; **Fort** +24, **Ref** +21, **Will** +18
HP 220; **Immunities** bleed; **Weaknesses** fire 14

Speed 25 feet, swim 30 feet; walk through plants
Melee ❖ jaws +22, **Damage** 2d10+15 piercing plus Grab (page 361) and swamp fever
Melee ❖ hoof +22, **Damage** 2d8+15 bludgeoning
Absorb Water When in water or exposed to a water effect, the hippopotamus loses its weakness to fire until the start of its next turn.
Jaw Crush ❖ **Requirements** The hippopotamus topiary has a creature grabbed; **Effect** It forcefully bites down on whatever is in its mouth, dealing 6d8 piercing damage with a DC 27 basic Reflex save. On a critical failure, creatures take 1d8 persistent bleed damage.
Pruning ❖ (concentrate, manipulate, polymorph) As hound topiary, except it can change into the shape of a Huge or smaller animal, with an automatic result of 43.
Swamp Fever (disease) **Saving Throw** DC 26 Fortitude; **Onset** 1 day; **Stage 1** sickened 1 (1 day); **Stage 2** sickened 2 (1 day); **Stage 3** sickened 2 and 1d8 persistent bleed damage (1 day); **Stage 4** sickened 2, drained 1, and 2d8 persistent bleed damage (1 day); **Stage 5** dead
Walk Through Plants As hound topiary.


HIPPOPOTAMUS TOPIARY

CORRUPTED TOPIARIES

Most living topiaries are territorial without being actively malevolent; however, when the creation of a living topiary occurs within an area of intense necromantic energy, the topiary can take on a sinister personality. Stories abound of abandoned manors that have corrupted living topiaries prowling their hedge mazes for hapless victims.

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Lizard Locations

Giant lizards can be found in all temperate or tropical climates, often in relatively close proximity to smaller villages or rural regions where they can be a dangerous threat to livestock or travelers. The two lizards presented here tend to dwell in warmer regions—jungles for giant chameleons and savannas for megalanias.

Lizard

Giant lizards come in a wide variety of species, but they all tend to be voracious hunters and quick to anger—particularly when they're molting.

Giant Chameleon

Giant chameleons are legendary for their ability to change their skin color in response to their surroundings. Their eyes are capable of peering in different directions independently, making them almost as difficult to sneak up on as they are to notice in the first place.

GIANT CHAMELEON — CREATURE 3

LARGE ANIMAL

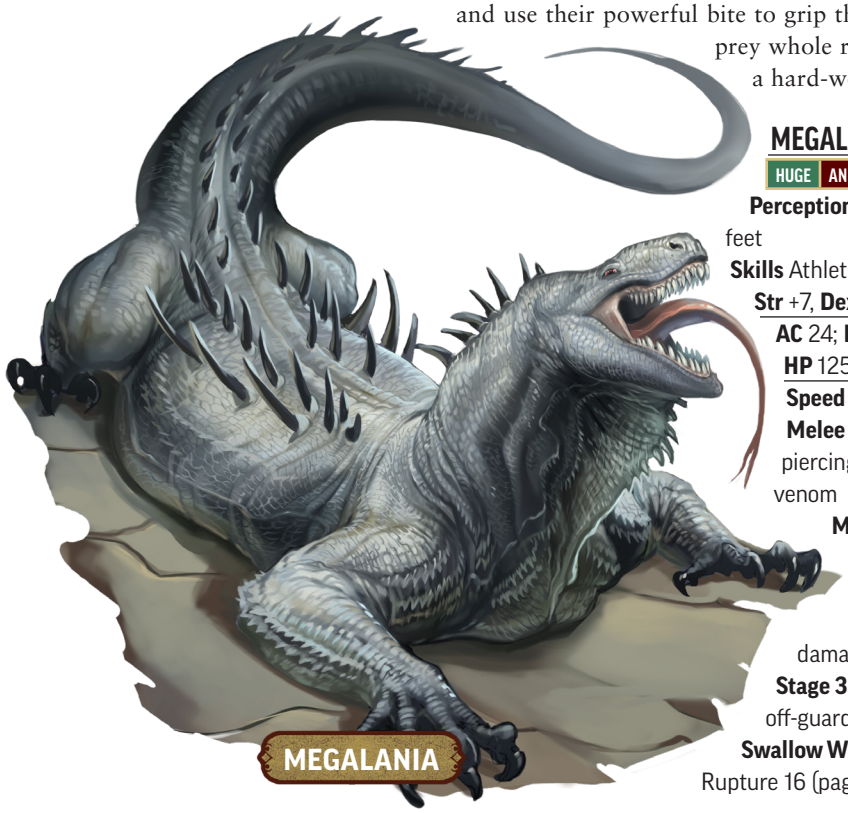
Perception +10; low-light vision
Skills Athletics +9, Stealth +10 (+13 to Hide)
Str +5, **Dex** +3, **Con** +1, **Int** –4, **Wis** +3, **Cha** –2
Camouflage The giant chameleon can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

AC 18, all-around vision (page 360); **Fort** +8, **Ref** +12, **Will** +8
HP 60

Speed 30 feet, climb 20 feet
Melee jaws +12 (reach 10 feet), **Damage** 1d10+7 piercing
Melee tongue +12 (agile, reach 15 feet) **Effect** tongue grab
Tongue Grab If the giant chameleon hits a creature with a tongue Strike, that creature becomes grabbed by the giant chameleon. The target isn't immobilized, but it can't move beyond the reach of the giant chameleon's tongue. A creature can sever the tongue with a Strike against AC 15 that deals at least 4 slashing damage. Though this doesn't deal any damage to the giant chameleon, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

Megalania

Megalanias, like their smaller cousins the giant monitor lizards, strike fast and use their powerful bite to grip their prey. They prefer to swallow their prey whole rather than risk others getting a bite of a hard-won meal.



MEGALANIA — CREATURE 7

HUGE ANIMAL

Perception +15; low-light vision, scent (imprecise) 60 feet
Skills Athletics +15, Stealth +15 (+17 in undergrowth)
Str +7, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 24; **Fort** +17, **Ref** +15, **Will** +13
HP 125

Speed 25 feet, swim 25 feet
Melee jaws +18 (reach 10 feet), **Damage** 2d10+9 piercing plus Grab (page 361) and megalania venom
Megalania Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage, clumsy 2, and off-guard (1 round); **Stage 3** 2d6 poison damage, clumsy 3, and off-guard (1 round)
Swallow Whole ❖ (attack) Large, 2d10+7 bludgeoning, Rupture 16 (page 362)

Lovelorn

A particularly macabre form of undead, these spiderlike creatures resemble still-beating hearts with rib bones for legs and tendrils of gore dangling beneath. Their twisted forms hint at their ghastly origin, as these undead form from those who die tragic deaths in service to toxic love: star-crossed lovers who die rather than accept a life apart from one another, rejected suitors whose unrequited affections warp into malice, and other victims of tragic relationships both romantic and otherwise. Any of them might spawn a lovelorn in death, their anguish and fixation on their broken heart causing the organ to animate.

A freshly spawned lovelorn often seeks out those it knew in life, stalking and tormenting lost loves or, in some cases, those around them. In undeath, they gain an understanding of emotions and how to manipulate them, cultivating the misery, anger, and cruelty they thrive upon. Typically, these undead long to enact vengeance upon those they feel drove them to their tragic fates, although in rare cases, lovelorns can instead act as morbid guardians, fixating on a particular loved one and "protecting" them by visiting misery upon anyone who slights them.

LOVELORN — CREATURE 4

UNCOMMON | TINY | UNDEAD | UNHOLY

Perception +10 (+12 to Sense Motive); darkvision, lifesense 30 feet (page 361)
Languages Common (can't speak any language)
Skills Athletics +11, Occultism +8, Stealth +13
Str +4, **Dex** +5, **Con** +3, **Int** –2, **Wis** +2, **Cha** +3

AC 21; **Fort** +9, **Ref** +13, **Will** +12
HP 60, void healing (page 363); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious

Gloom Aura (aura, emotion, illusion, mental, occult) 60 feet. A lovelorn's presence instills unease and turns the air cold, dark, and stale. Creatures within the aura take a –1 circumstance penalty to saving throws to resist emotion effects. If the lovelorn makes a place home for a week or more, that location can become suffused with this magic even outside the lovelorn's aura, lasting until the lovelorn leaves or is destroyed.

Skitter Away ↷ **Trigger** A creature ends its movement in a space adjacent to the lovelorn; **Effect** The lovelorn Strides or Climbs 10 feet away from the triggering creature. This movement doesn't trigger reactions.

Speed 25 feet, climb 25 feet

Melee ❖ fangs +13 (finesse), **Damage** 1d6+6 piercing plus 1d6 persistent bleed and cynic's curse

Melee ❖ gory tendril +13 (agile, finesse), **Damage** 1d4+6 bludgeoning plus Grab (page 361)

Occult Innate Spells DC 21, attack +13; **2nd** *fear* (×3), *illusory creature* (at will), *illusory object* (at will), *invisibility*; **Cantrips (2nd)** *figment*, *telekinetic hand*

Rituals DC 21; *create undead* (doesn't require secondary casters)

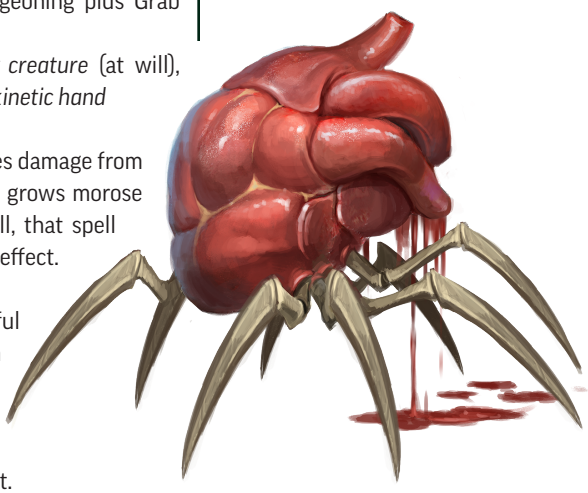
Cynic's Curse (curse, emotion, mental, occult) A creature who takes damage from a lovelorn's fangs Strike must attempt a DC 19 Will save as it grows morose and listless. If the creature would be affected by a *calm* spell, that spell attempts to counteract this curse instead of having its normal effect.

Critical Success The target is unaffected.

Success For 1 minute, the target can't benefit from helpful emotion effects but can still be affected by harmful emotion effects.

Failure As success, plus the target is fatigued for the same duration.

Critical Failure As failure, but the curse's effects are permanent.





Lovelorn Keepsakes

While a lovelorn has little use for treasure and rarely collects or hoards it for monetary value, these passionate undead often collect mementos and trinkets, both from their own lives before becoming undead and from their victims since becoming a lovelorn. While many of these treasures possess little intrinsic value—paintings, diaries, handmade toys, and the like—it's not uncommon for lovelorns to fill their twisted nests with bejeweled rings, necklaces, antique combs, or gold and platinum lockets.

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Shared Duties

Occasionally, maftets and girtablilus (page 166) share a home. Since both groups respect locales and their history, they usually form a tacit partnership to guard ruins in tandem, with maftets keeping watch from the skies while girtablilus patrol the ground.

Maftet

Maftets are hawk-winged humanoids with leonine lower bodies who dwell in ancient ruins and cities thought lost, typically in desert or mountain regions. They view themselves as guardians and practice a specialized technique of dual-wielding scimitars so central to their culture that a maftet's scimitars are often cherished family heirlooms. Most maftets venerate their ancestors in addition to various deities, and even a child can detail their family lineage back multiple generations. Maftet prides tend to be matriarchal and isolationist, preferring to live either high in the mountains or deep in the desert. They preferably establish their pride's homes within abandoned ruins or clifftop caves, places that they feel drawn to spiritually. Though reclusive by choice, maftets aren't necessarily hostile to outsiders who respect their homes and don't seek to loot them.

When a young maftet comes of age, they receive runic tattoos from a pride's elder. These tattoos are imbued with magic that allows a maftet to enchant their wielded weapons, but the individualized designs tell of the maftet's ancestors, childhood adventures, and positive qualities. Such tattoos are considered sacred and never given to non-maftets.

Maftet Guardian — Creature 6

MEDIUM HUMANOID MAFTET

Perception +14; darkvision

Languages Common, Sphinx

Skills Acrobatics +13, Arcana +13, Athletics +15, Ruins Lore +15 (applies only to their home ruins), Stealth +13

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

Items scimitar (2)



AC 23; **Fort** +14, **Ref** +15, **Will** +12

HP 90

Runic Resistance ↻ (arcane) **Trigger** The maftet takes damage from a Strike or spell effect; **Effect** The maftet's protective runic tattoos glow, granting them resistance 5 to one damage type dealt by the triggering attack. This resistance applies against the triggering effect and lasts for 1 minute or until the maftet uses this ability again, whichever comes first. If the triggering effect deals multiple damage types, the maftet chooses which type to resist.

Speed 30 feet, fly 40 feet

Melee ❖ *scimitar* +17 (forceful, magical, sweep), **Damage** 2d6+8 slashing

Arcane Innate Spells DC 23; **1st** *sanctuary* (×3), *sure strike*; **Cantrips (3rd)** *sigil*

Paired Strike ❖❖ **Requirements** The maftet is wielding two scimitars; **Effect** The maftet makes two Strikes against the same target, one with each of their scimitars. The maftet combines the damage of any attacks that hit and applies resistances and weaknesses only once. This counts as one attack when calculating the maftet's multiple attack penalty.

Powerful Scimitars (arcane) Any non-magical scimitar becomes a *+1 striking scimitar* while a maftet wields it.

Raptor Dive ❖❖❖ **Requirements** The maftet is flying at least 10 feet above the target; **Effect** The maftet Flies up to twice their fly Speed and makes a Paired Strike at the end of the movement. If both Strikes hit, the target is also knocked prone.

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Mandragora

A mandragora looks like a freshly pulled tuber that has grown into the malformed shape of a child with a grotesque face and hideously bloated body. These insidious little plants typically form when a mandrake root is watered with a demon's blood. Upon absorbing the otherworldly properties of the demon's blood, the root animates and is forced to seek out blood to feast from, lest it die of thirst.

Always famished and in search for sustenance, mandragoras live haunted, pained lives and perform vile and desperate acts to acquire the blood they crave. Though mandragoras prefer magically infused blood such as that of unicorns, fey, or sorcerers, and they can subsist on potions, alchemical bombs, and magical elixirs, they'll settle for the blood of non-magical creatures as a last resort. They find the flavor of mundane blood to be bland and bitter, and they don't blanch at voicing these complaints to the creatures on whom they feed.

While the typical mandragora is the size of a human child, some continue to grow and grow, even reaching sizes comparable to giants. Sometimes as they get larger, they form additional limbs or rudimentary faces, eventually transforming into truly hideous mockeries of the human form.

Mandragora — Creature 4

SMALL PLANT

Perception +11; blood scent, low-light vision
Languages Chthonian, Common
Skills Acrobatics +10, Athletics +10, Stealth +12 (+20 in vegetation)
Str +2, **Dex** +5, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0
Blood Scent A mandragora can smell creatures with blood as an imprecise sense at a range of 30 feet, and it can smell demons, fey, and sorcerers with blood as a precise sense at a range of 30 feet.

AC 21; **Fort** +11, **Ref** +13, **Will** +8
HP 60; **Weaknesses** fire 5; **Resistances** bludgeoning 5, electricity 5
Vulnerability to Supernatural Darkness Whenever a mandragora begins its turn in an area of magical darkness, it's slowed 1 on that turn.

Speed 30 feet, burrow 10 feet, climb 30 feet
Melee ❖ jaws +14 (finesse), **Damage** 2d8+4 piercing plus Grab (page 361)
Melee ❖ thorny vine +14 (agile, finesse, reach 10 feet), **Damage** 2d4+4 slashing plus mandragora venom
Blood Drain ❖ **Requirements** The mandragora has a creature grabbed or restrained; **Effect** The mandragora drains blood from the creature it has grabbed or restrained, dealing 2d6 piercing damage (DC 21 basic Fortitude save). If the creature is a demon, fey, or sorcerer, the mandragora gains temporary Hit Points equal to the damage dealt for 1 minute. A creature that takes any damage from having its blood drained by a mandragora is drained 1 until it receives any kind or amount of healing.
Mandragora Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 2d6 poison damage, confused, and stupefied 1 (1 round)
Piercing Shriek ❖ (auditory, mental, primal) **Frequency** once per day; **Effect** The mandragora emits an unsettling shriek. Each non-mandragora creature within 30 feet must attempt a DC 23 Will save.
Critical Success The creature is unaffected.
Success The creature is sickened 1.
Failure The creature is sickened 2.
Critical Failure The creature is sickened 2 and slowed 1. As long as the creature remains sickened, this slowed condition value can't be reduced below 1.

Mandragora Sucklings

Sometimes a mandragora offers its services to a spellcaster in exchange for sustenance. Tales tell of sorcerers or other magical creatures that keep mandragora "familiars" whose loyalty is sustained by feeding the little beasts with their own blood. These tales generally have gruesome endings wherein the mandragora is overcome with bloodlust and, unable to control itself, devours its master.





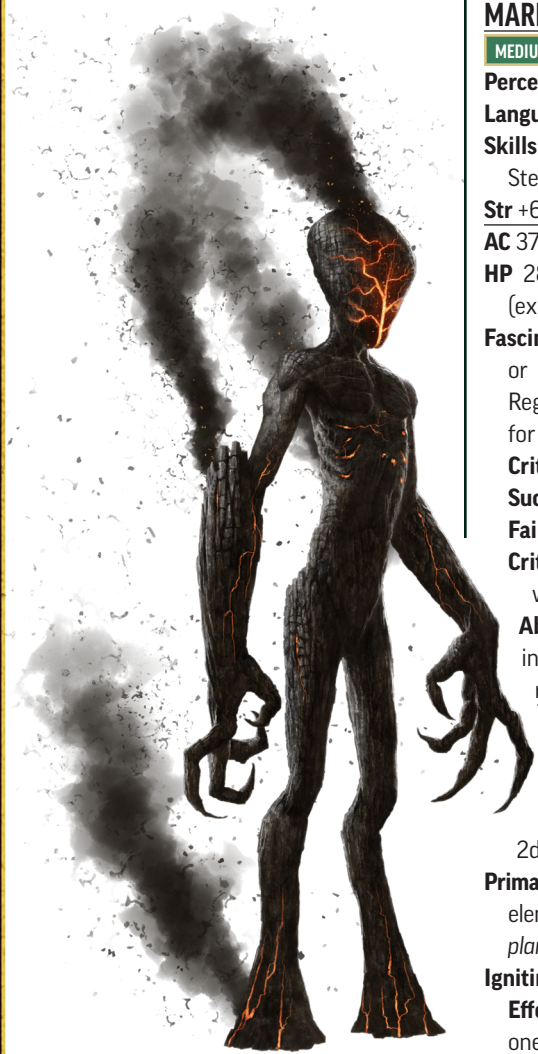
Fey Manipulators

Marrmoras exert a strange and subtle dominance over other fey. The fey under their control are filled with both horror at the destruction wrought by marrmoras and fascination with their fiery power.

Marrmora

On the First World, marrmoras dwell in ruined wildlands perpetually scourged by fire and rarely, if ever, travel elsewhere. When a wildfire devastates a wilderness region on the Universe and results in the death of other fey, marrmoras can be drawn across the planar boundary to revel in the resulting destruction. They seek to reignite the fires that beckoned them, to gather up and feed upon the charred remains of those who perished within (particularly the bodies of dead fey), though they do grow homesick if they spend too much time away from the First World. They're burdened by a capricious but persistent rage and are unfailingly cruel. While they're capable of negotiation and intelligent interaction, they almost never bargain in good faith and typically interact with others only as a means to more efficiently spread their fiery devastation.

A marmorra's twisted appearance evokes the look of an arboreal whose bark has been burnt down to charcoal. They have nearly featureless faces and hands ending in long, sharp claws. Their broken flesh looks like charcoal-burnt wood, riddled with cracks that still glow with an unwholesome heat. They trail ash wherever they walk, and wisps of smoke curl off of their bodies. Though marrmoras enjoy the sight of any woodland and its inhabitants roasting in their carefully curated fires, there's little that brings more pleasure to the monstrous fey than the sight of intelligent plant creatures cooking to a crisp.



Marrmora — Creature 15

MEDIUM FEY FIRE

Perception +27; low-light vision

Languages Common, Elven, Fey

Skills Acrobatics +25, Athletics +25, Deception +30, Intimidation +30, Nature +30, Stealth +27, Survival +27

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

AC 37; **Fort** +29, **Ref** +25, **Will** +27

HP 280; **Immunities** fire; **Weaknesses** cold iron 15; **Resistances** physical 10 (except slashing)

Fascination of Flame (aura, emotion, mental, primal) 30 feet. A creature that enters or begins its turn in this aura's emanation must attempt a DC 33 Will save. Regardless of the result of the saving throw, the creature is temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature loses any resistance to fire for 1 round.

Failure The creature loses any resistance to fire for 1 hour.

Critical Failure The creature loses any resistance to fire for 1 hour and gains weakness 15 to fire for the same duration.

Absorb Flame ↷ **Trigger** The marrmora is targeted by a fire spell or effect or is in the area of a fire effect; **Effect** The marrmora is healed by the fire damage, regaining Hit Points equal to half the damage the fire effect would've dealt.

Speed 30 feet, fly 30 feet

Melee ❖ claw +29, **Damage** 3d6+14 slashing plus 3d6 fire and 1d6 persistent fire

Ranged ❖ flame jet +29 (fire, range increment 40 feet), **Damage** 6d6 fire plus 2d6 persistent fire

Primal Innate Spells DC 36, attack +28; **8th** *blazing bolt*, *fireball*; **7th** *elemental form* (fire elemental only), *volcanic eruption*, *wall of fire*; **6th** *fire shield* (×3), *fireball* (×3), *one with plants* (at will; appears as a burnt, dead tree); **Cantrips (8th)** *ignition*

Igniting Assault ❖ **Requirements** The marrmora isn't under the effect of *fire shield*; **Effect** The marrmora makes a claw Strike. If they hit, they can immediately cast one of their available *fire shield* innate spells as a free action.

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Mi-Go

Mi-gos are both scientists and colonists, yet their extraterrestrial nature and malevolent motives color their investigations with cruelty. While their shape resembles that of an arthropod, mi-gos are in fact a highly evolved and intelligent fungus.

In mi-go society, the pursuit of secular knowledge and religious epiphany has no distinction and inspires their pursuits in tandem. They view the Outer Gods and Great Old Ones less as gods to obey and more as muses or figures of inspiration. This results in a strange blend of magic and technology they use to create bizarre organic items that are grown and spliced together as much as crafted in the traditional sense.

Mi-gos can survive the void of outer space and fly through the vacuum at incredible speeds—though these journeys still can take months within a single solar system and years to travel beyond. When they come to new planets to mine resources rare on their home worlds, they use clever disguises that mix technology and magic to appear as creatures of that world. While there, mi-gos will choose the planet's greatest minds, extract their brains, and preserve them as trophies within an eldritch cylinder.

Mi-Go — Creature 6

UNCOMMON MEDIUM FUNGUS

Perception +14; low-light vision, tremorsense (precise) 30 feet (page 362)
Languages Aklo, Common, Mi-Go
Skills Acrobatics +13, Arcana +15, Athletics +15, Deception +14 (+18 to Impersonate), Medicine +17, Occultism +15, Religion +14, Stealth +13, Thievery +13
Str +2, **Dex** +5, **Con** +3, **Int** +5, **Wis** +4, **Cha** +2

AC 23; **Fort** +13, **Ref** +17, **Will** +14
HP 120; **Immunities** cold; **Weaknesses** slashing 5
No Breath A mi-go doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Speed 25 feet, fly 40 feet
Melee ❖ claw +15 (agile, finesse), **Damage** 2d6+4 slashing plus Grab (page 361)
Clever Disguises The mi-go can use Deception to Impersonate any Medium humanoid creature, although creating such a disguise takes 1 hour. They can't Impersonate a specific individual with this ability.
Eviscerate ❖ (manipulate) The mi-go performs a swift and painful surgery on a creature they have grabbed or restrained or that's otherwise immobilized, attempting a Medicine check against the target's Fortitude DC. Regardless of the result, the target then becomes temporarily immune for 24 hours.
- **Critical Success** The target takes 6d6 slashing damage, is slowed 1 for 1 round, and becomes clumsy 1, enfeebled 1, or stupefied 1 (the mi-go chooses) for 24 hours.
- **Success** The target takes 4d6 slashing damage and is slowed 1 for 1 round by the pain.
- **Failure** The target takes 2d6 slashing damage.
- **Critical Failure** The target takes no damage.

Sneak Attack A mi-go's Strikes deal an extra 1d6 precision damage to off-guard creatures.



Mi-Go Language

The mi-go language consists of pulsations and flashes of a wide range of colors (some of which can't be seen by humans) generated on a mi-go's head. This language can be learned by other creatures, but they can't use it to "speak" to others without the use of illusion magic capable of generating the complex series of colors. Even then, most creatures can convey only basic notions and concepts.



Similar Fey

Millindemalion practice a cruel form of hat-making, but there have been sightings of similar trickster fey who can craft shoes that never stop dancing or jackets that inflict wild mood swings onto their victims.

Shears

Shears are uncommon simple weapons that cost 5 sp, deal 1d4 slashing damage, have light Bulk, and require one hand to use. Shears are in the knife weapon group. They have the deadly d8, finesse, and versatile P traits.

Millindemalion

Millindemalions are cruel fey tricksters capable of causing mayhem with their magical, mind-altering hats. Many folktales from around the world speak of industrious fey who help struggling artisans—cobblers, milliners, tailors, and so on—during the night, creating quality wares in secret for no payment greater than a crumb of bread or a saucer of cream. These stories hold a grain of truth, as gracious fey do occasionally journey from the First World to aid a humble artisan on a whim, for bribes of food, or sometimes even as part of a concerted effort to spread beauty throughout the world. However, when an artisan becomes too reliant on this help, their friendly fey helper might become warped and twisted with resentment and neglect. Eventually, they could transform into a cruel prankster who delights in punishing mortals who dare task a fey with such mundane work. A millindemalion is the result of a kindly, hat-making fey undergoing such a transformation. Some scholars believe this erratic behavior is caused by the preponderance of quicksilver used in most millinery.

Millindemalion — Creature 13

SMALL FEY

Perception +23; low-light vision
Languages Aklo, Common, Fey
Skills Crafting +28, Millinery Lore +30, Occultism +24, Society +24, Stealth +27
Str +4, **Dex** +8, **Con** +1, **Int** +7, **Wis** +4, **Cha** +2
Items *+1 striking shears* (see sidebar)

AC 33; **Fort** +20, **Ref** +27, **Will** +23; unsettling mind
HP 275; **Weaknesses** cold iron 10

Unsettling Mind (mental) Attempting to touch the frenetic mind of a millindemalion is a dangerous task. When the millindemalion succeeds at a saving throw against a mental effect, the creature originating that effect takes 4d6 mental damage.

Reactive Strike ↻ (page 361) The millindemalion can use Hat Toss against the triggering creature instead of making a Strike, making a melee attack roll with a +27 modifier to do so.

Speed 30 feet

Melee ❖ *shears* +27 (deadly d8, finesse, magic, versatile P), **Damage** 2d4+14 slashing plus 1d6 mental

Hat Toss ❖ (manipulate, mental, primal) The millindemalion quickly crafts a mind-altering hat in combat and tosses it onto a target with a flick of their wrist. The millindemalion chooses one of the effects below and makes a ranged attack roll with a +27 modifier and a range increment of 20 feet. On a hit, the target must succeed at a DC 33 Will saving throw or experience the listed effect with a duration of 1d4+1 rounds. If the millindemalion critically succeeds at the ranged Strike, the target takes a –4 circumstance penalty to the save. A target can only wear one millindemalion hat at a time; a new hat replaces any previous hat. The hat can't be removed before the condition ends, but when the condition ends (or on a successful save), the hat falls to pieces.

- **Befuddling Bowler** The hat clouds the target's mind; the target becomes stupefied 2.
- **Bewitching Beret** The target is infatuated with its new hat's creator, becoming fascinated by the millindemalion.
- **Dazzling Deerstalker** The target can barely see with the hat falling down over its eyes and gains the dazzled condition.
- **Fettering Fedora** The target feels a heavy weight pressing down on it from the hat and takes a –10-foot circumstance penalty to its Speeds.
- **Tiring Tricorn** The target grows sleepy and becomes slowed 1.

Sneak Attack A millindemalion's Strikes deal an extra 4d6 precision damage to off-guard creatures



Mimic

Thought to be the result of a failed experiment meant to animate furniture or possibly a sinister alghollthu creation, mimics are clever monsters that can take the form of common manufactured objects. While rumored to prefer to be doors, any object that another creature will eventually interact with is an acceptable form to take. Mimics are ambush predators and voracious eaters, surprising their prey through their uncanny ability to imitate the form of ordinary furniture and other common miscellany. They remain disguised until unsuspecting adventurers happen by, then they lash out in ambush.

Mimics possess complex alien minds, and while often cruel and self-serving, they also enjoy conversation with their prey from time to time. For unknown reasons, they're especially interested in humanoids, and tales tell of the occasional mimic who has even formed a partnership with them for larger, shared goals. Mimics have a strong dislike for others of their kind and tend to live alone. Mimics can remain in their alternate form for an extremely long period of time, sometimes remaining disguised in a dungeon chamber for decades. Regardless of how long they wait, mimics remain vigilant and alert, ever ready to ensnare an unsuspecting victim.

MIMIC — CREATURE 4

MEDIUM ABERRATION

Perception +9; darkvision

Languages Common

Skills Athletics +12 (+14 to Grapple), Deception +8, Dwelling Lore +10 (applies only to the dungeon they live in)

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

AC 20; **Fort** +11, **Ref** +9, **Will** +9

HP 75

Object Lesson ↷ **Trigger** A creature touches or physically interacts with the mimic while the mimic is transformed using Mimic Object; **Effect** The mimic makes a jaws Strike against the triggering creature. If initiative hasn't yet been rolled, the mimic then rolls initiative. Object Lesson can't be used again until the mimic escapes and takes on a new disguise.

Speed 10 feet

Melee ❖ jaws +14, **Damage** 2d8+4 piercing plus Improved Grab (page 361)

Melee ❖ pseudopod +14 (agile, reach 10 feet), **Damage** 1d8+4 bludgeoning

Mimic Object ❖ (concentrate, polymorph) The mimic assumes the shape of any Medium object. This doesn't change the mimic's texture or overall size but can alter their coloration and visual appearance. They have an automatic result of 28 on Deception checks and DCs to pass as the object that they're mimicking.

Mobile Morph ❖ The mimic transforms part of their body into climbing claws, wings, or paddles. Until the end of their turn, they gain a climb, fly, or swim Speed of 40 feet. This speed is halved if the mimic has a creature swallowed. If they're in the air at the end of their turn, they fall as normal.

Swallow Whole ❖ (attack) Medium, 2d8 acid, Rupture 13 (page 362)



Creative Mimics

The older the mimic, the more creative its guise, but within practical limits. For example, a mimic can appear as a neatly organized bookshelf with a single book out of place, a dried-up cistern with something glittering at its center, or an inconspicuous wooden door with a conveniently placed peephole.

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Children of Gogunta

Boggards of Golarion believe mobogos to have hatched from the first clutch of eggs laid by their demon goddess Gogunta, following her awakening at the dawn of creation. Boggards, hatched millennia later from the second clutch, have been charged with serving and aiding their elder siblings in keeping her sacred swamplands untainted by the presence of outsiders.

Mobogo

Mobogos are massive, swamp-dwelling monstrosities who combine the worst aspects of giant toads and evil dragons. Lazy, cruel, and greedy, these vile creatures make their lairs in the most ancient and primordial swamps. Boggards who call such places home worship mobogos as living demigods, regularly bringing sacrifices of food and valuables lest they become the next victims of the mobogo's boundless appetite.

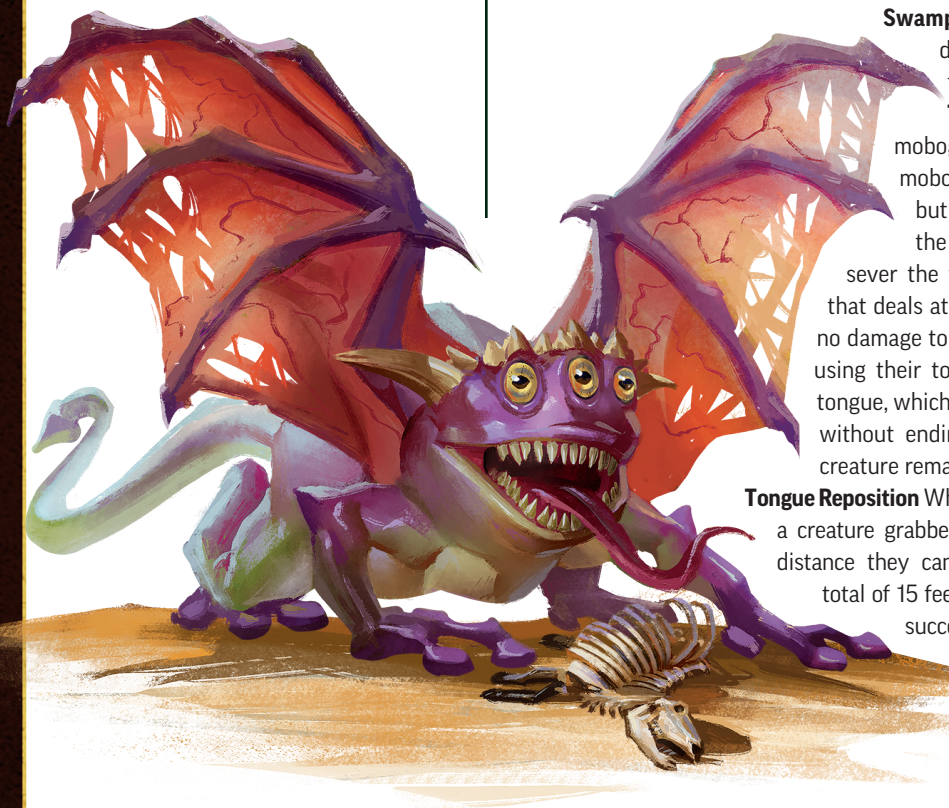
MOBOGO — CREATURE 10

HUGE | AMPHIBIOUS | BEAST

Perception +21; darkvision
Languages Boggard; *speak with animals*
Skills Acrobatics +19, Athletics +19, Nature +21, Stealth +19 (+21 in swamps)
Str +7, **Dex** +5, **Con** +6, **Int** –2, **Wis** +5, **Cha** +7

AC 29; **Fort** +22, **Ref** +17, **Will** +19
HP 160, regeneration 30 (deactivated by acid, cold, or fire; page 361)

Speed 25 feet, fly 20 feet, swim 30 feet; swamp passage
Melee ❖ jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing plus Improved Grab (page 361)
Melee ❖ tongue +23 (agile, reach 30 feet), **Damage** 2d6+13 bludgeoning plus tongue grab
Primal Innate Spells DC 27; **5th** *control water;* **4th** *create water* (at will), *entangling flora*, *mist*, *noise blast* (at will); **Constant (2nd)** *speak with animals*, *vanishing tracks*
Rituals DC 27; **4th** *plant growth*
Song of the Swamp ❖ (auditory, emotion, mental, primal) **Frequency** once per 10 minutes; **Effect** The mobogo unleashes a booming croak. All boggards and mobogos within 50 feet gain a +2 status bonus to damage rolls and saves against fear for 1 round. Other creatures in the area of effect must attempt a DC 27 Will save.
Success The creature is unaffected and is temporarily immune for 24 hours.
Failure The creature is slowed 1 for 1d4 rounds.
Critical Failure The creature is slowed 2 for 1d4 rounds.
Swallow Whole ❖ (attack) Large, 2d12+6 bludgeoning, Rupture 19 (page 362)



Swamp Passage A mobogo ignores difficult terrain caused by swamp terrain features.

Tongue Grab A creature hit by the mobogo's tongue becomes grabbed by the mobogo. The creature isn't immobilized, but it can't move beyond the reach of the mobogo's tongue. A creature can sever the tongue with a Strike against AC 27 that deals at least 10 slashing damage. This deals no damage to the mobogo but prevents them from using their tongue Strike until they regrow their tongue, which takes 1 round. The mobogo can move without ending the tongue grab as long as the creature remains within the tongue's reach.

Tongue Reposition When a mobogo successfully Repositions a creature grabbed by their tongue, they increase the distance they can move that creature by 10 feet (a total of 15 feet on a success or 20 feet on a critical success); the creature must remain within the tongue's reach. Alternatively, the mobogo can transfer the grabbed creature to being grabbed by the mobogo's jaws.

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Moose

Moose are a large, solitary type of deer. They're majestic, territorial, and extremely grumpy—traits that make them dangerous to unwary travelers and would-be predators alike. Males are instantly recognizable, standing 7 feet tall at the shoulder, with large heads and thick necks to support their impressive palmate antlers. They shed their antlers come winter and grow a new set each year at a rapid rate.

For most of the year, moose roam tundra, forest, and wilderness territories by themselves. Their wide hooves allow them to more easily traverse the frequent snowfall of their native terrain, and they typically journey alone. Moose come together only during mating season, a time in which they become oddly social with one another, loud, and even more aggressive to other creatures than usual.

A moose's diet consists of leaves, woody plant matter like twigs or bark, and buds of trees and shrubs. Moose are so large they prefer to eat the leaves of trees taller than humans instead of lowering their giant heads all the way to the ground. This can make them easy to track, though hunters will find a far greater challenge in actually killing a moose than finding one. Despite their size, moose have many natural predators, especially pack animals like wolves and large carnivores like tigers. Large humanoids like ogres and trolls dwelling in the wilderness sometimes make sport of chasing down and wrestling moose, turning the moose into dinner after subduing it.

Despite their large size, moose are expert swimmers in both fresh and salt water, and they readily feed on aquatic vegetation. Moose rarely swim into open seas, however, and usually stay close to land. When occasionally a moose does swim further out, ocean predators have been known to hunt them. To an observer watching from the safe distance of a dry shoreline, the sizable branching antlers of a swimming moose can sometimes be mistaken for a tree bobbing along in the water.

Moose Tracks

Moose thrive in cooler climates and have many adaptations to survive in the cold, including thick skin and dense, heat-retaining fur. They often make their own trails in the snow to find the best food. Adventurers sometimes stumble upon these trails and assume they lead to shelter, only to find themselves happening upon a fiercely territorial moose.

Moose — Creature 3

LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 60 feet

Skills Athletics +12 (+14 to Swim), Intimidation +8

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

AC 18; **Fort** +11, **Ref** +10, **Will** +5

HP 50

Cold Adaptation The moose treats environmental cold effects as if they were one step less severe.

Speed 30 feet

Melee ◆ antler +12, **Damage** 1d10+7 piercing

Melee ◆ hoof +12, **Damage** 1d8+7 bludgeoning

Kick Back ◆ The moose bucks and kicks back with both hind hooves, making a hoof Strike with a –2 circumstance penalty to the attack roll. If it hits, it deals an extra 1d8 bludgeoning damage. This counts as two attacks when calculating the moose's multiple attack penalty.

Thundering Charge ◆◆ The moose Strides twice and then makes an antler Strike. A Medium or smaller creature damaged by this attack must succeed at a DC 18 Fortitude save or be stunned 1.

Trample ◆◆◆ Medium or smaller, hoof, DC 20 (page 362)





Morlock Machinery

Morlocks tend toward brutish actions and violent traditions and have little interest in bettering their societies or creating art. However, they have a strange obsession with ancient machinery and magical items, particularly clockwork constructions. Their knack for tinkering helps keep ancient guardians and traps functional, even if their work backfires now and then.

Morlock

Morlocks descended from humans who were lost among the dark, tangled tunnels of the upper reaches of the Darklands thousands of generations ago. Their eyes grew large and pale to absorb any speck of illumination. Their frames became wiry from an altered diet and their arms grew long, becoming perfect for the uncanny, four-limbed shuffle that lets them traverse the subterranean passages. However, their forms hide their strength and swiftness. Morlocks no longer remember the lives their ancestors led on the surface, although many of them dwell in shattered ruins that were swallowed by the earth. Some morlocks worship the statues of humans from these bygone eras as gods, but others now venerate Lamashtu, Rovagug, or other violent deities.

Morlocks typically stands just over 5 feet tall and weigh roughly 150 pounds.

Morlock Tinkerer

Most morlocks have little talent for crafting, but many have an uncanny knack for tinkering. The sounds of machinery and moving parts tend to attract them. These morlocks particularly enjoy the ticking sounds of clockworks. Many tales from Darklands travelers describe morlocks who are able to take used or disabled mechanical traps and restore them, seemingly for the morlock's own satisfaction more than any desire to use the device.

MORLOCK TINKERER — CREATURE 2

MEDIUM HUMANOID MORLOCK

Perception +7; darkvision

Languages Sakvroth

Skills Acrobatics +7, Athletics +8 (+11 to Climb), Crafting +8 (Repair only), Stealth +9

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

Items club

Light Blindness (page 361)

AC 17; **Fort** +7, **Ref** +11, **Will** +9; +2 status to all saves vs. disease and poison

HP 40

Speed 30 feet, climb 20 feet

Melee ❖ club +9, **Damage** 1d6+4 bludgeoning

Melee ❖ jaws +9 (agile), **Damage** 1d4+4 piercing

Ranged ❖ club +8 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

Instinctual Tinker ❖❖ The morlock tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't succeed if the target's level is more than double the morlock's.

Critical Success The target regains 4d6 Hit Points and gains a +1 circumstance bonus to attack rolls for 1 minute.

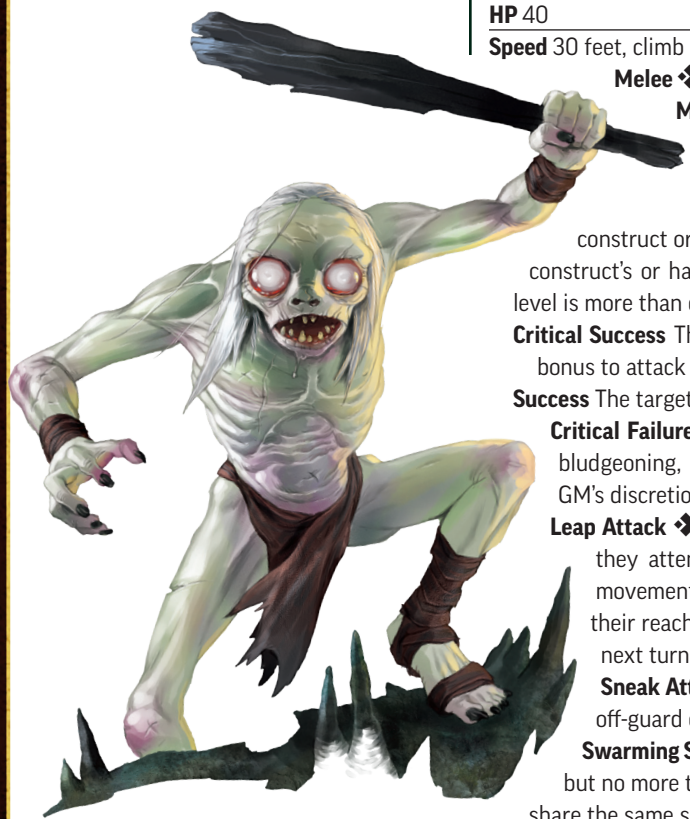
Success The target regains 2d6 Hit Points.

Critical Failure The morlock injures themself, taking 2d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).

Leap Attack ❖❖ The morlock Strides up to twice their Speed, during which they attempt a High Jump or a Long Jump. At any point during their movement, the morlock can make a melee Strike against an enemy in their reach. The morlock then can't use Leap Attack until the end of their next turn.

Sneak Attack A morlock's Strikes deal an extra 1d6 precision damage to off-guard creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.



Mosasaur

The massive swimming reptiles called mosasaurs thrash their powerful tails to propel them after prey. Four articulated, webbed paddles let them precisely steer their paths, and their hinged jaws—much like a snake's—allow mosasaurs to swallow larger creatures than their size would indicate. A small set of secondary pharyngeal jaws in their gullets pull in their meals for more efficient digestion. As air breathers, mosasaurs must stay near the surface of the water, competing for food with whales. This proximity to the surface means they often capsize small boats, feasting on the crew members who fall out.

Platecarpus

The mid-sized platecarpuses are the most common type of mosasaur. They're typically 15 feet long, but larger specimens can grow up to 20 feet. The larger varieties sometimes eat humans and humanoids of similar size, but most stick to smaller fare.

PLATECARPUS CREATURE 3

LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Athletics +9, Stealth +11
Str +5, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2
Deep Breath A platecarpus can hold its breath for 2 hours.

AC 19; **Fort** +10, **Ref** +11, **Will** +7
HP 46

Speed 5 feet, swim 35 feet
Melee ❖ jaws +12, **Damage** 1d12+5 piercing plus Grab (page 361)
Aquatic Drag ❖ **Requirements** The platecarpus has a creature grabbed or restrained; **Effect** The platecarpus Swims up to half its Speed, carrying the grabbed or restrained creature with it.
Strafing Chomp ❖ The platecarpus Swims up to its Speed, making one jaws Strike at any point along the way. The Strike deals half damage.
Swallow Whole ❖ (attack) Medium, 1d6+2 bludgeoning, Rupture 10 (page 362)

Tylosaurus

Though large in size—sometimes exceeding 40 feet—tylosauruses have sleek bodies and long, narrow snouts. Few creatures compete with them in their environment, as most other aquatic giants reside in deeper water.

TYLOSAURUS CREATURE 8

GARGANTUAN ANIMAL

Perception +18; low-light vision, scent (imprecise) 30 feet
Skills Athletics +16, Stealth +19
Str +7, **Dex** +5, **Con** +5, **Int** –4, **Wis** +4, **Cha** –2
Deep Breath As platecarpus.

AC 27; **Fort** +17, **Ref** +19, **Will** +14
HP 137

Speed 5 feet, swim 80 feet
Melee ❖ jaws +20, **Damage** 2d12+10 piercing plus Improved Grab (page 361)
Melee ❖ tail +18, **Damage** 2d6+10 bludgeoning
Aquatic Drag ❖ As platecarpus.
Swallow Whole ❖ (attack) Large, 2d6+5 bludgeoning, Rupture 18 (page 362)
Vicious Strafe ❖❖ The tylosaurus Swims up to its Speed. It can make one jaws Strike and one tail Strike at any point during its movement, each attacking a different target.



THE VOID MOSASAUR

Slowly swimming the boundless seas of the Plane of Water, the Void Mosasaur has become legend to that plane's inhabitants. The creature is ancient, marked with massive gouges and scars, eyes entirely clouded with cataracts, and with a metabolism so slowed that days pass between its heartbeats. Its gullet is so vast that elemental creatures have built permanent homes inside it, using remnants of shipwrecks as building materials. Some of these shipwrecks are quite curious, appearing to have come from other planes entirely, and suggest the Void Mosasaur plied other waters over the course of its extensive life.

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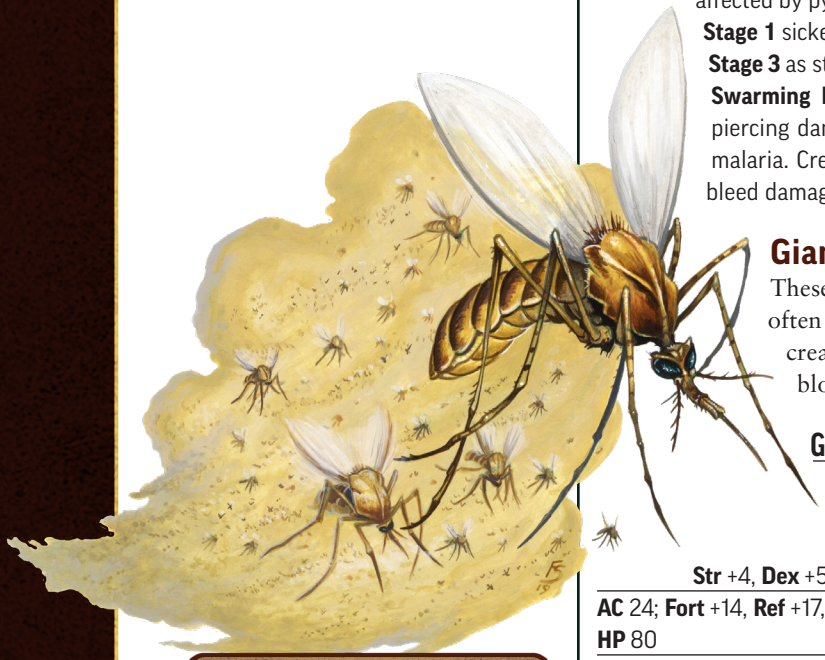
Malaria Strains

The most common version of malaria—a pernicious disease often associated with mosquitoes—is presented on page 88 of *GM Core*, and while the variants inflicted by mosquito swarms and giant mosquitoes are deadlier, they don't have the chance to recur after 1d4 months. Pyrexic malaria also causes weakness and fevers, while septic malaria causes painful and infected lesions to form on the body. Regardless of the strain you contract, you can't reduce your sickened condition while you're affected with malaria.



FEN MOSQUITO SWARM

Mosquito

While the common mosquito is a pest capable of spreading deadly diseases, their giant kin and ravenous clouds of mosquito swarms are even more dangerous.

Fen Mosquito Swarm

When deadly fen mosquitoes gather in large numbers, they form into lethal swarms capable of draining blood at a truly alarming rate. Fen mosquito swarms are typically encountered only in tropical swamps or bogs, but during humid months in spring or summer, they can drift into riverine areas or even through the waterfront reaches of settlements.

FEN MOSQUITO SWARM — CREATURE 3

LARGE ANIMAL SWARM

Perception +8; darkvision

Skills Acrobatics +6, Stealth +8

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

AC 18; **Fort** +8, **Ref** +11, **Will** +5

HP 30; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 5 feet, fly 25 feet

Pyrexic Malaria (disease) The victim can't reduce its sickened condition while it's affected by pyrexic malaria; **Saving Throw** DC 20 Fortitude; **Onset** 4 days; **Stage 1** sickened 1 (1 day); **Stage 2** enfeebled 1 and sickened 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

Swarming Bites ❖ Each enemy in the swarm's space takes 1d6 piercing damage (DC 20 basic Reflex save) and is exposed to pyrexic malaria. Creatures that fail the saving throw also take 1d4 persistent bleed damage.

Giant Mosquito

These horrifically enlarged versions of the common mosquito often prey upon megafauna like dinosaurs and other large creatures, but they won't turn down a chance to drink the blood of a smaller target—such as a humanoid.

GIANT MOSQUITO — CREATURE 6

MEDIUM ANIMAL

Perception +17; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +13, Stealth +13

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

AC 24; **Fort** +14, **Ref** +17, **Will** +12

HP 80

Speed 20 feet, fly 50 feet

Melee ❖ proboscis +17 (finesse), **Damage** 2d10+7 piercing plus Grab (page 361) and septic malaria

Blood Drain ❖ **Requirements** The giant mosquito has a creature grabbed or restrained; **Effect** The giant mosquito uses its proboscis to drain blood from the grabbed or restrained creature. This deals 3d6 piercing damage (DC 24 basic Fortitude save), and the giant mosquito gains temporary Hit Points equal to the damage dealt that last 1 minute. A creature that takes any damage from having its blood drained by a giant mosquito is drained 1 until it receives any kind or amount of healing.

Septic Malaria (disease) The victim can't reduce its sickened condition while it's affected by septic malaria; **Saving Throw** DC 24 Fortitude; **Onset** 1 day; **Stage 1** sickened 1 (1 day); **Stage 2** drained 1 and sickened 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

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Munavri

Although the subterranean Darklands are known for the cruel and domineering civilizations led by fiend-worshipping peoples who dwell within those sinister caverns, not every such subterranean society is ruled that way. Munavris are perhaps the best example of a people who tend to treat new arrivals to their Darklands territories with good temper, fairness, and respect.

These humanoids are the descendants of humans who survived the world-ending cataclysm called Earthfall—mariners who were abducted by alghollthus and dragged down through the ocean depths until they emerged on the other side of the seafloor, amid the Sightless Sea in the lightless realm of Orv.

Gradually, munavris' bodies adapted to their new home: they began to demonstrate telekinetic powers and came to develop highly sensitive vision and beautiful crystalline growths along their skin, which is said to be a representation of their psychic abilities. These early munavris eventually settled on a mysterious archipelago of jade islands—mystical green landforms that seemed to resonate with strange and powerful psychic energies that repelled their alghollthu captors. Safe from their abductors and nurtured by the strange powers of their jade islands, munavris have remained free to hone their telekinetic abilities into substantial psychic prowess.

Every munavri has the ability to concentrate psychic energy upon an object and immediately ascertain what it is and how best to use it. Such amazing natural intuition doesn't come easily, however. Using this power requires munavris to expend a large portion of their limited psychic energy, and sleep is the only way for them to replenish this psychic well.

Today, nearly all munavris still dwell on the jade archipelago and ply the waters of the Sightless Sea. Their predominant culture promotes nobility of both deed and heart, and many munavris dedicate their lives to waging war against those who sow discord in the Darklands.

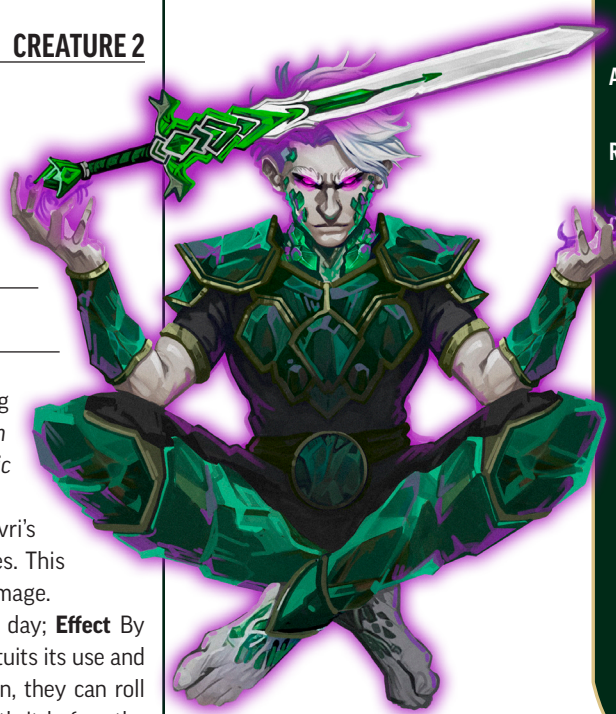
Munavri Spellblade — Creature 2

RARE | MEDIUM | HUMANOID | MUNAVRI

Perception +7; darkvision, light blindness (page 361)
Languages Munavri, Sakvroth; telepathy 30 feet (munavris only; page 362)
Skills Athletics +8, Deception +7, Occultism +6, Stealth +4
Str +4, **Dex** +0, **Con** +2, **Int** +0, **Wis** +1, **Cha** +3
Items bastard sword, breastplate

AC 18; **Fort** +8, **Ref** +6, **Will** +7
HP 30; **Resistances** mental 2

Speed 20 feet
Melee ❖ bastard sword +8 (two-hand d12), **Damage** 1d8+4 slashing
Occult Spontaneous Spells DC 17, attack +9; **1st** *mindlink*, *phantom pain*, *soothe*; **Cantrips (1st)** *daze*, *message*, *shield*, *telekinetic projectile*
Addling Strike ❖ **Frequency** once per turn; **Requirements** The munavri's most recent action was to Cast a Spell; **Effect** The munavri Strikes. This Strike gains the occult trait and deals an additional 1d4 mental damage.
Intuit Object ❖❖❖ (concentrate, fortune, occult) **Frequency** once per day; **Effect** By concentrating their psychic energy on a held object, the munavri intuits its use and understands how to effectively wield it. If they focus on a weapon, they can roll twice and take the better result for the next Strike they make with it before the end of their next turn. If they focus on a tool, they can roll twice and take the better result for the next skill check they attempt with that tool within the next minute.



A Light in the Darkness

Munavris can play an important role in Darklands adventures, acting as allies in an environment where shelter and supplies are hard to come by.



Munsahirs on Other Planes

While the majority of munsahirs 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 oppression in Medina Mudii'a. Legends speak of an ancient elemental nation led by an immortal munsahir who ruled a portion of the Valashmai Jungle in Tian Xia, but the fate of this nation is unknown, and few of its ruins remain.

Munsahir

Munsahirs 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.

Munsahir society is organized into traditional roles inherited along their familial lines, and a munsahir'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's slow to change. Many munsahirs take pride in their ancestral roles and in fulfilling their inherited duties, providing needed services within their communities.

Long ago, traditional munsahir 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 munsahir 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 ifrits of Medina Mudii'a, the dominant power on the Plane of Fire. Now most munsahir fortresses lie abandoned and ruined, with free holds so few and far between that most think them all lost.

Munsahirs born within the ifrits' 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 Medina Mudii'a under the fire genies' harsh rule. A handful of munsahir communities have escaped ifrit conquest, most often by fleeing far from the genies' realms. Some of these munsahirs now reside in hot, volcanic areas of the Darklands on Golarion, while others have fled to the remote depths within the Plane of Fire. Prying outsiders nevertheless perpetually seek out these settlements, longing for legendary munsahir-crafted goods.

Munsahir — Creature 2

MEDIUM | ELEMENTAL | FIRE | HUMANOID | MUNSAHIR



Perception +8; darkvision

Languages Common, Pyric

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 hammers (5), scale mail, warhammer

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

HP 40; **Immunities** fire; **Weaknesses** cold 4

Heat of the Forge (aura, fire) 10 feet. A munsahir's skin radiates heat like forge fire. A creature that starts its turn in the area must succeed at a DC 16 Fortitude save or become fatigued while it remains 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 (fire, primal) The munsahir's Strikes deal an extra 1d6 fire damage (included above). When the munsahir successfully performs a Grapple, Reposition, or Shove, they also deal 1d6 fire damage to their target.

Scorch ❖❖ (fire, primal) **Requirements** The munsahir is wielding a light hammer; **Effect** The munsahir shrouds the 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).

Myceloid

The ambulatory fungus creatures called myceloids are notorious for spreading deadly purple pox, controlling creatures' minds, and devouring humanoid flesh. For a myceloid colony, any battle with humanoids is cause for excitement, as this new fodder presents so many delicious and satisfying possibilities.

Myceloids consider humanoids to have an ideal life cycle of four simple steps. During childhood, they wander naive and afraid, unaware of myceloid colonies. In adulthood, humanoids discover their true purpose as they taste purple pox and become controlled by the myceloids' spores. Next, they die, giving rise to a new myceloid. They're then sent on to the afterlife upon becoming a myceloid meal. Eating humanoid flesh isn't a necessity—a myceloid can survive on any decaying matter—but it's certainly their favored fare.

Myceloids rarely make alliances, but when they do, they invite their new allies to share a meal to seal the pact. Few outsiders appreciate this hospitality.

Most myceloids have deep purple caps studded with off-white lumps. Their necks and bodies bear resemblance to the stipes of tough, leathery fungi. Smaller mushrooms often grow on a myceloid's body, which the creatures view as either adornments or particularly convenient snacks. They stand roughly as tall as dwarves, with comparably stout builds.

Myceloid — Creature 4

MEDIUM FUNGUS

Perception +10; darkvision, scent (imprecise) 30 feet

Languages Sakvroth; telepathy 100 feet (myceloids and those afflicted by purple pox only; page 362)

Skills Stealth +11, Survival +10

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

AC 20; **Fort** +14, **Ref** +9, **Will** +10

HP 70; **Weaknesses** slashing 5

Spore Pop If a myceloid is reduced to 0 HP by a critical hit, they pop, forcing them to immediately Emit Spores, even if they've already used the ability that day.

Speed 20 feet

Melee ❖ fist +14, **Damage** 2d6+4 bludgeoning plus purple pox

Emit Spores ❖ **Frequency** once per day; **Effect** The myceloid expels spores in a 10-foot burst centered on a corner of their own space. This cloud lasts until the start of the myceloid's next turn. Each creature that's in the cloud or enters it is exposed to purple pox.

Purple Pox (disease) Myceloids are immune; **Saving Throw** DC 20 Fortitude; **Onset** 1 minute; **Stage 1** 2d6 poison damage and stupefied 1 (1 day); **Stage 2** 6d6 poison damage, stupefied 3, and the creature is compelled to seek out the nearest myceloid colony—this compulsion is a mental and emotion effect (1 day); **Stage 3** The creature dies. After 24 hours, its corpse becomes bloated and bursts, releasing a new, fully grown myceloid.

Spore Domination ❖❖ (emotion, incapacitation, mental, primal) The myceloid targets one creature affected by purple pox within 60 feet. That creature must attempt a DC 22 Will save. It's then temporarily immune to Spore Domination for 10 minutes.

Critical Success The target is unaffected.

Success Until the end of its next turn, the target is helpful to myceloids and can't take hostile actions against them.

Failure As success, but for 1 minute.

Critical Failure As success, but until the purple pox is cured.

Table Manners

Myceloids eat communal meals consisting of a series of corpses, beginning with creatures they killed in combat, followed by any that died in service while controlled by Spore Domination. As they dine, they offer tasting notes, claiming they can taste intangibles like innocence or despair. They save any creature that died from purple pox as dessert. The new myceloid birthed from the corpse gets the first slice!



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NAGAJOR

On Golarion, nagaji societies can be found in the southern forests of Tian Xia, especially in the nation of Nagajor. Despite the ostensible overarching governance of the First Mother, Nagajor is no monolith—its many territories vary as widely as the naga matriarchs who rule them, ranging from despotic fiefdoms to lush utopias.

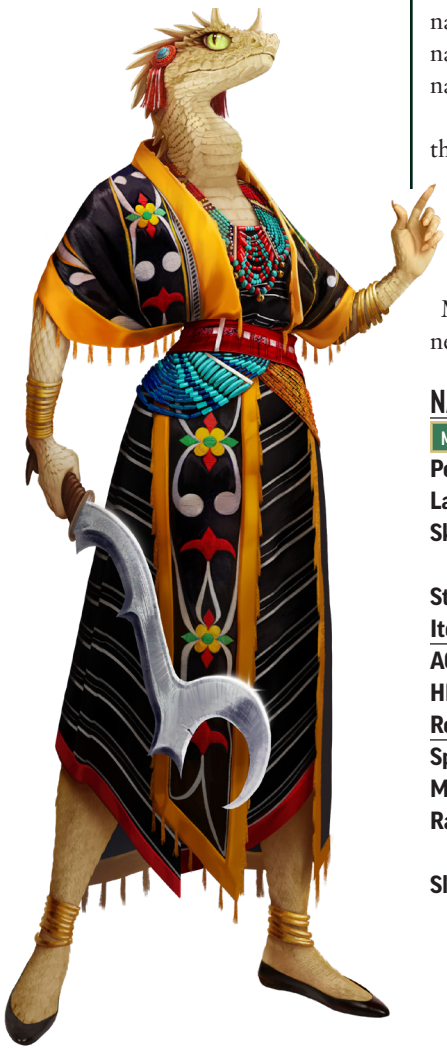
Nagaji

Nagaji are lithe but muscular bipeds with humanoid figures and serpentine heads. Their bodies are covered in tightly layered scales that range wildly in color, from camouflaged greens and browns to flashy blues or reds. Ophidian eyes lend nagaji an imperious visage, with irises that span every color of the rainbow. Nagaji don't blink, which has been known to unsettle other ancestries whether a nagaji intends it or not.

Nagaji physiology varies somewhat. Some possess longer necks than others, some sport impressive fangs that can inject venom, and some are so unique they resemble lamias more than their own nagaji kin. Like snakes, nagaji are cold-blooded and shed their skin periodically; as a result, nagaji territories rarely overlap with those of mammalian humanoids, since their environmental needs diverge so widely. They're best known for their crushing, snakelike strength, but their close ties to nagas mean many nagaji have the potential for powerful magic as well.

Long ago, the naga goddess Nalinivati created the first nagaji as the backbone of a society that respected nagas. But the nagaji were never mindless vassals, and the goddess gifted them with free will. Many nagaji willingly serve nagas to this day, honoring some as outright divinities. While outsiders might regard nagaji initially as brainwashed servants, nagaji dispute this claim. Of course there are evil and unfair naga overlords, but there are just as many fair and just naga rulers, and nagaji history remembers various rebellions and revolutions to support a new naga's claims of rulership when a matriarch overstepped her bounds. Nagaji accurately note that their long history with nagas is no simple matter and claim that the partnership goes both ways: nagas rely as much on nagaji for the running of their empires as nagaji rely on nagas to lead their people to prosperity.

Although nagaji might be encountered in diverse cities and urban centers, their communities are concentrated in environments that suit their biology, namely jungles and tropical forests. Where many species would languish in the heat and humidity, nagaji bask in the warmth and thrive.



Nagaji Soldier

Most nagaji warriors are connected to a temple, either a national religious network or a single holy site depending on where they reside.

NAGAJI SOLDIER — CREATURE 2

MEDIUM | HUMANOID | NAGAJI

Perception +8; low-light vision

Languages Common, Draconic

Skills Athletics +8, Intimidation +5, Nature +6 (+8 to Command an Animal that's a reptile), Religion +5

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

Items khopesh, leather armor, longbow (with 20 arrows)

AC 18; **Fort** +9, **Ref** +7, **Will** +6

HP 28; **Resistances** poison 2

Reactive Strike ↻ (page 361)

Speed 25 feet

Melee ❖ khopesh +10 (trip), **Damage** 1d8+4 slashing

Ranged ❖ longbow +7 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8 piercing

Slough Toxins ❖ **Frequency** once per round; **Requirements** The nagaji is afflicted with a poison; **Effect** The nagaji accelerates their metabolism. They roll a saving throw against the affliction with a +2 circumstance bonus. If they must attempt an ongoing save against the same poison at the end of their turn, they also get a +2 circumstance bonus to that save.

Narrik

Far below the surface of Golarion, packs of narriks hunt in Darklands tunnels, looking for unfortunate beings to devour. These horrific creatures are vaguely humanoid but lack a traditional head—dozens of largely vestigial eyes top their bodies, while a massive, fang-filled mouth splits their chest. Their long tongue contains olfactory organs, which narriks primarily use to hunt.

Narriks' favorite prey are sentient beings—calignis, hryngars, umbral gnomes, and surface adventurers and traders—and they savor the flavor fear adds to raw flesh. Among the assorted alchemical substances naturally produced by their bodies is a psychotropic saliva that fills victims with terror, not only enhancing the taste but also allowing narriks to more easily hunt.

Narriks have little in the way of a civilization, as they primarily spend their time hunting rather than building or other activities. Scholars are unsure how they reproduce, as none have gotten close enough to study such habits. However, there are records of attacks from markedly less mature narriks throughout history. Such assaults have occurred far from other narriks, so many believe that narrik offspring are forced to create their own packs once they reach adulthood.

Narrik — Creature 7

MEDIUM ABERRATION

Perception +15; darkvision, scent (imprecise) 120 feet, taste fear, vestigial eyes
Languages Aklo
Skills Athletics +17, Intimidation +17, Stealth +15, Survival +15
Str +6, **Dex** +4, **Con** +2, **Int** –1, **Wis** +4, **Cha** +2

Taste Fear A narrik viscerally tastes fear. They can use scent as a precise sense when detecting frightened creatures.

Vestigial Eyes A narrik's vision is limited. It's only a precise sense within 30 feet, and an imprecise sense beyond that.

AC 24; **Fort** +18, **Ref** +15, **Will** +12
HP 130; **Immunities** precision

Quick Congeal A narrik's strange body chemistry causes their blood to congeal almost instantly. They automatically succeeds at flat checks to recover from persistent bleed damage.

Catalyzing Demise ◈ **Trigger** The narrik is reduced to 0 Hit Points; **Effect** When a narrik is slain, their internal chemistry undergoes a violent chain reaction. They explode, and all creatures in a 5-foot emanation must succeed at a DC 25 Reflex save or be immobilized by tanglespit and exposed to psychotropic saliva.

Speed 25 feet
Melee ❖ jaws +18, **Damage** 2d6+8 piercing plus psychotropic saliva
Melee ❖ claws +18 (agile), **Damage** 2d4+8 slashing
Ranged ❖ spit +16 (range increment 30 feet), **Effect** tanglespit plus psychotropic saliva

Psychotropic Saliva (poison) The target's frightened value doesn't automatically decrease at the end of its turn while affected by this poison; **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and frightened 1 (1 round); **Stage 2** 1d8 poison damage and frightened 2 (1 round); **Stage 3** 1d10 poison damage and frightened 3 (1 round)

Tanglespit A creature hit by the narrik's tanglespit is immobilized as the viscous glob quickly solidifies. The DC to Escape or Force Open the tanglespit is 25. The glob becomes fragile and brittle after 1 minute, automatically freeing the creature.



Alchemical Furnaces

Most intelligent creatures avoid narriks, but some particularly brave–or foolhardy–deros and adventurers hunt them to harvest psychotropic saliva, tanglespit, and other alchemical additives. Because narriks' bodies explode upon death, hunters must capture living subjects to garner such materials.

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Emotion Eaters

Nightgaunts feed on emotions via touch, preferring unique cocktails formed of conflicting emotions, especially despair, horror, or nervous laughter. Such feeding has little lasting impact on their food source, but a nightgaunt can only feed on a given creature once. As a result, they tend to satiate themselves fully before seeking out different prey.

Nightgaunt

Nightgaunts lurk in dreams, lying in wait to spirit away the unwary dreamer. Once connected to such a being, the nightgaunt feeds upon the mortal's emotions before abandoning them—often in a place they might never wake from.

A nightgaunt appears as a bony humanoid with inky black skin, batlike wings, a long sinuous tail, and demonic horns atop a head that lacks any face or features. Most nightgaunts have little interest in anything other than sating their hunger for emotions. They find the art of inducing nightmares to be a surefire way to feast, but they're even more adept at tormenting their victims through tickling while carrying them at precarious heights.

Nightgaunts often gather in vast colonies in the Dreamlands, where they entertain each other by sharing emotion memories of their meals through strange caresses. These colonies pose great danger to any adventurer foolish enough to approach.

When conjured forth into other worlds, they serve only grudgingly, often working equally as hard to find a way to escape servitude and feed on their conjurer's emotions as they do on the task they've been compelled to perform.

Nightgaunt — Creature 4

Uncommon | Medium | Aberration | Dream

Perception +10; all-around vision (page 360), darkvision, thoughtsense (precise) 60 feet

Languages Aklo (can't speak any language)

Skills Acrobatics +11, Athletics +13, Stealth +11

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

Thoughtsense (mental, occult) A nightgaunt senses all non-mindless creatures at the listed range.

AC 21; **Fort** +10, **Ref** +13, **Will** +10

HP 60; **Resistances** cold 5

Faceless The nightgaunt has no face, but they can still see in all directions as if their entire body were an eye. They have no need to breathe, and they're immune to all inhaled toxins and other olfactory effects.

Reactive Strike ↷ (page 361) Tail only.

Speed 25 feet, fly 30 feet

Melee ❖ claw +12 (agile), **Damage** 2d6+7 plus Grab (page 361)

Melee ❖ tail +12 (agile, reach 10 feet), **Effect** tickle

Clutches A nightgaunt can Fly at full Speed while it has a Medium or smaller creature grabbed or restrained in its claws, carrying that creature along with it.

Tickle The nightgaunt can use its tail to tickle a foe with horrible efficiency. A creature hit by its tail Strike must attempt a DC 21 Fortitude save; if the creature is grabbed by the nightgaunt, it uses the outcome one degree of success worse than the result it rolled.

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

Success The creature is overcome with laughter and can't perform reactions for 1 round.

Failure As success, and the creature is sickened 1.

Critical Failure As success, and the creature is sickened 2 and can't speak for 1 round.



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Nixie

These aquatic fey often guard ponds, rivers, lakes, and springs, protecting their bucolic homes from the advances of predators and careless settlers alike. Nixies tend to be reclusive and try to keep their presence hidden from humanoids, hoping trespassers won't give them cause to act. They're rarely found near settlements, as industry has a habit of polluting their waters.

Stories of nixies granting small wishes to those they befriend have encouraged mortals to seek out the reclusive fey and ironically made it more unlikely for a nixie to grant such a boon. On the other hand, if someone approaches a nixie with respect, or even better, a positive attitude that displays just the right amount of humility and easygoing openness, a nixie is far more likely to respond favorably to requests for aid. Often a nixie will ask those who seek their assistance to perform a task for them first; such requests can be minor acts of entertainment (such as telling a rousing story or performing a requested song), but in other cases, the nixie might seek more significant help, such as driving off an unwanted local predator or investigating the source of pollution near their home.

Most nixies only resort to violence if they have no other option. They much prefer to employ primal magic to defuse conflicts before they can escalate to bloodshed. In pursuit of such resolutions, nixies rely on their ability to charm individuals and, if they can establish some degree of magical influence, encourage intruders to leave peacefully. While some nixies try to confuse intruders and subtly lead them away, others rely upon local animals and beasts to scare off trespassers.

Occasionally, nixies recruit charmed humanoids to act as protectors or help with a task that's simply too big for them to deal with. If this task is underwater, nixies use their magic to temporarily grant the ability to breathe water to the charmed creature. Only those who manage to befriend a nixie are given an invitation to return to swim or dine with the fey, and only the most trusted of allies are granted a minor wish.

Nixies appear as aquatic humanoids the size of a child, with large eyes, catfish-like whiskers, and webbed fingers and toes. They have scaly skin, long pointed ears, and long hair the color and texture of seaweed. Nixies often form small communities, even building underwater societies if their numbers are great enough. In many cultures' folklore, there are stories of nixie nations hidden at the bottom of particularly large lakes.

NIXIE — CREATURE 1

SMALL AQUATIC FEY

Perception +6; low-light vision
Languages Fey, Thalassic
Skills Athletics +6, Nature +5, Stealth +8
Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +4
Wild Empathy The nixie can use Diplomacy to Make an Impression on and make very simple Requests of aquatic or amphibious animals.

AC 16; **Fort** +6, **Ref** +10, **Will** +6; +1 status to all saves vs. magic
HP 22; **Weaknesses** cold iron 3

Speed 20 feet, swim 30 feet
Melee ❖ claw +7 (agile, finesse), **Damage** 1d6 slashing
Primal Innate Spells DC 17, attack +9; **2nd** *water breathing*; **1st** *charm* (×3), *hydraulic push*
Grant Desire ❖❖❖ (primal) **Frequency** once per day; **Effect** The nixie can duplicate any 1st-rank spell or produce any effect similar to that of a 1st-rank spell but only in response to the request or desire of a non-fey creature. The creature whose desire is granted can never again benefit from that particular nixie's Grant Desire ability.



BOG NIXIES

Nixies who dwell in swampy regions tend to have fouler attitudes and are more eager to turn to violence. Known as bog nixies, these wicked fey prefer dwelling in festering swamps or blighted fens and delight in using their ability to grant desires to tempt visitors into acts of unplanned evil.





Strong Emotions

While lampads are ever vigilant in their assigned tasks, they're known to become lonely and forlorn, as the majority of underground denizens make poor company. True companionship and conversation are among the few things that can keep a moody lampad from sporadically weeping, though like most creatures they find such tears cathartic, feeling better after a good cry.

Nymph

Nymphs are fey guardians of nature possessed of great beauty and forms that meld breathtaking humanoid features with the natural elements they guard. Nymph queens are powerful nymphs who rule over and protect a much larger territory of untouched wilderness. For instance, a lampad might guard a beautiful underground cavern, but a lampad queen might call an entire system of caves their domain.

The presence of a nymph is known to enrich the health and beauty of the natural spot they protect.

Lampad

Lampads protect dark, hidden places underground. Not only do they defend subterranean caverns from threats, they also safeguard well-meaning innocents from dangers that lurk below the surface. Lampads are so-named for the wisps of magic light they often carry, guiding the lost to safety while luring threats to their doom. Lampads' mercurial natures make their reactions difficult to predict, though they rarely demonstrate outright malice without sufficient provocation.

LAMPAD — CREATURE 5

MEDIUM EARTH FEY NYMPH

Perception +12; darkvision

Languages Aklo, Common, Fey, Sakvroth

Skills Acrobatics +12, Athletics +9, Diplomacy +14, Nature +10, Occultism +11, Performance +14, Society +9, Stealth +12

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

AC 21; **Fort** +11, **Ref** +14, **Will** +12

HP 85; **Weaknesses** cold iron 5

Cavern Dependent A lampad is mystically bonded to a single cavern or other self-contained underground area and must remain within 300 feet of it. If they move beyond that range, they become sickened 1 and are unable to recover. They must attempt a DC 19 Fortitude save every hour or increase their sickened value by 1 (to a maximum of sickened 4). After 24 hours, they become drained 1, with this value increasing by 1 every additional 24 hours. A lampad can perform a 24-hour ritual to bond to a new cavern.

Speed 25 feet, climb 25 feet (on stone only)

Melee ❖ earthen fist +14 (agile, finesse), **Damage** 2d10+2 bludgeoning

Ranged ❖ light wisp +14 (magical, range increment 30 feet), **Damage** 1d8+2 mental plus 1d6 fire and 1d6 vitality

Primal Innate Spells DC 22; **4th** *shape stone*; **3rd** *one with stone* (at will), *pummeling rubble*; **2nd** *heal*, *revealing light*; **Cantrips (4th)** *light*

Weep ❖ (auditory, emotion, mental, primal) **Frequency** once per round; **Effect** The lampad begins a heart-wrenching fit of weeping, inspiring sympathetic sobbing in nearby creatures. Every non-lampad creature within 30 feet who hears the lampad's weeping must succeed at a DC 20 Will save or be unable to use reactions for 1 round and slowed 1 on its next turn as it sobs uncontrollably.



LAMPAD

Hesperid

Hesperides are nymphs of sunset, guardians of the colorful golden hues of the setting sun. They live on remote islands, isolated coastal cliffsides, and hidden valleys, all places where the sunset's golden glow can have the strongest effect. Hesperides manipulate sunlight with dancelike motions, allowing them to create graceful ribbons of light at close range and searing rays at a distance. Due to their connection to the beauty of the daily cycle of the setting sun, hesperides take a deep satisfaction from methodical routine that can feel alien to wilder, more chaotic fey.

HESPERID CREATURE 9

MEDIUM FEY LIGHT NYMPH

Perception +19; low-light vision
Languages Common, Fey, Utopian
Skills Acrobatics +19, Athletics +11, Deception +19, Diplomacy +21, Intimidation +19, Nature +19, Performance +21, Society +17, Stealth +17
Str +0, **Dex** +6, **Con** +4, **Int** +4, **Wis** +4, **Cha** +6

AC 27; **Fort** +15, **Ref** +21, **Will** +19
HP 175; **Weaknesses** cold iron 10
Sunset Dependent A hesperid is mystically bonded to a single remote location with a good view of the sunset—usually an island, coastal cliff, or valley. If they aren't at that location and able to see the sky at sunset on any given day, they become drained 1, increasing the value by 1 for each missed sunset and reducing by 1 only when they see a sunset. A hesperid can perform a 24-hour ritual to bond to a new location.

Speed 30 feet, fly 60 feet
Melee ❖ sunset ribbon +21 (agile, finesse), **Damage** 2d10+6 slashing plus 1d6 fire and 1d6 vitality
Ranged ❖ sunset ray +21 (magical, range increment 60 feet), **Damage** 2d12+6 fire plus 1d6 vitality
Primal Innate Spells DC 28, attack +20; **5th** *heal*, *holy light*; **2nd** *revealing light*; **1st** *illusory disguise* **Cantrips (5th)** *light*
Create Golden Apple ❖❖ (primal) While the hesperid is within their bonded location, they can spin golden light around an object they're holding or touching of up to 20 cubic feet in volume and up to 80 Bulk. Doing so condenses the object into a magic apple made of golden light with light Bulk. The golden apple reverts back to its original shape after a full day away from the hesperid's bonded location or when the hesperid Dismisses the effect.

DUAL GUARDIANS

While all nymphs protect areas of natural beauty, hesperides often guard other unusual treasures of a more literal variety, sometimes including items long thought lost. Their steady temperaments and timeless loyalty ensure that they can be trusted to keep whatever they're protecting safe from harm.

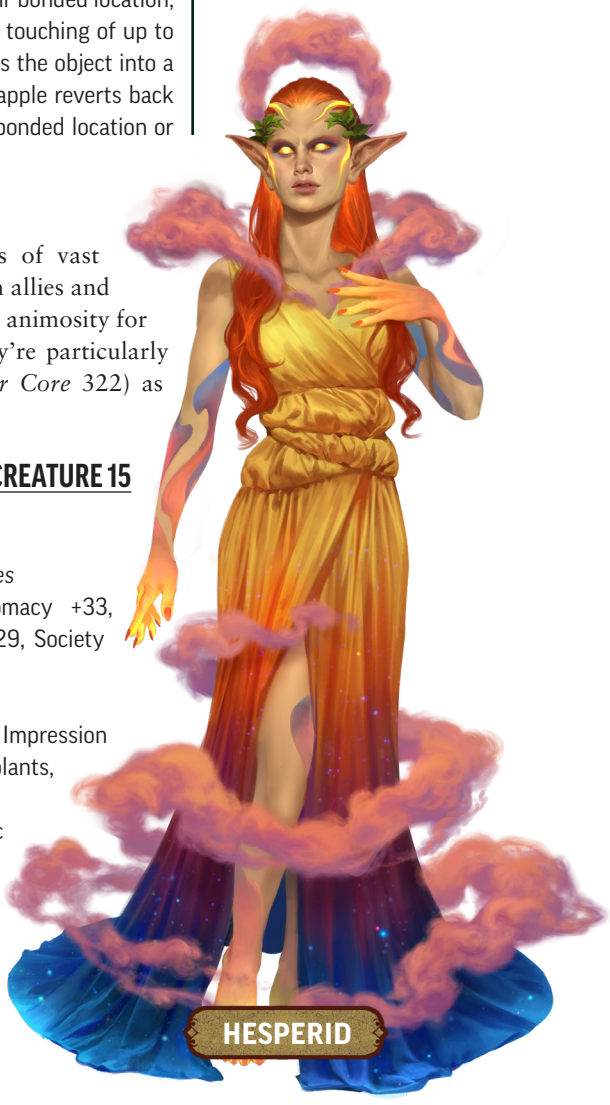
Lampad Queen

Lampad queens are capricious monarchs and protectors of vast underground domains, regarded in ballads and tales as both allies and foes, monsters and muses. Lampad queens have a particular animosity for any predominantly cruel underground societies, while they're particularly fond of bats. Many lampad queens have sprites (*Monster Core* 322) as favored attendants.

LAMPAD QUEEN CREATURE 15

UNCOMMON MEDIUM EARTH FEY NYMPH

Perception +27; darkvision
Languages Aklo, Common, Fey, Petran, Sakvroth; *speak with stones*
Skills Acrobatics +27, Athletics +28, Deception +31, Diplomacy +33, Intimidation +33, Nature +27, Occultism +27, Performance +29, Society +25, Stealth +27
Str +3, **Dex** +8, **Con** +7, **Int** +4, **Wis** +4, **Cha** +8
Cavern Empathy The lampad queen can use Diplomacy to Make an Impression on and make very simple Requests of subterranean animals, plants, and fungi, as well as stones.
Tied to the Land A lampad queen is intrinsically tied to a specific underground region, usually a cave system. As long as the queen is healthy, the environment is exceptionally resilient, allowing the lampad queen to automatically attempt to counteract spells and rituals that would harm the environment, such as *blight*, with a +30 counteract modifier and a counteract rank of 8. When the lampad queen becomes physically or psychologically unhealthy, however, their warded


HESPERID

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RECIPROCITY

Lampad queens tend to change emotions on a whim and mirror what they find in others. Those who treat the queen's domain with respect, they protect and reward, while those who harm it meet swift wrath. This leads to the vastly differing accounts of the queens' actions.

region eventually becomes twisted or unhealthy as well. In that case, restoring the lampad queen swiftly heals the entire region.

AC 38; **Fort** +26, **Ref** +29, **Will** +25

HP 235; **Weaknesses** cold iron 10

Nymph's Beauty (aura, emotion, incapacitation, mental, primal, visual) 30 feet. Creatures that start their turn in the aura must succeed at a DC 33 Will save or be confused by the lampad queen's unearthly beauty for 1 minute. While confused by this effect, the creature's confused actions never include harming the lampad queen.

Speed 30 feet, climb 30 feet (on stone only)

Melee ❖ earthen fist +29 (agile, finesse), **Damage** 3d10+9 bludgeoning plus 1d6 mental

Ranged ❖ light wisp +29 (magical, range increment 60 feet), **Damage** 2d8+9 mental plus 2d6 fire and 2d6 vitality

Primal Prepared Spells DC 38; **8th** *earthquake*, *summon plant or fungus*; **7th** *energy aegis*, *regenerate*, *volcanic eruption*; **6th** *mountain resilience*, *petrify*, *slow*; **5th** *impaling spike*, *magic passage*, *wall of stone*; **4th** *fly*, *resist energy*, *unfettered movement*; **3rd** *earthbind* (×2), *haste*; **2nd** *animal messenger*, *enlarge*, *revealing light*; **1st** *ant haul*, *fleet step*, *gust of wind*; **Cantrips (8th)** *detect magic*, *electric arc*, *guidance*, *prestidigitation*, *stabilize*

Primal Innate Spells DC 38; **8th** *pummeling rubble*; **7th** *heal*; **4th** *shape stone*; **3rd** *one with stone* (at will); **2nd** *revealing light*; **Cantrips (8th)** *light*; **Constant (6th)** *speak with stones*

Change Shape ❖ (polymorph, primal) Lampad queens can transform between their original form, which looks much like a typical nymph of their kind, and any Small or Medium humanoid form, typically choosing a version of their natural form that more closely resembles a humanoid (page 360).

Despairing Weep ❖ (auditory, emotion, mental, primal) **Frequency** once per round; **Effect** The lampad queen begins a heart-wrenching fit of weeping, inspiring sympathetic sobbing in nearby creatures. Every non-lampad creature within 120 feet who hears the lampad's weeping must succeed at a DC 36 Will save with the effects of *wave of despair*.

Focus Beauty ❖ (emotion, incapacitation, mental, primal, visual) The lampad queen focuses their beauty upon a target within their aura. The creature must attempt a DC 33 Will save. On a failure, it's affected as if by the queen's nymph beauty aura; if it was already affected by the aura, the conflicting emotions from the lampad queen's beauty intensify, causing the target to no longer get a flat check to end the confusion when it takes damage. The lampad queen can use a single action, which has the concentrate trait, to focus the emotions of a confused creature toward a particular emotion, causing it to spend its next turn sobbing uncontrollably, fawning over the lampad queen, or otherwise performing no actions beyond experiencing its emotions. Regardless of the save, the target is temporarily immune to Focus Beauty until the start of the lampad queen's next turn.

Inspiration ❖❖❖ (emotion, mental, primal) A lampad queen can inspire a single intelligent creature by giving that creature a token of their favor, typically a lock of their hair. As long as the creature carries the token and remains in good standing with the lampad queen, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves.

If a lampad queen grants their Inspiration to a bard and they're that bard's muse, the bard gains an additional benefit depending on their muse theme: for lore muse, the bard also gains a +1 status bonus to all Lore checks; for maestro muse, the status bonus to Performance checks increases to +2 for the purpose of determining the effects of compositions; for polymath muse, the bard gains a +4 status bonus to untrained skill checks; and for all other muses, the Will save bonus increases to +2 against fey.



LAMPAD QUEEN

Hesperid Queen

Hesperid queens rule over isolated regions soaked in the light of sunset. They guard countless treasures and secrets, though if offered an intriguing bargain by one who treats them with the proper respect, they're willing to part with some knowledge or items—aside from the mysteries and valuables they've sworn to protect.

Within their golden realms, hesperid queens are relatively likely to safeguard objects of power, such as ancient relics or artifacts. As such, they're keenly aware of the danger posed by unscrupulous treasure hunters who seek to obtain these items at any cost, and they use their incredible minds to set up devious countermeasures to protect their wards, even in the event of their own death.

HESPERID QUEEN — CREATURE 19

UNCOMMON | MEDIUM | FEY | LIGHT | NYMPH

Perception +34; low-light vision

Languages Common, Draconic, Empyrean, Fey, Utopian

Skills Acrobatics +32, Arcana +30, Athletics +28, Deception +37, Diplomacy +39, Intimidation +37, Nature +32, Performance +35, Society +30, Stealth +32

Str +5, **Dex** +9, **Con** +6, **Int** +7, **Wis** +7, **Cha** +10

Tied to the Land As lampad queen, except the hesperid queen is tied to an isolated region such as an island or island chain, remote coast, or secluded valley. Their counteract modifier is +37, and they have a counteract rank of 10.

AC 44; **Fort** +31, **Ref** +36, **Will** +34

HP 305; **Weaknesses** cold iron 15

Nymph's Beauty (aura, emotion, incapacitation, mental, primal, visual) 30 feet. As lampad queen, except the save DC is 38, and creatures that fail their save become transfixed in awe, causing them to be stunned for 1 round.

Speed 30 feet, fly 90 feet

Melee ❖ sunset ribbon +36 (agile, finesse), **Damage** 4d10+13 slashing plus 1d6 fire and 1d6 vitality

Ranged ❖ sunset ray +36 (magical, range increment 120 feet), **Damage** 4d12+13 fire plus 1d6 vitality

Primal Prepared Spells DC 44; **10th** *manifestation*; **9th** *falling stars*, *sunburst*, *wrathful storm*; **8th** *migration*, *mountain resilience*, *punishing winds*; **7th** *energy aegis*, *regenerate*, *volcanic eruption*; **6th** *dispel magic*, *slow*, *truesight*; **5th** *breath of life*, *control water*, *mirage*; **4th** *resist energy*, *unfettered movement*, *vital beacon*; **3rd** *earthbind*, *haste*, *one with stone*; **2nd** *animal messenger*, *revealing light*, *water breathing*; **1st** *gentle landing*, *gust of wind*, *vanishing tracks*; **Cantrips (10th)** *detect magic*, *electric arc*, *guidance*, *prestidigitation*, *read aura*

Primal Innate Spells DC 44, attack +36; **10th** *heal*, *holy light*, *illusory disguise* (×3), *revealing light*; **Cantrips (10th)** *light*

Change Shape ❖ (polymorph, primal) As lampad queen.

Create Golden Apple ❖❖ (primal) As hesperid.

Focus Beauty ❖ (emotion, incapacitation, mental, primal, visual) As lampad queen, except that the save DC is 38, and on a failure, a target that wasn't already affected by the aura becomes overwhelmed with intense visions of bliss and beauty. The creature departs from the hesperid queen's domain as quickly and efficiently as it can for 1 hour, after which time it forgets ever reaching the hesperid queen's domain, how it did so, and everything that happened while it was within the domain.

Inspiration ❖❖❖ (emotion, mental, primal) As lampad queen.

DRACONIC RAPPORT

Hesperid queens and fortune dragons have an unusual affinity, sometimes working together to guard treasure. The queen might guard such valuables as part of their ward, even as the dragon sees them as their hoard. The competing viewpoints don't bother either party, and such alliances can last millennia.



HESPERID QUEEN

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AMOEBAS LARGE AND SMALL

Giant amoebas and amoeba swarms are usually found near each other, as the two oozes are part of the same life cycle. When a giant amoeba grows large enough, it can spontaneously split apart into two separate amoeba swarms, and when an amoeba swarm feeds enough, its individual components can fuse together into a single creature.

Ooze

Oozes are amorphous, mutable creatures with simple anatomies. They generally lack notable organs, including a centralized brain. It's uncertain whether oozes evolved naturally or were the result of strange experiments by alchemists and mages; in the case of some of the more strange and arcane oozes, the latter seems a more likely explanation.

Due to their bizarre physical structures and ability to break down and feed on a wide variety of materials, oozes are able to adapt to nearly any climate, especially when assisted by magical or alchemical tinkering. As a result, explorers frequently encounter new and terrifying varieties of these amorphous creatures.

Gutter Ooze

These small masses of protoplasm are considered the lesser "cousins" to sewer oozes (*Monster Core* 256), emerging from the drainage culverts beneath a city after a rainfall to feed on bits of organic matter that collect in streetside gutters. As they collect just about everything—pebbles, bits of broken glass, and other trash—some cities consider them to be more helpful than detrimental.

GUTTER OOZE **CREATURE –1**

TINY MINDLESS OOZE

Perception +2; motion sense 30 feet, no vision

Skills Athletics +5, Stealth +2 (+4 in urban environments)

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

Motion Sense A gutter ooze can sense nearby creatures through vibration and air or water movement.

AC 7; **Fort** +8, **Ref** +3, **Will** +5

HP 20; **Immunities** acid, bleed, critical hits, mental, precision, unconscious, visual

Slip Up ↷ **Trigger** An adjacent creature damages the gutter ooze with a melee Strike; **Effect** Some of the gutter ooze's watery protoplasm gushes out beneath the triggering creature's feet. They must succeed at a DC 15 Reflex save or fall prone.

Speed 10 feet, swim 10 feet

Melee ❖ pseudopod +8 (agile, finesse, reach 5 feet), **Damage** 1d4 bludgeoning, slashing, or piercing plus 1 acid; see detritus

Detritus Due to all the random trash that collects in a city's gutters, whenever a gutter ooze makes a pseudopod Strike, the type of damage is chosen randomly between bludgeoning, slashing, and piercing.

Weak Acid A gutter ooze's acid damages only organic material—not metal, stone, or other inorganic substances.



Amoeba Swarm

An amoeba swarm consists of thousands of individual single-celled organisms held together by acrid-smelling slime. As ravenous as they are mindless, amoeba swarms use no discernible tactics.

AMOEBA SWARM **CREATURE 1**

LARGE AMPHIBIOUS MINDLESS OOZE SWARM

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+3 in water)

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

Motion Sense As gutter ooze.

AC 9; **Fort** +8, **Ref** +1, **Will** +3

HP 35; **Immunities** acid, bleed, critical hits, mental, precision, unconscious, visual; **Weaknesses** area 3, fire 3, splash damage 3; **Resistances** slashing 4, piercing 4

Speed 5 feet, climb 5 feet, swim 10 feet
Swarming Slither ❖ The amoeba swarm slithers over each creature in its space, dealing 1d6 acid damage (DC 14 basic Reflex save). A creature that critically fails is sickened 1.
Weak Acid As gutter ooze.

Giant Amoeba

These blobs of nearly transparent protoplasm are identical in form and behavior to the microscopic creatures from which they have evolved, except their outlandish size makes them even more dangerous. Unlike most other deadly oozes, giant amoebas feature an outer membrane that contains their internal structures, making them more susceptible to slashing weapons than their amorphous kin. However, this membrane is also extremely flexible and permeable, allowing giant amoebas to quickly surround prey and absorb it, suffocating and slowly digesting their victims in their acidic fluids.

GIANT AMOEBA CREATURE 1

SMALL AMPHIBIOUS MINDLESS OOZE

Perception +4; motion sense 60 feet, no vision
Skills Athletics +6, Stealth +3
Str +3, **Dex** –2, **Con** +2, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As gutter ooze.

AC 8; **Fort** +7, **Ref** +3, **Will** +5
HP 45; **Immunities** acid, bleed, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

Speed 10 feet, climb 10 feet, swim 10 feet
Melee ❖ pseudopod +9, **Damage** 1d6 acid plus Grab (page 361)
Constrict ❖ 1d4 bludgeoning plus 1d4 acid, DC 17 (page 360)
Envelop ❖❖❖ **Requirements** The giant amoeba begins its turn with a target its size or smaller grabbed; **Effect** The giant amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 17, 1d6 acid, Escape DC 17, Rupture 3; page 361).
Weak Acid As gutter ooze.

Slime Mold

A slime mold appears as a mound of earth and detritus covered in a thick layer of fungus that exudes a faint stink of decay. The fungus shares a symbiotic relationship with the slime mold, serving as an external digestive system while gaining access to the nutrients it needs. The ooze remains perfectly still until living prey passes within reach, then it lashes out with its disgusting pseudopods. With a touch, a slime mold can infect its prey with a foul contagion known as slime rot, a horrific disease that painfully breaks down a victim's flesh. At first, the disease manifests as painful rashes and agonized joints. In the later stages, though, the flesh of the affected creature begins to liquefy and run in rivulets as the creature's spores continue to work. Death, when it occurs, swiftly causes the resulting body to split open and release a brand-new slime mold.


GIANT AMOEBA

OOZE ADAPTABILITY

Many oozes have shown the astounding ability to adapt to dangerous environments by evolving. For example, some have adapted to fully aquatic environments by gaining a swim Speed and the ability to quickly jet through the water, moving up to five times their swim Speed without provoking reactions as a two-action activity. Others have become charged with psychic energy, gaining an aura that causes nearby creatures to become confused or fascinated for a round if they fail a Will save.

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SLIME MOLD FUNGI

The particularly foul environments in which slime molds dwell are conducive to the growth of extremely potent and dangerous mushrooms and other fungi. A dead slime mold can be a source of enough materials to produce a few doses of deathcap powder (*GM Core* 249) or other types of poison. Some creatures, such as deros or those with inherent immunity to disease, cultivate slime molds to harvest these materials.

SLIME MOLD — CREATURE 2

LARGE | FUNGUS | MINDLESS | OOZE

Perception +6; motion sense 60 feet, no vision
Skills Athletics +7, Stealth +6 (+8 amid decaying plant matter or fungus)
Str +3, **Dex** +0, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As gutter ooze.

AC 12; **Fort** +11, **Ref** +3, **Will** +4
HP 60; **Immunities** bleed, critical hits, mental, precision, unconscious, visual

Speed 10 feet, climb 10 feet
Melee ❖ pseudopod +8, **Damage** 1d8+3 bludgeoning plus slime rot
Slime Rot (disease) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 and sickened 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** drained 1, enfeebled 2, and sickened 2 (1 day); **Stage 4** as stage 3 (1 day); **Stage 5** drained 2 plus unconscious (no Perception check to wake up) (1 day); **Stage 6** dead, and the body erupts to release a new slime mold

Verdurous Ooze

Verdurous oozes are found in temperate forests, warm jungles, or other places where plant life grows in abundance. Unlike many types of oozes, verdurous oozes are not particularly good climbers and have been known to get trapped in natural or artificial chasms. Warlords and wizards sometimes make use of that fact and keep verdurous oozes as guardians in pits around the walls of their fortresses or towers.

VERDUROUS OOZE — CREATURE 6

MEDIUM | MINDLESS | OOZE

Perception +8; motion sense 60 feet, no vision
Skills Athletics +15, Stealth +4 (+10 in tall grass or undergrowth)
Str +5, **Dex** –4, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As gutter ooze.

AC 12; **Fort** +17, **Ref** +8, **Will** +10
HP 157; **Immunities** acid, bleed, critical hits, mental, piercing, precision, slashing, unconscious, visual

Corrosive Surface A creature that hits a verdurous ooze with a metal weapon or unarmed attack must attempt a DC 21 Reflex save. On a failure, the weapon or creature takes 2d4 acid damage (after dealing damage to the ooze as normal). Thrown weapons take this damage automatically with no save.

Enliven Foliage (aura, primal) 20 feet. The verdurous ooze constantly emits supernatural vapors that cause nearby plants to grow rapidly and writhe and grasp at anything and everything within the emanation. This area becomes difficult terrain for non–verdurous ooze creatures. When a creature starts its turn in this aura, it must succeed at a DC 21 Reflex save or take a –10-foot circumstance penalty to its Speeds until it leaves the emanation.

Split When a verdurous ooze that has 10 or more HP is hit by an attack that would deal piercing or slashing damage, it splits into two identical oozes, each with half the original's HP. One ooze is in the same space as the original, and the other is in an adjacent, unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or heavy to push).

Speed 15 feet
Melee ❖ pseudopod +15, **Damage** 2d6+7 bludgeoning plus 1d6 acid and Grab (page 361)



Constrict ❖ 2d6 bludgeoning plus 1d6 acid, DC 24 (page 360)

Sleep Gas ❖❖ (incapacitation, mental, poison, sleep) The verdurous ooze adjusts its aura of supernatural vapors to affect living creatures within a 20-foot emanation, forcing them to attempt a DC 24 Will save.

Critical Success The creature is unaffected and becomes temporarily immune to Sleep Gas for 24 hours.

Success The creature is stupefied 1 for 1 round.

Failure The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

Critical Failure The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

Verdurous Ooze Acid A verdurous ooze's acid damages only metal and flesh—not bone, stone, or other materials.

Carnivorous Blob

Carnivorous blobs are the ravenous spawn of shattered worlds far beyond the stars, born across the galaxy in inert form until they fall like meteorites onto unsuspecting worlds. These massive beings can lie dormant for years in desolate caverns or barren wastelands. When a carnivorous blob perceives living creatures nearby, it lurches to gelatinous life, seeking out and consuming every creature it can catch until it's destroyed or unable to locate food for 24 hours, at which point it returns to hibernation. Often, keeping food away from a carnivorous blob is the safest way to defeat it. The blob's ability to split into smaller oozes that often hide after a fight makes it very difficult to fully eradicate these mindless predators.

CARNIVOROUS BLOB CREATURE 13

GARGANTUAN MINDLESS OOZE

Perception +23; motion sense 240 feet, no vision

Skills Athletics +27

Str +8, **Dex** –3, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense As gutter ooze.

AC 20; **Fort** +25, **Ref** +14, **Will** +19

HP 300; **Immunities** acid, bleed, critical hits, mental, piercing, precision, slashing, sonic, unconscious, visual

Split As verdurous ooze.

Retaliating Strike ↷ **Trigger** The carnivorous blob takes damage from any source; **Effect** The blob makes a pseudopod Strike against an adjacent target. If an adjacent creature dealt the triggering damage, that creature is the target of this Retaliating Strike.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ❖ pseudopod +25 (reach 30 feet), **Damage** 2d12+12 bludgeoning plus 2d6 acid and Grab (page 361)

Carnivorous Blob Acid A carnivorous blob's acid damages only flesh—not bone, stone, wood, or other materials—but is nonetheless devastating. Whenever a creature takes damage from this acid, it must succeed at a DC 33 Fortitude save or become drained 1 (drained 2 on a critical failure). On each subsequent failure, the drained condition value increases by 1 (or by 2 on a critical failure), to a maximum of drained 4.

Constrict ❖ 2d12 bludgeoning plus 2d6 acid, DC 33 (page 360)

Engulf ❖❖ DC 33, 4d10 acid, Escape DC 33, Rupture 20 (page 361)

VERDUROUS CONGREGATION

When verdurous oozes gather in sufficient number, they can merge together into conjoined forms. These enlarged blobs develop red and white connecting vessels that pulse hideously as thick, green fluid moves within them. While conjoined, the oozes move as one creature. Their usual enliven foliage and Sleep Gas auras double in size, and they become even more aggressive, feeding voraciously on any metal or flesh they can find.


CARNIVOROUS BLOB

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Tail Tales

A Kellid legend holds that the khravgodon once had a beautiful tail covered with bright, thick fur. One night, the khravgodon fell asleep in the open, having danced all night showing off its beautiful tail. When it awoke, ankhravs had chewed all the hair off khravgodon's tail, leaving it with the bald appendage we see today. Khravgodons have been taking revenge on ankhravs ever since.

Opossum

Few creatures have survived as long and in as many environments as opossums.

Giant Opossum

Larger species of opossum can eat nearly anything human-sized or smaller.

GIANT OPOSSUM — CREATURE 2

LARGE ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Athletics +8, Stealth +8, Survival +6
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 17; **Fort** +11, **Ref** +8, **Will** +5; +2 circumstance to all saves vs. disease
HP 35; **Resistances** poison 3

Feign Death ↷ **Trigger** The opossum is reduced below 15 HP; **Effect** The opossum collapses. It is off-guard and can use actions that require only its mind, but any other action ends the ruse. A successful DC 18 Perception check to Seek or Medicine check to Recall Knowledge is required to determine that the animal is not, in fact, dead.

Revived Retaliation ↷ **Trigger** The opossum is attacked or disturbed by a creature within reach while Feigning Death; **Effect** The opossum Strikes the triggering creature.

Speed 30 feet, climb 20 feet
Melee ❖ jaws +10 (deadly d10), **Damage** 1d10+4 piercing
Melee ❖ claw +10 (agile), **Damage** 1d6+4 slashing
Melee ❖ tail +10 (reach 15 feet), **Damage** 1d4+4 bludgeoning plus Grab (page 361)
Grasping Tail A giant opossum can drag a Small or Tiny creature it has grabbed with its tail along with it when it Strides.

Khravgodon

Few creatures can shrug off an ankhrav's acid and crunch its chitin like a khravgodon.

KHRAVGODON — CREATURE 9

HUGE ANIMAL

Perception +18; low-light vision, scent (imprecise) 30 feet
Skills Athletics +16, Stealth +18, Survival +18
Str +6, **Dex** +3, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0

AC 27; **Fort** +20, **Ref** +18, **Will** +16; +2 circumstance to all saves vs. disease
HP 160; **Resistances** acid 10, poison 10

Feign Death ↷ As giant opossum, but 70 HP.
Revived Retaliation ↷ As giant opossum.

Speed 30 feet, burrow 15 feet, climb 15 feet
Melee ❖ jaws +21 (deadly d12), **Damage** 2d12+9 piercing
Melee ❖ claw +21 (agile), **Damage** 2d10+9 slashing
Melee ❖ tail +21 (reach 20 feet), **Damage** 2d6+9 bludgeoning plus Grab (page 361)
Crush Chitin ❖ **Requirements** The khravgodon has a creature grabbed or restrained; **Effect** The khravgodon bites the creature, dealing 2d12+9 piercing damage (DC 28 basic Fortitude save) that ignores the first 5 of the target's Hardness or resistance to physical damage. On a failed save, the target also takes a –2 circumstance penalty to AC for 1 round.
Grasping Tail As giant opossum, but can drag Large or smaller creatures.


KHRAVGODON

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Ostovite

Skittering scavenger vermin common throughout the Outer Rifts, ostovites roam battlefields to harvest flesh and bones. After the ostovites dissolve and slurp up the flesh for sustenance, they craft the bones into elaborate shells they refer to as "bone chariots."

These bone chariots move under the ostovites' command and serve as an important marker of rank in ostovite nests. To tiny ostovites, bigger is better, and building large skeletal conveyances is the only way for them to increase their standing. Although they feel deeply inferior to creatures larger than themselves, this fear can be overwhelmed by the ostovites' visceral desire to harvest those creatures' bones to increase their own status. When confronted with a particularly massive skeleton, ostovites generally fight among themselves and end up splitting the haul. However, there are rare instances of the selfish creatures working together to puppeteer a much larger bone chariot.

Ostovites' faint understanding of anatomy results in bone chariots that look more like nightmarish attempts at art than functioning creatures. Various powerful fiends collect this strange art by bribing ostovites with new skeletons or finding ways to kill them without disrupting their chariots.

Despite ostovites' origins in the Outer Rifts, they're neither demons nor qlippoth. Without the protection of the major fiends, they find their homes in the nooks and crannies of their home plane. Though they have no innate ability to cross the planar boundaries, flaws in the Outer Rifts' fabric often lead them to other worlds. Ostovites who have managed such a migration are often much happier. Away from demonic abuse, they usually can be found near mortal crypts and battlefields. In the Universe, they rarely have to face any threats other than the undead, clerics of Pharasma, and families of the deceased.

Ostovite

Creature 1

SMALL FIEND UNHOLY

Perception +4; darkvision
Languages Chthonian
Skills Crafting +4 (+6 when using bone), Stealth +7
Str +0, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 15; **Fort** +6, **Ref** +9, **Will** +4
HP 30; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poisoned, sickened, unconscious

Bone Chariot Ostovites build and inhabit moving shells of bone. The ostovite's base statistics, particularly its immunities, assume the ostovite is safely inside its bone chariot. The bone chariot is destroyed when the ostovite is reduced to less than half its Hit Points or immediately after it takes damage from a critical hit. Damage that can specifically affect the ostovite controlling the chariot even while it's inside doesn't destroy the bone chariot, and it bypasses the ostovite's immunities.

Without the bone chariot, the ostovite loses its immunities and bone spike Strike, and it's reduced to Tiny size. It also gains weakness 5 to mental and physical damage. Building a new bone chariot requires the skeleton of a Small or larger creature and 10 minutes. An ostovite in a bone chariot is normally Small, though larger bone chariots are possible, especially when ostovites work together.

Scuttle Away ↷ **Trigger** The ostovite's bone chariot is destroyed; **Effect** The ostovite within Steps or Strides.

Speed 25 feet
Melee ❖ mandibles +9 (finesse, magic), **Damage** 1d4 piercing plus 1d4 acid
Melee ❖ bone spike +9 (finesse), **Damage** 1d12 piercing plus 1d4 persistent bleed



Ostovite Lairs

Ostovites are most often found on battlefields, scavenging for food and bones, regardless of the plane. If one of the vermin finds a suitable location and can bring others along with it, a colony might form.



Shadows Among Shadows

Little is known about owbs' lives on the Netherworld. They keep to themselves so much that most other shadowy denizens either remain unaware of their presence or disbelieve they even exist. Some rumors suggest that these creatures lack any real power on the Netherworld and thus spend most of their time manipulating their strange caligni "children" in the Universe.

Owb

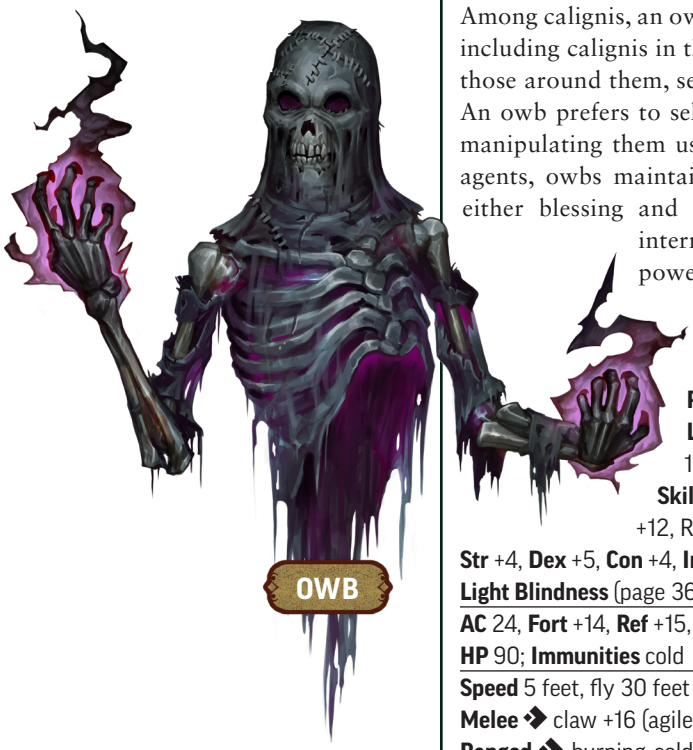
These ancient denizens of the Netherworld appear as grayish humanoid torsos covered in translucent funereal veils of shadow. Silent and mysterious, they float about, absent of legs to hold them aloft. Never speaking a word aloud, they instead reach into the minds of nearby creatures to whisper curses, threats, and strange bits of forlorn augury.

These haunting creatures are revered by caligni as proxies of the Forsaken—a strange array of ancestor-like demigods whom many caligni worship. Some even believe owbs are the Forsaken manifested, and that they are able to subtly manipulate creatures on the Netherworld without leaving behind any indication.

A multitude of owbs visit and even remain to advise caligni communities, as varied in personality as the Forsaken. All owbs share a hatred of light and color, except for the flickering glow of the burning cold magic they can hurl as a weapon. Owbs who live among caligni tend to prohibit the use of light and color, using their curse of darkness to quench violators if necessary. The only other similarity across all owbs is their entrenched desire to manipulate their charges through mind-reading and deception, though such manipulation can be either subtle or overt.

Owb

Commonly called owbs, or lesser owbs by more powerful owb prophets, most of these mysterious creatures focus on manipulating caligni culture. Among caligni, an owb hides from mortals they deem beneath them—even including caligni in their charge. Instead, they listen in on the thoughts of those around them, searching for fears and worries they can capitalize on. An owb prefers to select one caligni leader to control from the shadows, manipulating them using charisma and magic. Through coercion of such agents, owbs maintain a steady hand in the politics of the community, either blessing and breaking pacts with other creatures or acting as intermediaries and ambassadors between caligni and powerful external entities.



OWB **CREATURE 6**

UNCOMMON MEDIUM SHADOW

Perception +13; greater darkvision (page 360)

Languages Caligni (can't speak any languages); telepathy 100 feet (page 362)

Skills Acrobatics +15, Deception +13, Diplomacy +11, Occultism +12, Religion +11, Stealth +15

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

Light Blindness (page 361)

AC 24, **Fort** +14, **Ref** +15, **Will** +13

HP 90; **Immunities** cold

Speed 5 feet, fly 30 feet

Melee ❖ claw +16 (agile, magical), **Damage** 1d8+7 slashing plus 1d8 cold

Ranged ❖ burning cold +17 (magical, range 120 feet), **Damage** 2d8 cold plus 1d8 persistent cold

Occult Innate Spells DC 23, attack +15; **7th** *interplanar teleport* (self only, to or from the Netherworld only); **5th** *shadow blast*, *umbral journey*; **4th** *darkness* (at will), *invisibility*; **3rd** *mind reading* (at will); **Cantrips (3rd)** *daze*, *read aura*, *shield*, *void warp*

Curse of Darkness ❖ (curse, darkness, occult) The owb inflicts a curse on one creature taking persistent cold damage from their burning cold Strike, stealing the victim's vibrancy. The creature must attempt a DC 23 Fortitude save. On a failure, the creature gains light blindness, and its coloration turns to washed out shades of gray, along with all equipment it carries, wields, or wears. These effects have an

unlimited duration. Regardless of the result of its save, the creature is temporarily immune for 1 minute.

If the owb uses this ability on a caligni, the curse can't be removed short of a *wish* ritual or similar powerful magic.

Owb Prophet

An owb who comes into contact and is chosen by one of the Forsaken gains a fragment of that demigod's power and forges a permanent connection with them. This act transforms the owb into a larger, more powerful creature and imbues them with the power of divine transference, allowing the owb to gain followers and grant spells. These are owb prophets.

Owb prophets possess some portion of their Forsaken's power, but they must use this authority to gain more sway over calignis and other worshippers.

OWB PROPHET — CREATURE 13

RARE LARGE SHADOW UNHOLY

Perception +24; greater darkvision (page 360)

Languages Aklo, Caligni, Common, Sakvroth (can't speak any languages); telepathy 100 feet (page 362)

Skills Acrobatics +25, Deception +26, Diplomacy +24, Occultism +23, Religion +25, Stealth +25

Str +8, **Dex** +6, **Con** +8, **Int** +4, **Wis** +5, **Cha** +7

Forsaken Patron Each owb prophet serves as a conduit to one of the shadowy demigods known as the Forsaken. Forsaken patrons are detailed in the sidebar, and each grants the owb prophet additional abilities.

Light Blindness (page 361)

AC 34; **Fort** +25, **Ref** +23, **Will** +24

HP 225; **Immunities** cold; **Resistances** mental 10

Speed 5 feet, fly 40 feet

Melee ❖ claw +27 (agile, magical, unholy), **Damage** 2d8+11 slashing plus 2d8 cold

Ranged ❖ burning cold +25 (magical, range 120 feet), **Damage** 4d8 cold plus 2d8 persistent cold and clutching cold

Occult Innate Spells DC 33, attack +25; **7th** *interplanar teleport* (to or from the Netherworld only; ×3), *shadow blast* (×3); **6th** *darkness* (at will), *dominate* (×3); **5th** *umbral journey* (×3, see shadow's swiftness); **4th** *invisibility*; **3rd** *mind reading* (at will); **Cantrips (7th)** *daze*, *read aura*, *shield*, *void warp*

Burning Cold Fusillade ❖❖ The owb prophet makes three burning cold Strikes.

Clutching Cold A creature hit by the prophet's burning cold Strike becomes immobilized in a cluster of binding ice crystals (Escape DC 31).

Curse of Darkness ❖ As owb, but DC 32.

Shadow's Swiftness An owb prophet can Cast *umbral journey* as a 3-action activity instead of 1 minute. If they do so, they target only themself.

Prophet Cultists

An owb prophet can transfer the power they gain from a Forsaken patron to those who worship them, effectively serving as a deity. Each owb prophet decides their own followers' areas of concern, edicts, anathemas, divine attribute, and religious symbol. They also gain the following devotee benefits.

Cleric Spells 1st: *phantom pain*, 5th: *umbral journey*, any spell of the Forsaken patron at its minimum level; if this doesn't add a third spell, then also add 3rd: *mind reading*

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Stealth

Domains ambition, darkness, nightmares, trickery

Favored Weapon per Forsaken patron (see sidebar)



FORSAKEN PATRONS

Each owb prophet gains their power through a connection with a Forsaken patron. The patron grants the owb additional spells and has their own religious symbol and favored weapons. Each entry notes any ability or occult innate spell the Forsaken grants to their prophets, plus a favored weapon.

Enkaar, the Malformed Prisoner: This mutilated horror is the Forsaken patron of fetters, lethargy, and physical corruption. **Spell** *phantom pain* (4th, at will); **Favored Weapon** spiked chain

Eyes That Watch: This strange trio of feline eyes is the Forsaken patron of inferiority, cats, and strangers. **Ability** lifesense 120 feet (page 361); **Favored Weapon** dagger

Grasping Iovett: A beautiful form of indescribable variety, Iovett is the Forsaken patron of accidents, parasites, and reckless lust. **Spell** *charm* (4th, at will); **Favored Weapon** shortsword

Husk: This androgynous creature is the Forsaken patron of emptiness, loneliness, and narcissism. **Spell** *silence* (4th, at will); **Favored Weapon** shortsword

Lady Razor: This stern magistrate forbids showing kindness or mercy to family members. Lady Razor is the Forsaken patron of family strife, suspicion, and vengeance. **Spell** *weapon storm* (4th, at will); **Favored Weapon** dagger

Reshmit of the Heavy Voice: Taking the form of a massive shadow, Reshmit is the Forsaken patron of broken things, forgetting, and unexpected violence. **Spell** *rewrite memory* (4th, at will); **Favored Weapon** morningstar

Thalaphyrr Martyr-Minder: The Forsaken patron of failed heroics, imprisonment, and squandered time. **Spell** *slow* (4th, at will); **Favored Weapon** spear

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Ozthoom Guilds

The most dangerous ozthooms are those who have rebelled against their masters. Ozthooms of this nature are more powerful, gathering others to form deadly "guilds" of assassins that pursue common goals in the most dangerous parts of the First World.

Ozthoom

Ozthooms are shadowy killers who serve powerful fey creatures or even the Eldest—the demigods of the First World. Amid the courts of the Eldest or other powerful fey rulers, these sinister assassins lurk overhead as they await the call to action—implied threats akin to deadly weapons hung as decor in a royal hall. Ozthooms never speak aloud; when they feel the need to communicate at all, they do so in a telepathic whisper directly into their victim's mind. While an ozthoom's body is a strange, fleshy material, their deadly claws and cruel hooked wings are made from razor-sharp cold iron, a quality that makes them highly feared among other fey. A typical ozthoom is 10 feet tall and has an 8-foot wingspan, but it weighs less than 80 pounds.

While most ozthooms serve powerful masters, a few of these murderous fey have been left to their own devices and serve none but their own capricious whims. In some cases, their master has been slain, while in others, the ozthoom has been released from service for any number of reasons. An ozthoom left to indulge their cruel desires unrestrained is often the most dangerous ozthoom of them all.

Ozthoom — Creature 14

LARGE FEY

Perception +25; lifesense 120 feet (page 361), low-light vision

Languages Aklo, Common, Fey (can't speak any language); telepathy 100 feet

Skills Acrobatics +28, Deception +25, Intimidation +27, Nature +22, Stealth +28

Str +7, **Dex** +8, **Con** +4, **Int** +2, **Wis** +2, **Cha** +5

AC 35; **Fort** +23, **Ref** +28, **Will** +24

HP 280; **Weaknesses** cold iron 10

Speed fly 75 feet

Melee ❖ claw +29 (agile, cold iron), **Damage** 3d6+15 slashing

Melee ❖ wing +29 (cold iron, reach 10 feet), **Damage** 2d6+15 piercing plus 2d6 persistent bleed

Primal Innate Spells DC 34, attack +26; **8th** *pinpoint*; **7th** *eclipse burst*, *teleport*; **6th** *truesight*; **4th** *darkness* (at will), *planar tether*; **2nd** *silence*; **1st** *enfeeble*

Shadow Doubles ❖ to ❖❖❖ (illusion, occult, shadow) **Frequency** once per day; **Effect** For each action spent to use this ability, the ozthoom creates one shadowy duplicate anywhere within 60 feet of themself. Shadow doubles have the same statistics as an ozthoom, but they have the summoned trait, 85 Hit Points, can't use Shadow Doubles or innate spells, and have an attack bonus of +25 for their Strikes. A shadow double that attempts a saving throw against a light effect can't get a result better than failure. Each double remains for 1 round, until it's reduced to 0 Hit Points, or until it moves further than 120 feet from the ozthoom, whichever comes first. Each round thereafter, the ozthoom can Sustain the effect to extend the duration of surviving duplicates by 1 round, to a maximum duration of 1 minute. The ozthoom can see through the eyes of all the shadow doubles at once. A character who Seeks can identify an ozthoom as real or a shadow double with a successful DC 39 Perception check.

Sneak Attack A ozthoom's Strikes deal an additional 2d6 precision damage to off-guard creatures.

Penanggalan

Penanggalans are bizarre creatures who feed on the blood and entrails of the young. When their cannibalistic hunger strikes, penanggalans wait until night and then bathe their bodies in an alchemical substance that smells like vinegar. Once submerged in the concoction, their neck rips from side to side, allowing their head to float upward and pull out their lungs, stomach, and intestines. They leave their bodies in the vinegar bath much like a molting crab leaves its old shell, then fly off to find a victim filled with blood and guts. The vinegar solution shrinks their organs to allow easy entry back into the body.

As grotesque as these creatures are when hungry, the penanggalan appears young and healthy while wearing their body. Such is the nature of their existence: they consorted with otherworldly beings, gaining a lifetime of youth in exchange for an evil hunger for the young. But they're not immortal. They age and die normally like the people they once were—they just retain their youthfulness throughout this existence.

It can be difficult to spot a penanggalan among the populace. The faint scar ringing their neck at the point of separation can be explained away as a blemish, and it can be hidden under a flashy necklace. Meanwhile the faint, sour scent of a penanggalan's preserved body, while peculiar, is not uncommon in the sweaty tropics they frequent.

PENANGGALAN CREATURE 5

MEDIUM ABERRATION TANGGAL

Perception +11; darkvision
Languages Aklo, Common
Skills Athletics +12, Deception +14, Intimidation +12, Midwifery Lore +9, Stealth +14
Str +3, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +5

AC 22; **Fort** +9, **Ref** +16, **Will** +11
HP 85; **Weaknesses** slashing 5
Spewing Bile When the penanggalan takes slashing damage, the wound spews bile on adjacent creatures, dealing 2d10 poison damage (DC 19 basic Fortitude save). The penanggalan loses their spewing bile and penanggalan bile abilities until the end of their next turn.

Speed fly 40 feet
Melee ❖ proboscis tongue +15 (finesse), **Damage** 2d6+5 piercing plus penanggalan bile
Melee ❖ entrails +13, **Damage** 2d4+5 bludgeoning plus Grab (page 361)
Constrict ❖ 2d4+3 bludgeoning, DC 21 (page 360)
Elongate Tongue ❖ The penanggalan's tongue extends, the membrane stretching and becoming translucent. Until the end of the turn, the penanggalan's proboscis tongue Strikes have a 10-foot reach, and any target is off-guard against the Strike unless it has a Perception DC of 22 or higher or the ability to precisely sense invisible things.
Penanggalan Bile (disease) A victim's drained condition decreases by 1 per month; **Saving Throw** DC 19 Fortitude; **Stage 1** drained 1 (1 week); **Stage 2** drained 2 (1 week); **Stage 3** drained 3 (1 week); **Stage 4** dead
Ride Corpse ❖❖❖ (concentrate, polymorph) The penanggalan inserts their entrails into their humanoid body, allowing them to appear as and move about like a normal human. The body has 10 Hit Points and the same defenses as the penanggalan. When the body is destroyed, the penanggalan is ejected unharmed. The body becomes a corpse, and if it's neither controlled by the penanggalan nor stored in an alchemical vat, it decays as normal.



TANGGAL SEGMENTATIONS

Like penanggalans, other tanggals feed on flesh and separate from their body in some form. Such creatures also have their own weaknesses. The manananggal splits from the waist rather than from the neck, and the smell of vinegar repels them instead of signaling their presence. The balan-balan also splits from the neck like the penanggalan, but they leave illusion-draped banana trunks in coffins to resemble the corpses they stole.

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Geniekin Parentage

Planar scions from the elemental planes are known as geniekin because they're overwhelmingly born from couplings between mortals and genies: naaris are born of ifrit, oreads of jabalis, sulis of jann, sylphs of jaathoom, and undines of faydhaans. Despite this distinguished ancestry, geniekin do not display most of their parents' exceptional talents.

Planar Scion, Geniekin

Geniekin are mortals whose ancestry has become entangled with the blood of genies or other elemental creatures, causing them to exhibit elemental powers drawn from the Elemental Planes. Though the geniekin found here are all of human descent, geniekin and other planar scions can descend from other ancestries. More information on genies can be found on page 156 of the *Monster Core*.

Naari

Naaris' blood blazes with elemental fire. On the Plane of Fire, most naaris are second-class citizens who serve under the iron heel of the ifrits and their Dominion of Flame, but those born outside the ifrit hierarchy or who choose to flee it live lives of passion in search of fame, glory, and power.

Naaris are fond of fire, but this doesn't mean they all embrace fire's destructive nature. Those who seek more productive roles in a society might cherish fire's protective warmth and the role it plays in creation or cooking. Others find inspiration in the way flames flit and dance, and they pride themselves in their skills as acrobats or dancers. The church of Sarenrae particularly welcomes naari fire dancers, both in appreciation of their skill and to help ensure these naaris have a safe place apart from their more violent kin.

But by and large, naaris are drawn to professions and callings that allow them to indulge in the glories of fire. Naari pyrochemists apply this calling to alchemical teachings, seeing purity in every single bomb thrown or conflagration lit.

Naari Pyrochemist — Creature 1

MEDIUM | HUMAN | HUMANOID | NAARI

Perception +3

Languages Common, Pyric

Skills Acrobatics +6, Crafting +6, Intimidation +4, Nature +3, Survival +3, Thievery +6

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

Items alchemist's toolkit, dagger, flint and steel, formula book, studded leather

Alchemical Items A naari pyrochemist carries 5 lesser alchemist's fires (*GM Core* 244), 2 minor elixirs of life (*GM Core* 247), and a lesser smoke ball (*GM Core* 251). The pyrochemist replenishes these each day using alchemical reagents during their daily preparations.

AC 16; **Fort** +5, **Ref** +6, **Will** +3

HP 18; **Resistances** fire 1

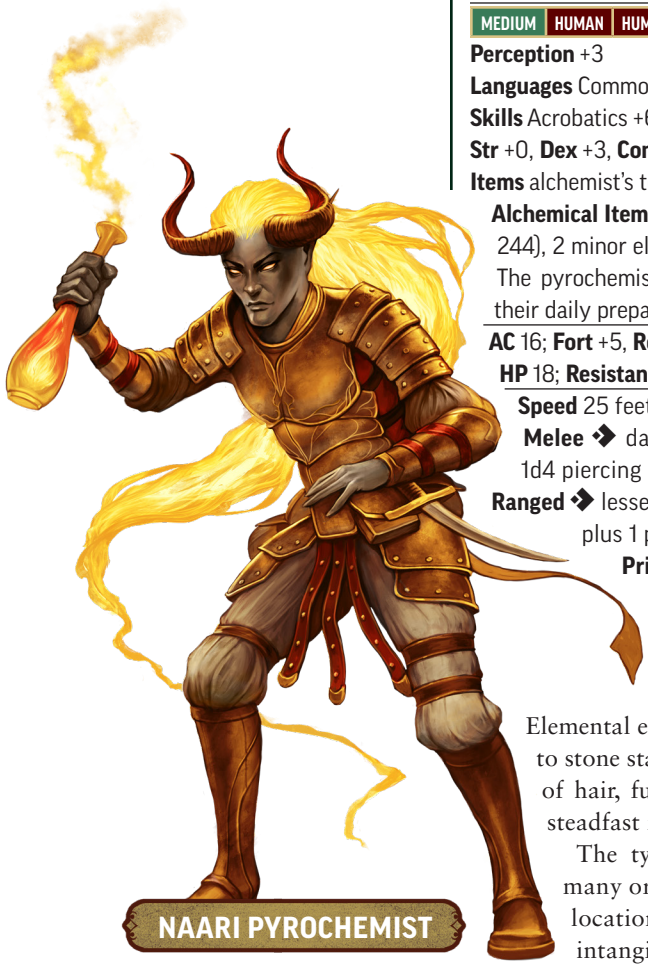
Speed 25 feet

Melee ❖ dagger +8 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Ranged ❖ lesser alchemist's fire +8 (range increment 30 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Primal Innate Spells DC 16, attack +8; **Cantrips (1st)** *ignition*

Quick Bomber ❖ The naari pyrochemist draws an alchemist's fire with an Interact action and throws it as a ranged Strike.



NAARI PYROCHEMIST

Oread

Elemental earth laces through the bones of oreads, who appear similar to stone statues of their mortal ancestry, with delicate crystals in place of hair, fur, or scales. Most oreads are stoic and slow to plan but steadfast in their resolve and unwavering in their convictions.

The typical oread cherishes quiet seclusion. Yet as they age, many oreads find themselves inexplicably drawn to some far-flung location with a pull like that exerted on the needle of a compass—intangible, constant, and ultimately irresistible. The destination

of this mysterious pilgrimage is unique to each oread, though it usually ends in some place of great mystical power, natural splendor, or esoteric learning. Most oreads are drawn to a place that's somewhat familiar, but a rare few feel drawn to travel in a seemingly random direction, departing with only the hope that they'll discover whatever mystery lies at the end of their invisible path.

Many oreads find that the role of a guard suits their personality well, for in such a role they can feel as if they're helping promote order but also find time to stand vigil as lone sentinels over a specific portion of a fortification or a remote location on a wilderness trail.

OREAD GUARD — CREATURE 1

MEDIUM HUMAN HUMANOID OREAD

Perception +7
Languages Common, Petran
Skills Athletics +7, Crafting +3, Medicine +5, Society +3, Survival +5
Str +4, **Dex** +1, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
Items bastard sword, full plate, light hammer, steel shield (Hardness 5, HP 20, BT 10)
AC 17 (19 with shield raised); **Fort** +7, **Ref** +6, **Will** +5
HP 20
Reactive Strike ↷ (page 361)
Shield Block ↷ (page 362)
Speed 20 feet
Melee ◆ bastard sword +9 (two-hand d12), **Damage** 1d8+4 slashing
Ranged ◆ light hammer +6 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning
Vicious Blow ◆◆ **Effect** The oread guard makes a melee Strike. This counts as two attacks when calculating the guard's multiple attack penalty. If this Strike hits, the oread guard deals an extra die of weapon damage.

Suli

Because their genie forebears travel all across the Universe, sulis (scions of mortals and jann, who are composed of all six elements) are by and large the most common geniekin on that plane. They're often artisans and peace brokers, compelled to try and bring harmony and balance in a world wrought with discord.

Sulis have a natural charm that often eludes other geniekin, but they tend to layer on a level of boastful pride or even arrogance as a personal quirk or humorous facade. Few non-sulis realize that bragging isn't simply the symptom of a puffed-up ego for sulis, but instead a cultural institution easily comparable to human poetry. Sulis' boasts not only glorify themselves but also secure their companions' and families' accomplishments in history, with the ultimate goal of spinning stories that will be retold for generations. This is especially true for sulis who have lived with other geniekin and have been seen as lesser for not having a strong connection to an Elemental Plane.

Suli dune dancers are but one way these geniekin seek to integrate with other humanoid societies. They work to hone their skills at boasting to an extent that their claims help bolster those they travel with. Suli from regions other than deserts adjust their names to match their terrains, but regardless of whether they prefer forests, hills, or arctic plains, their boasts remain as compelling.

SULI DUNE DANCER — CREATURE 1

MEDIUM HUMAN HUMANOID SULI

Perception +5
Languages Common, Petran, Pyric, Sussuran, Thalassic

EXTRAPLANAR HUMANOIDS

An important distinction exists between planar scions and extraplanar humanoids, such as fetchlings. Fetchlings and other extraplanar humanoids represent true ancestral groups with their own physical and cultural identities and traditions. Planar scions are members of diverse ancestries who share a similar inheritance from extraplanar beings and, with exception of undines, typically integrate into other humanoid societies instead of building their own.



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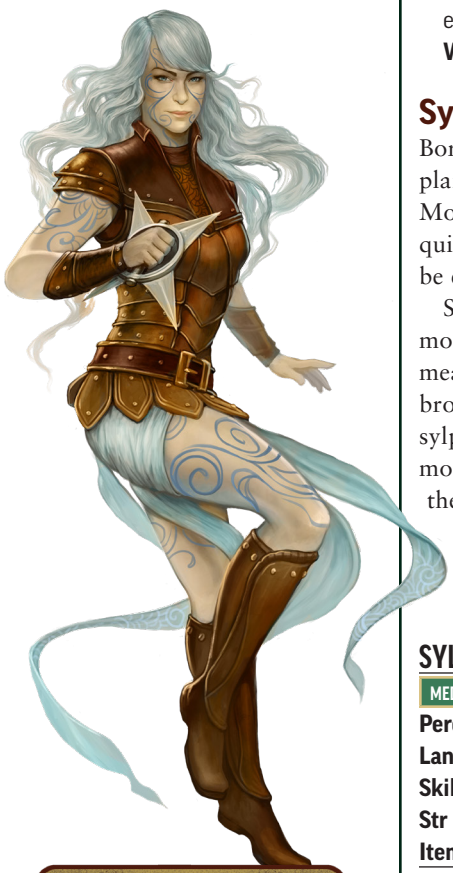
GENIEKIN ON GOLARION

While most geniekin planar scions live on their genie parent's ancestral plane, rare fonts of elemental power or genie activity sometimes give rise to geniekin on Golarion. By far, geniekin are most commonly found in Katapesh, as genies are more prevalent there than other regions due to the nation's history of binding genies.



SYLPH SNEAK

Skills Acrobatics +5, Deception +6, Diplomacy +7, Occultism +4, Performance +7, Society +4

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

Items scimitar, tambourine

AC 15; **Fort** +3, **Ref** +5, **Will** +5

HP 16

Elemental Bulwark ↷ **Trigger** An enemy is about to damage the dune dancer with cold, electricity, or fire, or with a spell that has the air, earth, fire, or water trait; **Effect** The dune dancer gain resistance 2 against the triggering damage.

Speed 25 feet

Melee ❖ scimitar +7 (forceful, sweep), **Damage** 1d6+2 slashing

Occult Spontaneous Spells DC 17, attack +9; **1st** (2 slots) *dizzying colors*, *soothe*, *sure strike*; **Cantrips (1st)** *detect magic*, *guidance*, *shield*, *telekinetic hand*, *telekinetic projectile*

Distracting Dance ❖ (mental, visual) With a twirl of their body or with elaborate hand movements, the suli dune dancer attempts to distract a creature within 30 feet. The dune dance attempts a Performance check against the target's Perception DC.

Critical Success The target is off-guard and takes a –2 circumstance bonus to Perception checks until the end of the dune dancer's next turn.

Success The target is off-guard until the end of the dune dancer's current turn.

Critical Failure The dune dancer is off-guard against attacks from the target until the end of their next turn.

Elemental Assault ❖❖ Elemental magic fills the dune dancer's body or weapon. The dune dancer chooses one element and makes a melee Strike. The Strike deals an additional 1d4 damage of the indicated type and has the trait corresponding to the element: **Air** electricity, **Earth** bludgeoning, **Fire** fire, **Metal** slashing, **Water** cold, **Wood** vitality

Sylph

Born with elemental gales coursing through their breath, sylphs are wispy planar scions whose bodies seem caught in a perpetual, gentle breeze. Most commonly born of unions between mortals and jaathoom, sylphs are quick-witted and creative, but they're prone to flights of fancy and tend to be easily distracted.

Sylphs are notorious for their practice of "listening to the wind," which most others dismiss as a fancy name for eavesdropping. Yet this custom means much more to sylphs, who spend hours listening to the stories brought to them on the proverbial breeze. While some less scrupulous sylphs can use the information they learn to blackmail or abuse others, most of them see listening to the wind as their way of staying connected to the world around them while still keeping it comfortably at arm's length. Certainly, the typical sylph sneak doesn't seek to use what they learn for ill but instead warns others of dangers yet unrealized or prepares themself for a dangerous task.

SYLPH SNEAK — CREATURE 1

MEDIUM | HUMAN | HUMANOID | SYLPH

Perception +5

Languages Common, Sussuran

Skills Acrobatics +7, Deception +6, Diplomacy +6, Society +4, Stealth +7, Thievery +7

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

Items leather armor, starknife

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

HP 17

Deflecting Gale ↷ (air, primal) **Trigger** The sylph sneak is the target of a physical ranged attack; **Requirements** The sylph sneak is aware of the attack; **Effect** A

swift gale whips up between the sylph sneak and the source of the ranged attack, giving the sneak a +3 status bonus to AC against the triggering attack. If the attack misses, the wind deflected it. The wind can't deflect unusually large or heavy ranged projectiles (such as boulders or ballista bolts).

Speed 25 feet
Melee ❖ starknife +9 (agile, deadly d6, finesse, versatile S), **Damage** 1d4+2 piercing
Ranged ❖ starknife +9 (agile, deadly d6, thrown 30 feet, versatile S), **Damage** 1d4+2 piercing
Sneak Attack The sylph sneak's Strikes deal an additional 1d6 precision damage to off-guard creatures.
Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the sylph sneak.
Wind's Guidance When the sylph sneak attacks with a thrown weapon, the range increment increases by 10 feet.

Undine

Undines are infused with elemental water—the churning power of the briny deep flows through them. These planar scions are often athletic and lithe, but they're easily distracted by auditory sensations because of how much louder and clearer sound rings above the waves.

Undines are perhaps the most settled of all geniekin, often forming communities along the coast or even on the water itself. In the latter case, they prefer to settle in ship-towns that sometimes number dozens of vessels in all shapes and sizes. The undines who fill these communities are similarly diverse, bringing aspects of multiple cultures together to form one whole. Ship-towns are permanent, but fluid—they grow, recede, and migrate constantly as undine families add their ships to or remove them from the flotilla. An undine town like this can remain at sea for years, its residents coming ashore only on rare occasions to collect wood for cooking fires or to repair their homes. The paradoxically ever-shifting permanence of these communities reflects the undine virtues of adaptability and freedom while also maintaining the prime importance of the community.

Undine hydromancers are quite valued on these floating settlements to protect residents from the dangers of the tides. Even novice hydromancers provide a crucial service with their ability to create drinkable fresh water while adrift on the sea.

UNDINE HYDROMANCER — CREATURE 1

MEDIUM | AMPHIBIOUS | HUMAN | HUMANOID | UNDINE

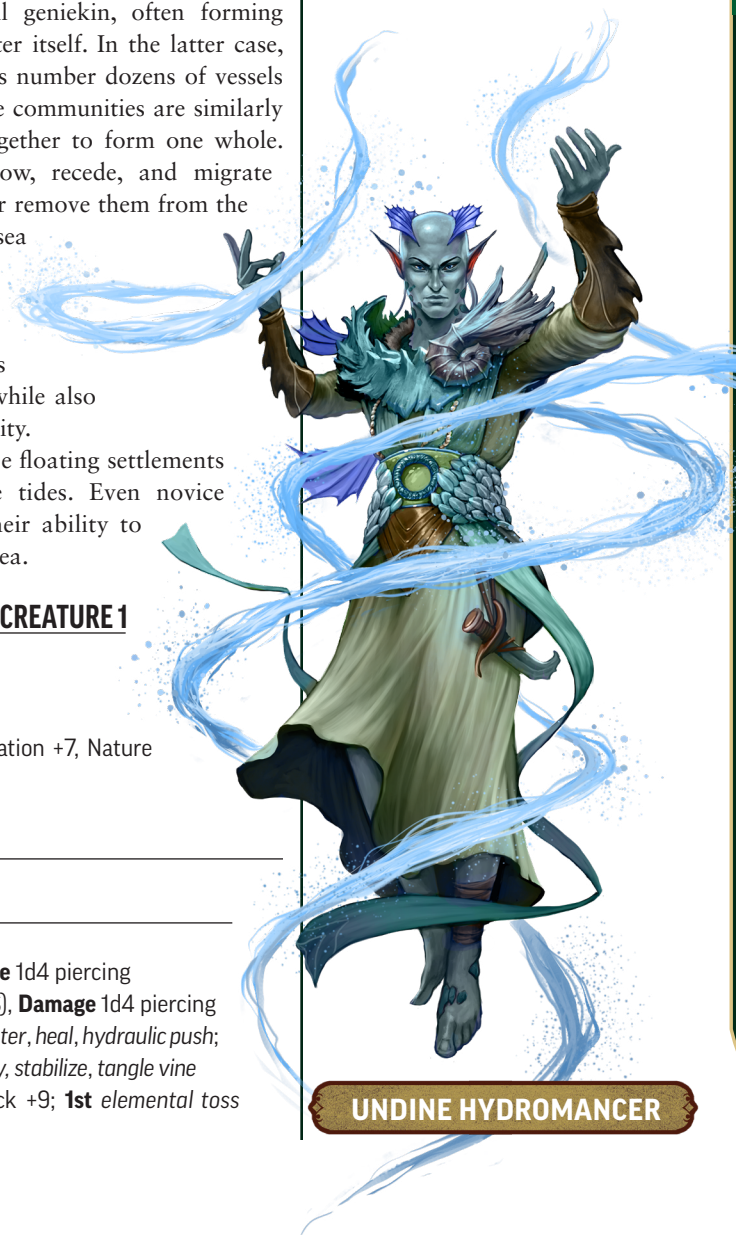
Perception +5
Languages Common, Thalassic
Skills Arcana +3, Athletics +3, Diplomacy +7, Intimidation +7, Nature +5, Survival +5
Str +0, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +4
Items dagger

AC 15; **Fort** +4, **Ref** +5, **Will** +7
HP 15

Speed 25 feet, swim 25 feet
Melee ❖ dagger +7 (agile, finesse, versatile S), **Damage** 1d4 piercing
Ranged ❖ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing
Primal Spontaneous Spells DC 17, attack +9; **1st** *create water*, *heal*, *hydraulic push*; **Cantrips (1st)** *caustic blast*, *detect magic*, *know the way*, *stabilize*, *tangle vine*
Sorcerer Bloodline Spells 1 Focus Point, DC 17, attack +9; **1st** *elemental toss* (bludgeoning damage, *Player Core 2* 264)

OTHER PLANAR SCIONS

Planar scions descended from residents of the Outer Sphere are known as nephilim and include orderly aphorites and chaos-loving ganzis, both of which are presented on the following pages. In addition, kjosas have the blood of einherjar and valkyries in their veins, and fiendish asuras might parent a faultspawn nephilim.



UNDINE HYDROMANCER

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Aphorite Gear

Due to their propensity for tinkering, many aphorite soldiers and mercenaries carry odd or improbable weapons—such as crossbows with precision sights, exquisitely balanced blades, or partitioned quivers with arrows for every occasion. Outsiders often express skepticism about these weapons, but no one can deny their effectiveness.

Planar Scion, Nephilim

Nephilim are individuals infused with the essence of an immortal being from the Outer Planes, such as a celestial, fiend, or monitor. While the examples presented here are humans with nephilim heritages that trace back to Axis and the Maelstrom, members of nearly any ancestry can be born with an influx of similar energies and become a planar scion. More about nephilim can be found starting on page 78 of *Player Core*, and other nephilim NPCs are presented beginning on page 266 of *Monster Core*.

Ganzi

Children of primeval chaos, ganzis intertwine the churning pandemonium of the Maelstrom with the more mundane tumult of mortal life. Some arise in bloodlines touched by creatures of the Maelstrom in generations previous, while others are changed by planar friction seething upon the shores of creation, but all share the essence of anarchy in their blood and bone.

Due to their connection to the Maelstrom, ganzis vary wildly in appearance; the most common proteankin have patches of scales and feathers and mischievous, slithering tails. Others might have stranger features, such as horns, glowing orange eyes, or limbs flickering with harmless auras of entropic energy. Ganzis might be dramatically shorter, taller, thinner, or stouter than is typical for their ancestry, and it's not uncommon for them to be mistaken for more common nephilim.

Independent-minded to a fault, often creative and capricious, ganzis prefer professions that allow them to serve as their own masters. If such a profession gives a ganzi opportunity to baffle or befuddle Golarion's more staid citizens, then all the better. Ganzis frequently develop reputations as outgoing, deviant, or thrill-seeking, and many heartily embrace these reputations and lean into them. Of all the planar scions, ganzis are among the most likely to take up life as wanderers.

Ganzis with a taste for close combat are sometimes drawn to martial arts, turning their curious forms into potent and unexpected weapons. It's common to find such ganzi in the temporary employ of others, whether out of a legitimately shared ideology or simply the need for money. Just as often, though, one can simply find a ganzi martial artist demonstrating their craft on a street corner or dealing out justice to enforcers of cruel laws.



GANZI MARTIAL ARTIST

Ganzi Martial Artist — Creature 3

MEDIUM HUMAN HUMANOID NEPHILIM

Perception +9; low-light vision

Languages Common, Protean

Skills Athletics +10, Acrobatics +9, Deception +7, Performance +7, Stealth +9

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

Items explorer's clothing, shuriken (20)

AC 20; **Fort** +7, **Ref** +11, **Will** +9; +1 to saves vs. effects that cause the controlled condition

HP 36; **Resistances** acid, electricity, or sonic 1 (chosen randomly each day)

Speed 35 feet

Melee ❖ foot +11 (agile, finesse, sweep), **Damage** 1d8+5 bludgeoning

Ranged ❖ shuriken +11 (agile, thrown 20 feet), **Damage** 1d4+5 piercing

Divine Innate Spells DC 19, attack +11; **2nd** two of the following chosen at random each day using 1d12 (1: *acid grip;* 2: *blur*; 3: *humanoid form*; 4: *illusory object*; 5: *invisibility;* 6: *laughing fit*; 7: *noise blast*; 8: *paranoia*; 9: *resist energy*; 10: *see the unseen*; 11: *shatter*; 12: *telekinetic maneuver*)

Flurry of Kicks ❖ **Frequency** once per turn; **Effect** The martial artist makes two melee Strikes. The martial artist applies their multiple attack penalty to these Strikes normally.

Handspring Kick ❖ **Requirements** The martial artist has both hands free; **Effect** The martial artist Steps, then makes a melee Strike at a –1 penalty.

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Aphorite

The denizens of the Eternal City of Axis first forged aphorites to serve as emissaries, agents, and facilitators, with one foot in the sublime, perfect order, and one in the messy, murky, confusing muck of the Universe. In time, aphorites spread across the length and breadth of Golarion. Today, they can be found in any corner of any land, and only a fraction still serve Axis directly.

Aphorites, like all nephilim, stand out quite vividly from their fellow mortals, sporting metallic skin, a faint coating of crystalline dust, a swirl of mathematical symbols, or perfectly symmetrical features. Many aphorites think logically and find satisfaction in careers dealing with numbers and information. Often, this leads them to become bookkeepers, clerks, or architects, but some become military engineers or sharpshooters. Others are drawn to the art of production, becoming blacksmiths, carpenters, engineers, architects, tailors, masons, or other such artisans. But no matter their careers, aphorites often feel the urge to tinker, and aphorite inventions draw both mockery and appreciation in equal measure.

Aphorites who work in less academic professions, such as mercenaries or laborers, sometimes hide their keen analytical intelligence beneath extravagant demeanors and flamboyant hats. Some craft even these disguises with the same depth and complexity they do other aspects of their lives, considering every theatrical mannerism carefully and planning out their every detail.

APHORITE SHARPSHOOTER — CREATURE 4

MEDIUM HUMAN HUMANOID NEPHILIM

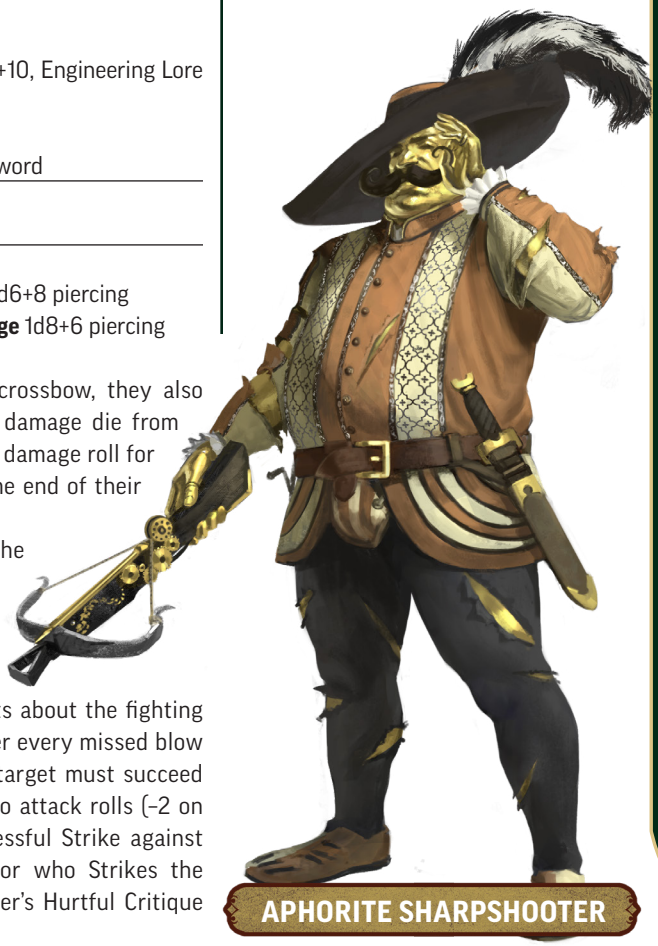
Perception +8; darkvision
Languages Common, Utopian
Skills Acrobatics +10, Athletics +8, Deception +10, Diplomacy +10, Engineering Lore +12, Intimidation +10
Str +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +2
Items breastplate, crossbow (50 bolts), outrageous hat, shortsword

AC 21; **Fort** +10, **Ref** +12, **Will** +8
HP 60

Speed 20 feet
Melee ❖ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+8 piercing
Ranged ❖ crossbow +14 (range increment 60, reload 1), **Damage** 1d8+6 piercing
Divine Innate Spells DC 18; **1st** *sure strike*
Calculated Reload When the sharpshooter reloads their crossbow, they also calculate the best angle to their target, increasing the damage die from 1d8 to 1d10 and gaining a +2 circumstance bonus to their damage roll for their next crossbow Strike, as long as it occurs before the end of their next turn.
Crystalline Dust ❖❖ **Frequency** once per day; **Effect** The sharpshooter becomes concealed for 4 rounds, though they can't use the concealment to Hide or Sneak, as normal for concealment where their position is obvious.
Hurtful Critique ❖ (auditory, emotion, linguistic, mental) The sharpshooter makes witty but disparaging comments about the fighting style of a target within 30 feet, expressing sympathy over every missed blow and providing sarcastic advice on how to improve. The target must succeed at a DC 18 Will save or take a –1 circumstance penalty to attack rolls (–2 on a critical failure) for 1 minute or until it makes a successful Strike against the sharpshooter. A creature that critically succeeds or who Strikes the sharpshooter after failing is immune to that sharpshooter's Hurtful Critique for 1 hour.

GANZI MARTIAL ARTS

Ganzi martial artists are often drawn to styles that emphasize acrobatics, mobility, flexibility, or artistry. The ganzis of Arcadia are particularly famous for a dancelike style—rarely shared with outsiders—which emphasizes fluid motion over rigid positioning and commonly employs maneuvers such as inverted kicks and sweeping leg strikes.



APHORITE SHARPSHOOTER



Poppet Assistants

Poppets are often crafted to be assistants within specific trades, making each one unique and specially designed for their tasks. For instance, a blacksmith's assistant may be crafted from sturdier materials than most poppets and lack their usual weakness to fire, while a poppet crafted to help out in an alchemical laboratory may be waterproofed and have articulated fingers for carefully measuring out different ingredients.

Poppet

Poppets are simple constructs made to assist their creators with basic tasks.

Poppet Attendant

Poppet attendants are among the most common form of poppets. Most attendants can be found in creative trades, especially among tailors and cobblers.

POPPET ATTENDANT — CREATURE 0

RARE SMALL CONSTRUCT HUMANOID

Perception +5; darkvision
Languages Common, one language their creator speaks
Skills Crafting +6, Deception +5, Diplomacy +5, Stealth +6
Str +2, **Dex** +0, **Con** +2, **Int** +0, **Wis** +1, **Cha** +3
Items artisan's toolkit, repair toolkit, shears (see page 222), sling (10 sling bullets)
Simple Doll (concentrate) The poppet attendant looks like an ordinary doll, fooling others into leaving them alone. When they're in their place of business, the poppet attendant can Hide without cover or concealment. Once a creature realizes that the poppet attendant is alive, the attendant can't Hide from them in this way again.
AC 15; **Fort** +9, **Ref** +3, **Will** +6
HP 17; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** fire 2
Pincushion ↷ **Trigger** The poppet attendant would take piercing damage; **Effect** The poppet directs the implement to a soft part of its body, gaining resistance 5 against the triggering piercing damage.
Speed 25 feet
Melee ❖ shears +8 (deadly d8, finesse, versatile P), **Damage** 1d4+2 slashing
Melee ❖ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning
Ranged ❖ sling +6 (propulsive, range increment 50 feet), **Damage** 1d6+1 bludgeoning

Poppet Mage

With extra time, care, and patience, poppets can be woven with magic, making them talented little spellcasters.

POPPET MAGE — CREATURE 2

RARE SMALL CONSTRUCT HUMANOID

Perception +7; darkvision
Languages Common, two languages their creator speaks
Skills Arcana +8, Crafting +8, Diplomacy +6, Occultism +8
Str +1, **Dex** +1, **Con** +0, **Int** +4, **Wis** +3, **Cha** +1
Items hand crossbow (10 bolts), spellbook containing their prepared spells, staff
AC 15; **Fort** +6, **Ref** +5, **Will** +11
HP 30; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** fire 3
Speed 25 feet
Melee ❖ staff +9 (two-hand 1d8), **Damage** 1d4+4 bludgeoning
Melee ❖ fist +9 (agile, finesse, nonlethal), **Damage** 1d4+4 bludgeoning
Ranged ❖ hand crossbow +9 (range increment 60 feet), **Damage** 1d6+3 piercing
Arcane Prepared Spells DC 18, attack +10; **1st** *dizzying colors*, *mending*, *sleep*; **Cantrips (1st)** *daze*, *figment*, *prestidigitation*, *shield*, *telekinetic projectile*
Magic Hat ❖❖ (concentrate, manipulate) **Frequency** one per day; **Requirements** The poppet mage has a free hand; **Effect** The poppet mage pulls off their hat, and with a jaunty display, pulls one of the following items from their hat: a lesser glue bomb, a lesser smoke ball, or a *minor healing potion*. This consumable lasts for 1 hour before becoming inert.



POPPET ATTENDANT

Praskith

These strange amalgams of plant and fungus with animal tendencies form where the natural world is corrupted by foul magic or frayed planar boundaries. Praskiths are instinctive ambush predators who seek out lightly traveled forest paths and lie in wait in the undergrowth. A praskith swallows prey as quickly as possible and lets its paralytic digestive juices finish the meal, swiftly restoring itself with the nourishment provided by the trapped creature. When collected, neutralized, and refined, the digestive fluids of a praskith form a lacquer that retains some of the creature's acid resistance.

A praskith comes into being with a rudimentary understanding of the Fey language, but in some cases it might manifest knowing a different tongue, such as Aklo, Draconic, or even Necril. Regardless, praskiths have little patience for chattering with potential meals, though some determined fey and primal spellcasters have been known to form alliances or even closer bonds with praskiths. Befriending a praskith requires great patience and plentiful food—and gifts of food must be alive when handed over.

When finished feeding, a praskith slips into a quiescent state for a full day, one of the few times it's safe to approach. Upon rousing, it seeks the deep forest to regurgitate the less digestible portions of its meal. These remains can contain valuables that survived digestion and indicate that a praskith's hunting grounds lie nearby.

Praskiths dwell in deep woods and jungles. Well-fed praskiths develop fruiting bodies that cast forth millions of spores. Spores that happen to alight on carrion grow into new praskiths.

Praskith

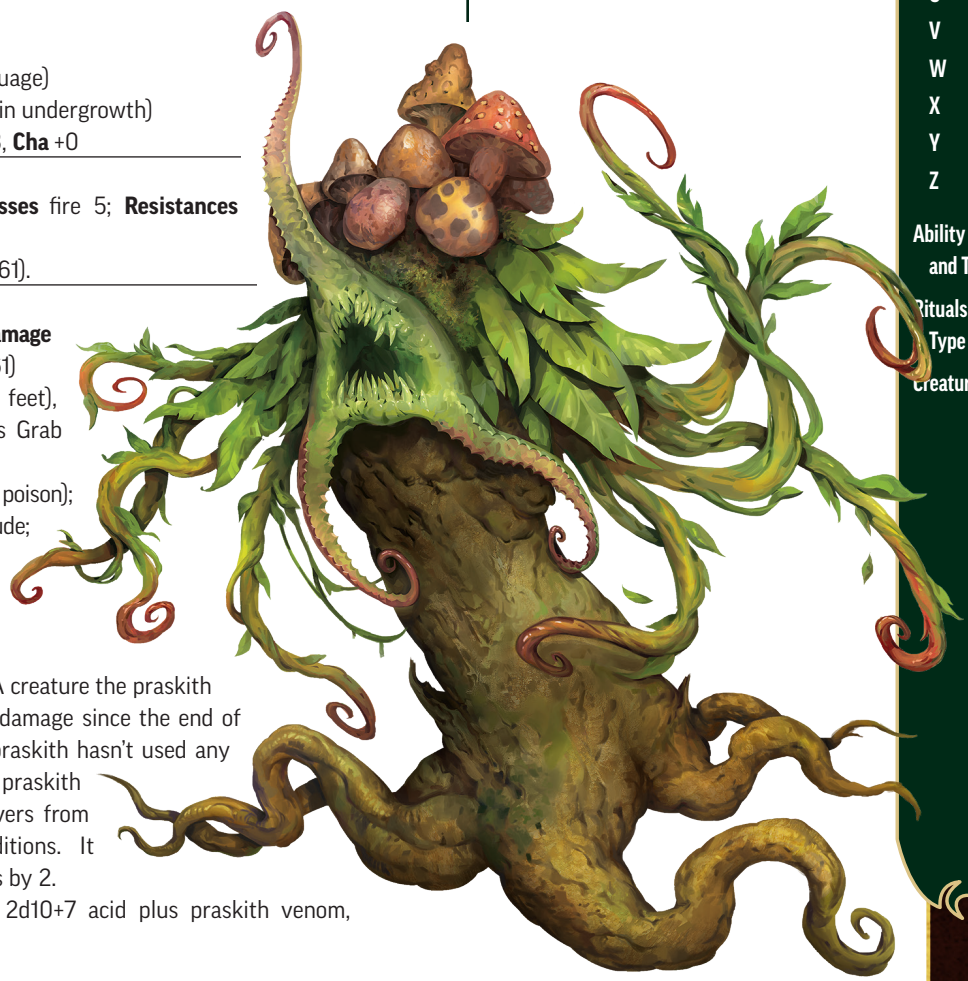
Creature 7

HUGE FUNGUS PLANT

Perception +15; low-light vision
Languages Fey (can't speak any language)
Skills Athletics +15, Stealth +14 (+16 in undergrowth)
Str +7, **Dex** +2, **Con** +5, **Int** –2, **Wis** +3, **Cha** +0

AC 25; **Fort** +17, **Ref** +12, **Will** +13
HP 120; **Immunities** acid; **Weaknesses** fire 5; **Resistances** piercing 5, slashing 5
Reactive Strike ↷ Vine only (page 361).

Speed 20 feet
Melee ❖ mouth +18 (reach 10 feet), **Damage** 2d10+11 piercing plus Grab (page 361)
Melee ❖ vine +18 (agile, reach 15 feet), **Damage** 2d6+11 bludgeoning plus Grab (page 361)
Praskith Venom (incapacitation, poison); **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 2 (1 round); **Stage 2** clumsy 2 and slowed 2 (1 round); **Stage 3** paralyzed (1 round)
Rampant Growth ❖ **Requirements** A creature the praskith has Swallowed Whole has taken damage since the end of the praskith's last turn, and the praskith hasn't used any other actions this turn; **Effect** The praskith regains 3d8 Hit Points and recovers from the fatigued and slowed conditions. It reduces any enfeebled value it has by 2.
Swallow Whole ❖ (attack) Large, 2d10+7 acid plus praskith venom, Rupture 14 (page 362)





Praskith Lacquer

Objects coated with praskith lacquer gain resistance 5 to acid. Making and applying praskith lacquer requires a 5th-level formula, the Alchemical Crafting skill feat, and the fluid from the stomach of a praskith. A successful DC 20 Crafting check and 4 days of work are enough to protect 1 Bulk of items with no other cost in materials, but the fluid is used up even on a failed check.

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Vandals of Chaos

Those who seek secret knowledge beyond their means can bargain with akizendris to provide them with rare tomes in exchange for delivering the immersed akizendri into a library via another book. From there, the akizendri can vandalize books to its heart's content without being detected.

Protean

Proteans are manifestations of chaos made flesh, natives of the Maelstrom that embody the primeval potency of entropy in their serpentine forms.

Warpwaves

Many proteans can subject their foes to warpwaves—disorienting alterations in perceived time and space—by creating ripples of unstable reality in the environment. When a creature fails its saving throw and is affected by a warpwave, roll 1d8 and consult the table below for the specific effect on that creature. Unless indicated otherwise, a warpwave effect lasts for 1d4 rounds, and a new warpwave effect negates any previous warpwave effect already affecting a creature.

d8	Warpwave Effect
1	Clumsy 2 (3 on a critical failure)
2	Confused and gains 4d6 temporary Hit Points
3	Dazzled (permanent on a critical failure)
4	Enfeebled 2 (3 on a critical failure)
5	Immobilized by filaments of energy
6	Quickened (Stride, Strike, or Step only)
7	Slowed 1
8	Stupefied 2 (3 on a critical failure)

Akizendri

Akizendris gnaw at sources of knowledge and lore, gleefully corrupting and altering them to vex scholars across the planes with contradictions and untruths.

AKIZENDRI — CREATURE 3

SMALL | MONITOR | PROTEAN

Perception +8; darkvision, entropy sense (imprecise) 30 feet

Languages Chthonian, Empyrean, Protean; telepathy (touch only; page 362)

Skills Acrobatics +9, Athletics +9, Deception +10, Occultism +11, Society +10, Stealth +9, Thievery +9

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

Entropy Sense (divine, prediction) An akizendri can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants them the ability to sense creatures within the listed range. *Veil of privacy* prevents a creature from being detected via entropy sense automatically (without a counteract check).

AC 19; **Fort** +6, **Ref** +11, **Will** +10

HP 40, fast healing 1; **Resistances** precision 3, protean anatomy 6

Protean Anatomy (divine) An akizendri's vital organs shift and change shape and position constantly. Immediately after the akizendri takes acid, electricity, or sonic damage, they gain the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case their resistance changes to match that type), whichever comes first.

The akizendri is immune to polymorph effects unless they're a willing target. If blinded or deafened, the akizendri automatically recovers at the end of their next turn as new sensory organs grow to replace the compromised ones.

Speed 25 feet, fly 25 feet, swim 25 feet; *unfettered movement*



Melee ❖ jaws +12 (finesse, magical), **Damage** 2d8+3 piercing plus garbled thoughts
Melee ❖ tail +12 (finesse, magical), **Damage** 2d6+3 bludgeoning plus Grab (page 361)
Divine Innate Spells DC 20, attack +12; **3rd** *dispel magic*; **Cantrips (2nd)** *caustic blast*, *daze*, *figment*, *sigil*, *telekinetic hand*; **Constant (4th)** *unfettered movement*
Change Shape ❖ (concentrate, divine, polymorph) The akizendri takes on the appearance of any Small or smaller creature (page 360). This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.
Constrict ❖ 1d8+3 bludgeoning, DC 20 (page 360)
Garbled Thoughts (divine, emotion, mental) A creature hit by the akizendri's bite Strike must attempt a DC 20 Will save.
Success The creature is unaffected.
Failure The creature is stupefied 1 for 1d4 rounds.
Critical Failure As failure, but the creature is also confused for 1 round.
Text Immersion (divine) As a 1-minute activity, the akizendri physically immerses itself in a page of text it's touching, changing the message of the text in the process. It can exit the book at any point by Dismissing this ability, at which point it appears in a space adjacent to the text. If it does so to begin combat, it rolls a Deception check for initiative. As long as it remains immersed in the text, the akizendri has no body. It can communicate telepathically with a creature as long as the creature touches the book or scroll that contains it. It can sense nearby creatures using its entropy sense, but not in any other way, nor can it use any attack, manipulate, or move actions or speak aloud. If the object it's immersed in is destroyed, the akizendri reappears in an adjacent square and is stunned 1.

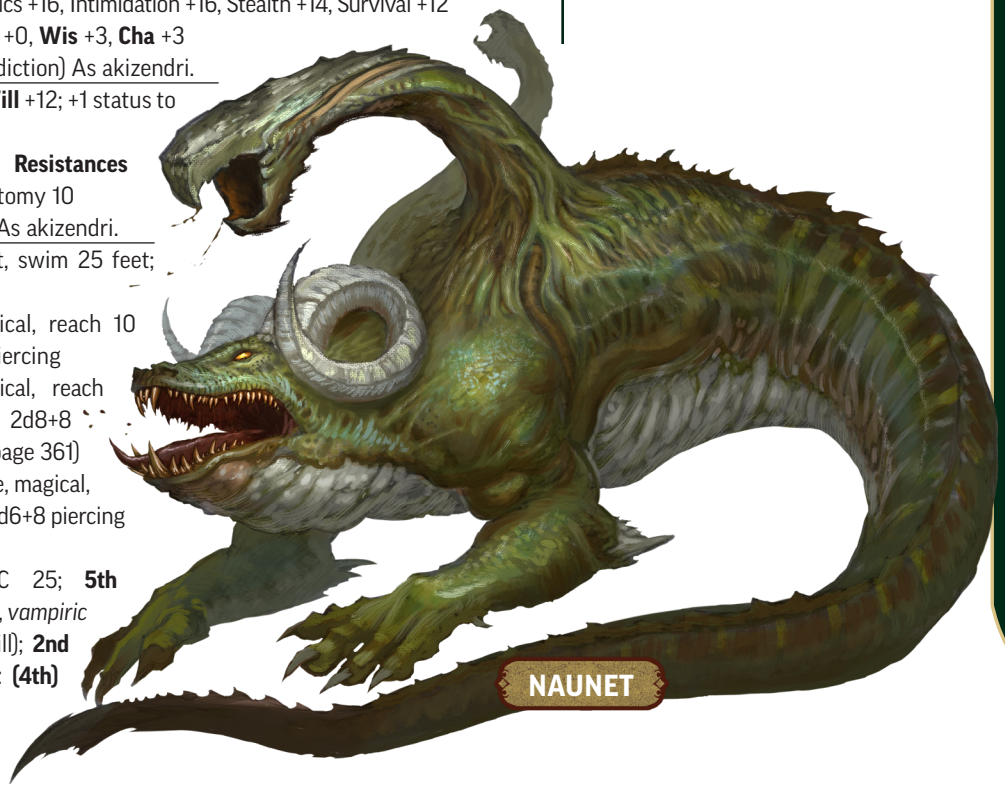
Naunet

Pugnacious and powerfully muscled, naunets serve as the scouts and rank-and-file troops of protean armies.

NAUNET CREATURE 7

LARGE MONITOR PROTEAN

Perception +14; darkvision, entropy sense (imprecise) 30 feet
Languages Chthonian, Empyrean, Protean
Skills Acrobatics +14, Athletics +16, Intimidation +16, Stealth +14, Survival +12
Str +5, **Dex** +3, **Con** +5, **Int** +0, **Wis** +3, **Cha** +3
Entropy Sense (divine, prediction) As akizendri.
AC 24; **Fort** +18, **Ref** +14, **Will** +12; +1 status to all saves vs. magic
HP 120, fast healing 2; **Resistances** precision 5, protean anatomy 10
Protean Anatomy (divine) As akizendri.
Speed 25 feet, fly 30 feet, swim 25 feet; *unfettered movement*
Melee ❖ jaws +18 (magical, reach 10 feet), **Damage** 2d10+8 piercing
Melee ❖ tail +18 (magical, reach 15 feet), **Damage** 2d8+8 bludgeoning plus Grab (page 361)
Melee ❖ tentacle +18 (agile, magical, reach 10 feet), **Damage** 2d6+8 piercing plus confounding slam
Divine Innate Spells DC 25; **5th** *translocate*; **4th** *acid grip*, *vampiric feast*; **3rd** *shatter* (at will); **2nd** *mist* (at will); **Constant (4th)** *unfettered movement*



GALISEMNI

Only powerful magic can stabilize the Maelstrom for a time, allowing stable islands to form. Most prominent among these is the massive planar trade city of Galisemni, which lies in the Borderlands, a somewhat-more-stable region of the Maelstrom where it brushes up against the other Outer Planes.

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Mouthpieces of Chaos

While rarely found in the Universe, imenteshes frequent interplanar hubs of culture and commerce. Imenteshes act as diplomats on behalf of any chorus they claim allegiance to. They can offer safe travel through the Maelstrom or even act as guides through the Maelstrom's ever-shifting Borderlands.

Adaptive Strike ❖ (divine, polymorph) The naunet chooses adamantine, cold iron, or silver; its melee Strikes count as that type for 1 minute or until it uses Adaptive Strike again.

Change Shape ❖ (concentrate, divine, polymorph) The naunet can take the appearance of any Small, Medium, or Large animal, beast, or humanoid (page 360). This doesn't change its Speed or its attack and damage bonuses with its Strikes but might change the damage type its Strikes deal.

Confounding Slam (divine, emotion, mental) A creature hit by the naunet's tentacle Strike is stupefied 2 for 1d4 rounds (DC 25 Will negates). If the creature was already stupefied in this way, the duration extends by 1 round instead.

Constrict ❖ 1d8+8 bludgeoning, DC 22 (page 360)

Imentesh

The loquacious proteans known as imenteshes serve as missionaries, spies, and heralds of chaos to further the protean goal of reality's dissolution.

IMENTESH **CREATURE 10**

LARGE MONITOR PROTEAN

Perception +19; darkvision, entropy sense (imprecise) 60 feet

Languages Chthonian, Empyrean, Protean; *truespeech*

Skills Acrobatics +17, Athletics +19, Deception +21, Diplomacy +19, Performance +21, Stealth +21, Thievery +17

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

Entropy Sense (divine, prediction) As akizendri.

AC 30; **Fort** +21, **Ref** +19, **Will** +17; +1 status to all saves vs. magic

HP 175, fast healing 5; **Resistances** precision 10, protean anatomy 15

Protean Anatomy (divine) As akizendri.

Speed 25 feet, fly 25 feet, swim 25 feet; *unfettered movement*

Melee ❖ jaws +23 (magical, reach 10 feet), **Damage** 2d10+11 piercing plus warpwave strike

Melee ❖ claw +23 (agile, magical, reach 10 feet), **Damage** 2d6+11 slashing

Melee ❖ tail +23 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning plus Grab (page 361)

Divine Innate Spells DC 29; **5th** *crisis of faith, dispel magic, sending, translocate*; **4th** *creation, shatter, translocate* (at will); **3rd** *haste, mending, shrink item, slow*; **Constant (5th)** *truespeech*; **(4th)** *unfettered movement*

Change Shape ❖ (concentrate, divine, polymorph) The imentesh takes the appearance of any Large or smaller creature (page 360). This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Constrict ❖ 1d10+11 bludgeoning, DC 29 (page 360)

Inflict Warpwave ❖ (divine) An imentesh inflicts a warpwave on a creature within 100 feet (page 258; DC 29 Fortitude save to resist).

Sneak Attack An imentesh's Strikes deal an additional 2d6 precision damage to off-guard targets.

Warpwave Strike (divine) Any creature struck and damaged by an imentesh's jaws Strike must succeed at a DC 29 Fortitude save or be subject to a warpwave (page 258).



IMENTESH

Izfiitar

Occupying the pinnacle of the loose protean caste system, izfiitars enact the ever-shifting plans of the vaunted protean lords and those of the divine Speakers of the Depths.

IZFIITAR CREATURE 20

MEDIUM MONITOR PROTEAN

Perception +36; darkvision, entropy sense (imprecise) 120 feet
Languages Chthonian, Empyrean, Protean; telepathy 100 feet (page 362), *truespeech*
Skills Acrobatics +38, Arcana +35, Athletics +35, Deception +37, Diplomacy +37, Maelstrom Lore +37, Occultism +36, Religion +38, Society +35, Stealth +38
Str +9, **Dex** +10, **Con** +9, **Int** +7, **Wis** +8, **Cha** +9
Entropy Sense (divine, prediction) As akizendri.

AC 44; **Fort** +33, **Ref** +36, **Will** +38; +1 status to all saves vs. magic
HP 360, fast healing 20; **Resistances** acid 20, precision 20, protean anatomy 25
Kiss of the Speakers (divine) The izfiitar continuously tinkers with the myriad possibilities in which it can move or manipulate magic. The izfiitar is always quickened and can use the extra action only to Step, Stride, or as part of Casting a Spell.
Prescient Revision ↻ (divine, fortune) **Trigger** The izfiitar fails a check; **Effect** The izfiitar rerolls the triggering check and takes the better result. For 1d4 rounds, it loses the effects of Kiss of the Speakers and can't use Reshape Reality.
Protean Anatomy (divine) As akizendri.

Speed 40 feet, fly 50 feet, swim 40 feet; *unfettered movement*
Melee ❖ jaws +38 (finesse, magical), **Damage** 4d10+19 piercing plus greater warpwave strike
Melee ❖ claw +38 (agile, finesse, magical), **Damage** 4d8+19 slashing plus greater warpwave strike
Melee ❖ tail +38 (magical, reach 10 feet), **Damage** 4d12+19 bludgeoning plus Improved Grab (page 361)
Divine Innate Spells DC 47; **10th** *manifestation*; **9th** *divine wrath*, *massacre*, *overwhelming presence*; **8th** *confusion* (at will), *cursed metamorphosis*, *disintegrate*, *dispel magic* (at will); **7th** *warp mind* (at will); **6th** *teleport* (at will; self only); **5th** *creation* (at will), *mirage* (at will; see Reshape Reality), *translocate*; **4th** *translocate* (at will); **Constant (5th)** *truespeech*; **(4th)** *unfettered movement*
Change Shape ❖ (concentrate, divine, polymorph) The izfiitar takes the appearance of any Huge or smaller creature (page 360). This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.
Constrict ❖ 2d8+19 bludgeoning, DC 44
Greater Warpwave Strike (divine) Any creature struck and damaged by an izfiitar's jaws or claw Strike must succeed at a DC 42 Fortitude save or be subject to a particularly powerful warpwave (page 258). Roll twice and apply both affects, rerolling any duplicates.
Reshape Reality (divine, polymorph) When the izfiitar casts *mirage*, it infuses the illusion with quasi-real substance. Creatures that don't disbelieve the illusion treat structures and terrain created through the spell as though they were real, ascending illusory stairs, becoming trapped by illusory quicksand, and so on.
Storm of Claws ❖❖ The izfiitar makes up to six claw Strikes, each against a different target.

HERALDS OF THE SPEAKERS

Izfiitars with the greatest authority have even greater powers, such as the ability to cleave off portions of other planes into the Maelstrom or to flaunt the laws of reality to redirect spell effects at their whims.



IZFIITAR

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PSYCHOPOMP FOES

Psychopomps' greatest enemies are creatures that devour or steal souls, such as astradaemons (*Monster Core* 75) and vilderavns (*Monster Core* 340). Their other opponents include necromancers, proteans (page 258), and those who have unnaturally extended their life spans, such as liches (*Monster Core* 218).

Psychopomp

Many psychopomps are intimately involved with the Boneyard's massive bureaucracy. Few pursue mercy, justice, or personal gain; their duties to Pharasma and her Boneyard are supreme. Nevertheless, individual psychopomps interpret their duties in different ways, which might put them in conflict with mortals or even with each other.

Esobok

Esoboks are brute hunters and pugnacious sentinels who serve as the guard dogs of the Boneyard. These squat, powerful quadrupeds have a frill of dark feathers around their distinctive heads which resemble a crocodile skull. Esoboks rarely bother with those who are truly dead, allowing the dead of the Boneyard to go about their business while remaining watchful for danger. Though cunning when sniffing out threats to the Boneyard or to their psychopomp handlers, they're among the least intelligent of the psychopomps and rarely speak except to utter growling threats. The wise listen when an esobok makes a threat, as it won't do so twice.

ESOBOK **CREATURE 3**

MEDIUM MONITOR PSYCHOPOMP

Perception +12; darkvision, lifesense 60 feet (page 361), scent (imprecise) 60 feet
Languages Chthonian, Diabolic, Empyrean, Requian
Skills Acrobatics +8, Athletics +8, Intimidation +9, Religion +4, Stealth +8, Survival +10
Str +3, **Dex** +3, **Con** +4, **Int** –3, **Wis** +3, **Cha** +2

AC 18; **Fort** +11, **Ref** +8, **Will** +8
HP 55; **Immunities** death effects, disease; **Resistances** poison 5, void 5

Speed 30 feet
Melee ❖ jaws +12 (magical), **Damage** 1d10+3 piercing plus Grab (page 361) and shepherd's touch
Melee ❖ claw +12 (agile, magical), **Damage** 1d6+3 slashing plus shepherd's touch
Divine Innate Spells DC 17; **2nd** *invisibility* (×3; self only)
Pounce ❖ The esobok Strides and then makes a Strike. If it began this action hidden, it remains hidden until after the Strike.
Shepherd's Touch An esobok's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 1d6 void damage to living creatures and 1d6 vitality damage to undead.
Wrench Spirit ❖ (attack, divine, incapacitation) **Requirement** A creature is grabbed or restrained by the esobok's jaws; **Effect** The esobok releases the target from the Grab but wrenches its spirit free as it does so. The creature must attempt a DC 20 Will save. Creatures without souls (such as most constructs) and creatures whose bodies and souls are one (such as most celestials, fiends, and monitors) who roll a failure or critical failure on the save get a success instead.
Critical Success The creature is unaffected.
Success The target is stunned 1.
Failure The esobok wrenches the target's soul from its body into its jaws. Mindless undead creatures of level 2 or lower are destroyed, other undead creatures are stunned for 1 round, and all other creatures are paralyzed. At the end of each of its turns, a creature paralyzed by this effect can attempt a new save to end the effect. The paralysis ends automatically if the esobok attempts a jaws Strike or speaks.



ESOBOK

Critical Failure As failure, but as long as a creature is stunned or paralyzed, it's also stupefied 2.

Catrina

Not all spirits who enter the Boneyard realize they have died. Catrinas meet these souls, helping to convince them of the finality of their fate to ease a spirit's passing. Catrinas are more likely to intervene when a mortal can't accept their death. They perform their task to keep the afterlife calm rather than out of true compassion for a mortal's grief. Catrinas rarely visit the Universe, typically to help an extremely important mortal pass on.

Catrinas resemble skeletons dressed in bright flowers and colorful dresses, giving them a simultaneously festive and macabre appearance. Though most catrinas present as feminine, masculine catrinas still dress in bright colors and carry garlands of flowers.

CATRINA CREATURE 5

MEDIUM MONITOR PSYCHOPOMP

Perception +13; darkvision, lifesense 60 feet (page 361)

Languages Chthonian, Diabolic, Empyrean, Requian; telepathy 120 feet (page 362), *truespeech*

Skills Acrobatics +14, Boneyard Lore +11, Diplomacy +14, Intimidation +14, Medicine +12, Occultism +11, Religion +12

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

AC 22; **Fort** +11, **Ref** +12, **Will** +13; +1 status to all saves vs. magic

HP 75; **Immunities** death effects, disease; **Resistances** poison 5, void 5

Calming Presence (aura, divine, emotion, incapacitation) 30 feet. A creature that begins its turn within the area must attempt a DC 18 Will save.

Critical Success The creature is unaffected and is temporarily immune to calming presence for 24 hours.

Success The creature's attack rolls take a –1 status penalty for 1 round.

Failure Any emotion effects that would affect the creature are suppressed, and the creature can't use hostile actions. If the creature is subjected to hostility from any other creature, it ceases to be affected by calming presence and is temporarily immune to calming presence for 24 hours.

Critical Failure As failure, but hostility doesn't end the effect.

Speed 25 feet

Melee ❖ fist +14 (agile, finesse), **Damage** 2d8+2 bludgeoning plus shepherd's touch

Divine Innate Spells DC 22; **4th** *talking corpse* (at will), *translocate*; **3rd** *illusory disguise*; **2nd** *invisibility* (at will; self only); **Cantrips (3rd)** *light*; **Constant (5th)** *truespeech*

Compel Condemned ❖ (divine, incapacitation, mental) The catrina telepathically compels a creature within 30 feet to approach and allow the catrina to kiss them, in preparation for using Kiss of Death. The target must attempt a DC 22 Will save.

Success The creature is unaffected and is temporarily immune to Compel Condemned for 24 hours.

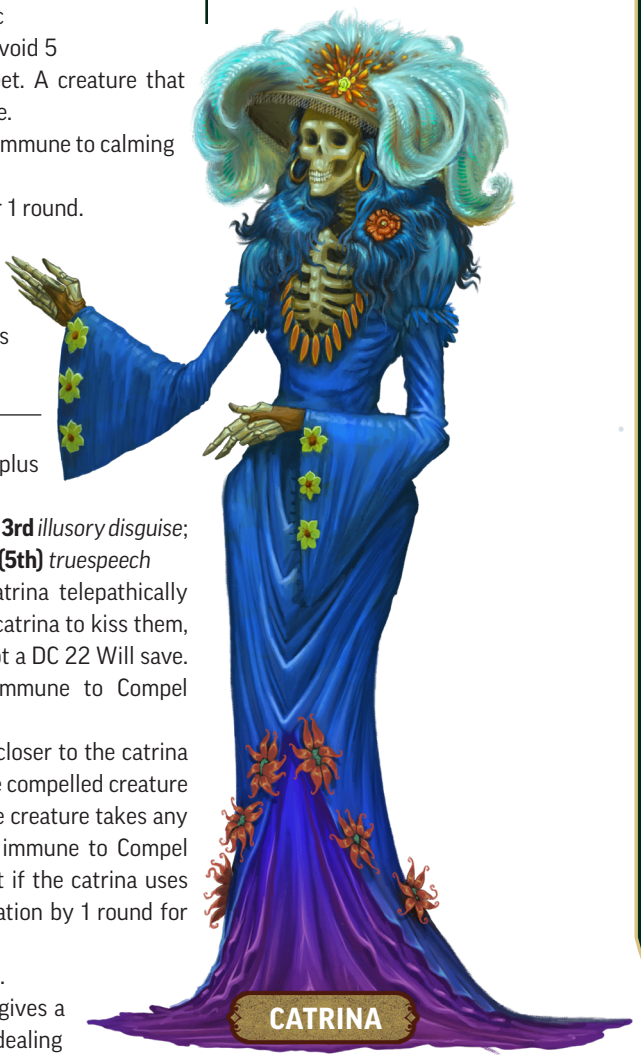
Failure The creature must spend each of its actions to move closer to the catrina as quickly as possible while avoiding obvious dangers. If the compelled creature is adjacent to the catrina, it stays still and doesn't act. If the creature takes any damage, the effect ends and the creature is temporarily immune to Compel Condemned for 24 hours. This effect lasts for 1 round, but if the catrina uses this ability again on subsequent rounds, it extend the duration by 1 round for all affected creatures.

Critical Failure As failure, but damage does not end the effect.

Kiss of Death ❖❖ (death, divine, manipulate, void) The catrina gives a long, passionate kiss to an unconscious or willing creature, dealing

DEALING WITH GRIEF

Death often comes with great emotional distress. While catrinas handle these feelings for souls in the afterlife, the emotions of the deceased's loved ones can become a complication. In most cases, a different type of psychopomp—calacas—will handle the matter in the mortal Universe. Similar to catrinas in appearance, these skeletal psychopomps make use of song to ease the feelings of mortals. In extreme cases, such as the threat of a loved one pursuing vile necromancy to restore the dead, a catrina can establish a brief communication between the dead and their loved ones.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TOOLS OF THE TRADE

Shokis utilize numerous tools to aid them in their work, including religious symbols, magic, soul-trapping staves, and false empathy—though shokis spout impassioned speeches and play upon mortal emotions, they hold no compassion for the dead.

3d6 void damage. Any creature damaged by the same catrina's Kiss of Death for 3 consecutive rounds becomes unconscious and is dying 1.

Shepherd's Touch As esobok.

Shoki

Shokis shepherd wayward souls to the Boneyard. They take great pride in traveling to the Universe (and sometimes beyond) to hunt down those who have evaded Pharasma's judgment, whether they be malicious foes or unfortunate undead. A shoki is often transported closer to their quarry by a more powerful psychopomp, but they have the ability to return once they've completed their mission.

A shoki resembles an aged humanoid with jet-black skin, curling ram's horns, and a large snail's shell on their back. Some believe that a shoki keeps souls within that shell for transport back to the Boneyard, while in reality, that power resides in their infused staff.

SHOKI CREATURE 9

MEDIUM MONITOR PSYCHOPOMP

Perception +21; darkvision, lifesense 60 feet (page 361)

Languages Chthonian, Diabolic, Empyrean, Requian; *truespeech*

Skills Boneyard Lore +19, Deception +20, Diplomacy +20, Intimidation +20, Occultism +16, Religion +19, Society +16, Stealth +14

Str +4, **Dex** +1, **Con** +4, **Int** +3, **Wis** +6, **Cha** +5

Items countless religious symbols, staff

AC 27; **Fort** +19, **Ref** +14, **Will** +21; +1 status to all saves vs. magic

HP 150; **Immunities** death effects, disease; **Resistances** poison 10, void 10

Speed 25 feet

Melee ❖ staff +19 (magical, two-hand d8), **Damage** 2d4+6 bludgeoning plus shepherd's touch

Divine Innate Spells DC 28, attack +20; **7th** *interplanar teleport* (self and locked soul only; to the Boneyard only); **6th** *spirit blast*; **5th** *heal* (×3), *mind probe*; **4th** *holy light* (×3), *read omens*; **2nd** *calm*, *invisibility* (at will; self only); **Cantrips (5th)** *detect magic*, *frostbite*, *read aura*, *stabilize*, *vitality lash*; **Constant (5th)** *truespeech*

Infuse Staff (divine) A shoki's staff becomes a *+1 striking staff* and is treated as if it were adamantine while the shoki wields it. A shoki's staff has Hardness 14 and HP 56 (BT 28) while possessed by the shoki and Hardness 5 and HP 20 (BT 10) while out of the shoki's possession. A shoki whose staff is taken or destroyed can infuse a new one with an hour of work.

Soul Lock ❖❖ (divine, incapacitation) **Requirements** The shoki doesn't have a soul locked within their staff; **Effect** The shoki attempts to capture the soul of a creature on the brink of death: an undead creature, a creature with the dying condition, or a creature that died within the last minute. The target must attempt a DC 32 Will save with the following results.

Critical Success The creature is unaffected and becomes temporarily immune to Soul Lock.

Success The shoki's staff tugs at the creature's soul but doesn't trap it. If the creature is living, it becomes doomed 1 (or increases its doomed condition by 1). If the creature is a corporeal undead, it becomes enfeebled 2. If the creature is an incorporeal undead, it becomes stupefied 2. The creature then becomes temporarily immune to Soul Lock for 24 hours.

Failure The shoki captures the creature's soul in its staff. If the creature is living, it dies. If the creature is a corporeal undead, its body becomes an inanimate corpse. While the soul is locked in the staff, the target can't be returned to life or undeath or rejuvenate through any means, save for



powerful magic, such a *wish* ritual. If the shoki's staff is destroyed or the shoki wills it, the soul is released. A shoki's staff can only hold one soul at a time.

Shepherd's Touch As esobok, but 2d6 damage.

Eseneth

Eseneths, commonly known as soul-stitchers, are dispassionate surgeons who repair damaged souls. They operate with professional efficiency, manifesting large stitching needles composed of spirit energy to do their necessary work. An eseneth appears as a slim, hairless, gray-skinned humanoid with no facial features. Patches of dark, raised flesh dot their upper chest and shoulders.

ESENETH CREATURE 17

MEDIUM MONITOR PSYCHOPOMP

Perception +29; darkvision, lifesense 120 feet (page 361)

Languages Chthonian, Diabolic, Empyrean, Requian

Skills Acrobatics +33, Athletics +33, Boneyard Lore +29, Medicine +31, Sewing Lore +35, Stealth +33

Str +8, **Dex** +8, **Con** +5, **Int** +6, **Wis** +4, **Cha** +2

AC 39; **Fort** +28, **Ref** +32, **Will** +27

HP 290; **Immunities** death effects, disease; **Resistances** poison 15, void 15

Sudden Stitch ↷ **Trigger** A creature within the eseneth's reach successfully Strikes the eseneth; **Effect** The eseneth attempts an Athletics check to Grapple the triggering creature.

Speed 25 feet, fly 40 feet; *unfettered movement*

Melee ❖ spirit needle +33 (magical), **Damage** 3d10+14 piercing plus shepherd's touch and Improved Grab (page 361)

Ranged ❖ spirit needle +33 (magical, thrown 30 feet), **Damage** 3d10+14 piercing plus shepherd's touch

Divine Innate Spells DC 38, attack +30; **8th** *spirit blast* (×3); **4th** *translocate* (at will); **2nd** *invisibility* (at will; self only); **Constant (4th)** *unfettered movement*

Mend Soul ❖ (manipulate) **Frequency** once per round; **Effect** The eseneth restores 25 HP to itself or an incorporeal creature it has grabbed.

Seize Soul ❖ (attack, incapacitation) **Requirements** The eseneth has a corporeal creature grabbed or restrained; **Effect** The eseneth tries to yank the soul out of the required creature. The eseneth attempts an Athletics check against the target's Fortitude DC.

Critical Success The eseneth grabs the target's soul. The body is released and is paralyzed for 2 rounds. When the body ceases being paralyzed, its soul returns instantly, and the target wakes. The soul—grabbed by the eseneth—is incorporeal, is invisible, has a fly Speed equal to the creature's Speed, and otherwise has all the same statistics. It can't attack, cast spells, or attempt any skill checks that require a physical body other than checks to Escape (DC 38), and it must always maintain line of effect to its body.

Success As critical success, but the paralysis ends after 1 round.

Failure The target remains grabbed or restrained, but its soul remains in its body.

Critical Failure The target is no longer grabbed or restrained.

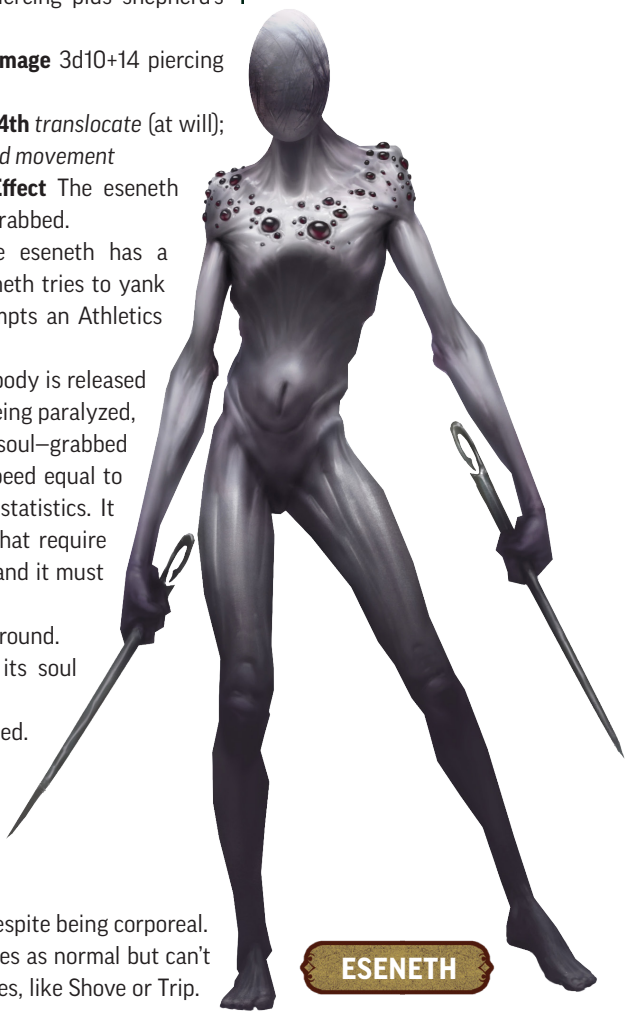
Shepherd's Touch As esobok, but 2d6 damage.

Shred Soul ❖ **Frequency** once per round; **Requirements** The eseneth has an incorporeal creature grabbed or restrained; **Effect** The eseneth deals 3d10+14 force damage to the required creature.

Spirit Grasp An eseneth can Grapple incorporeal creatures despite being corporeal. The eseneth uses Athletics to Grapple incorporeal creatures as normal but can't use Athletics for other actions against incorporeal creatures, like Shove or Trip.

SPIRIT NEEDLES

An eseneth's spirit needles are composed of the psychopomp's essence. The needles form and dissipate at the eseneth's will and exist only as long as the eseneth does.



ESENETH

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Ancient Intellects

Each radiant warden's animating force consists of raw vitality energy fused to the soul of a willing sacrifice—usually an astronomer or scholar near the end of their natural life. Focused now on protecting a site from any intrusion—including by curious archaeologists or adventurers—a radiant warden might pause before an attack if approached peacefully. Unfortunately, these constructs are prone to speaking in vague riddles or complex mathematical diatribes that can be as confusing as they are intriguing. Often, discussions break down as frustration mounts on either side (or both).

Radiant Warden

The enigmatic and strange radiant wardens were constructed thousands of years ago to protect observatories and scholars against the incursion of alien aggressors from the Dominion of the Black. Over time, their roles as guardians expanded to include watching over any region where the laws of time and space have worn thin, particularly near portals and permanent gates between planets, planes, or dimensions.

Named for both the radial nature of the concentric rings that make up their bodies as well as the glowing radiance of their attacks, radiant wardens carry on their orders, defending sites from invasion with single-minded purpose.

Radiant Warden — Creature 17

UNCOMMON GARGANTUAN CONSTRUCT

Perception +30; darkvision

Language any one ancient language (such as Jistkan)

Skills Arcana +32, Astronomy Lore +36, Athletics +33, Occultism +32

Str +9, **Dex** +6, **Con** +5, **Int** +6, **Wis** +5, **Cha** +0

AC 40; **Fort** +32, **Ref** +29, **Will** +28

HP 300; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** mental 15, physical 15 (except adamantine)

Gatekeeper Aura (aura, occult) 60 feet. A creature that uses a teleportation ability within the aura's emanation or enters it via a teleportation ability must succeed a DC 38 Will save or become sickened 1 and have its destination changed to a point of the radiant warden's choosing within the aura. On a successful save, the creature arrives as intended but is still sickened 1.

Speed 30 feet, fly 30 feet

Melee ❖ hammer +32 (magical, reach 15 feet, shove), **Damage** 3d12+15 bludgeoning plus radiant blow

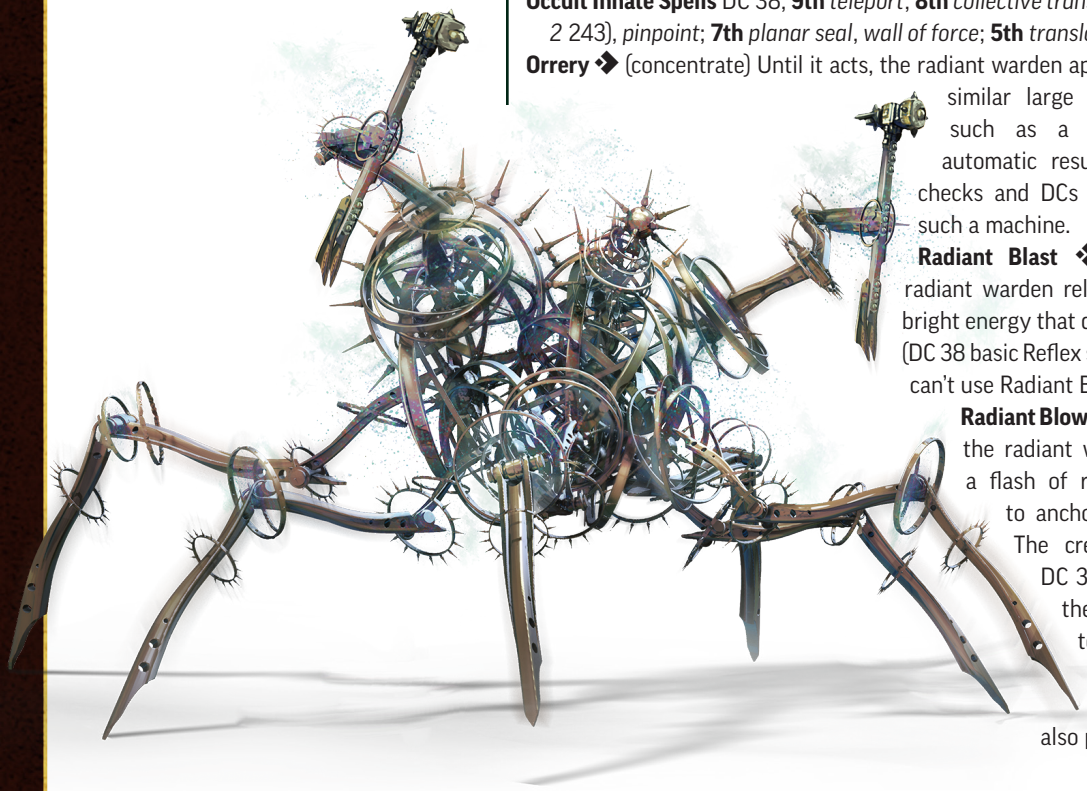
Ranged ❖ radiant beam +31 (force, magical, range increment 30 feet), **Damage** 4d10+6 force

Occult Innate Spells DC 38; **9th** *teleport*; **8th** *collective transposition* (×3, *Player Core 2* 243), *pinpoint*; **7th** *planar seal*, *wall of force*; **5th** *translocate* (at will)

Orrery ❖ (concentrate) Until it acts, the radiant warden appears to be an orrery (or similar large mechanical contraption, such as a telescope). It has an automatic result of 53 on Deception checks and DCs to convincingly pass as such a machine.

Radiant Blast ❖❖ (force, occult) The radiant warden releases a 50-foot cone of bright energy that deals 10d12 force damage (DC 38 basic Reflex save). The radiant warden can't use Radiant Blast for 1d4 rounds.

Radiant Blow When a creature is hit by the radiant warden's hammer Strike, a flash of radiant energy attempts to anchor the creature in place. The creature must attempt a DC 38 Will save; on a failure, the creature can't use any teleportation effects for 1 minute. On a critical failure, the creature is also permanently blinded.



Raven

Few birds are as cunning and social as the raven.

Trained Raven

These omnivorous birds are cunning and opportunistic scavengers. Capable of solving simple puzzles to retrieve desired items, ravens gather at the periphery of civilization, raiding it as needed when they're not hunting in the wilds. Ravens are known for trickery and often trained to further this instinct. Trained ravens will wait for an opening and peck their foes in vulnerable spots.

TRAINED RAVEN — CREATURE –1

TINY ANIMAL

Perception +5; low-light vision

Skills Acrobatics +5, Deception +5, Thievery +5

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

Cunning A raven can use simple items as tools, such as poking a stick at an opening to tease out a piece of food. They're also quite adept at stealing objects. A raven can't use Thievery to Palm an Object, Disable a Device, or Pick a Lock, but it can use Thievery to Steal light objects that it can carry in its beak or talons or to accomplish other relatively simple tasks.

AC 15; **Fort** +2, **Ref** +7, **Will** +5

HP 7

Speed 10 feet, fly 40 feet

Melee ❖ beak +7 (finesse), **Damage** 1d4–1 piercing

Sneak Attack A raven's melee Strikes deal an additional 1d4 precision damage to off-guard creatures.

Raven Swarm

A flock of ravens is known as an unkindness. Certainly, the name lives up to its meaning when a swarm of ravens decides to work together. In most cases, a raven swarm like the one presented here won't attack larger foes, but when manipulated by supernatural forces or simple desperation born from hunger, an unkindness of ravens can be a surprisingly dangerous threat.

RAVEN SWARM — CREATURE 3

LARGE ANIMAL SWARM

Perception +9; low-light vision

Skills Acrobatics +10, Thievery +10

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

AC 19; **Fort** +7, **Ref** +12, **Will** +9

HP 30; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 10 feet, fly 40 feet

Enraged Cunning There are few things as dangerously persistent in the natural world as an angry unkindness of ravens. A raven swarm can hound its prey through most barriers. Simple latches, unsecured chimney flues, loosely shuttered windows, and similar obstacles rarely keep an unkindness away. A raven swarm attempts a Thievery check to bypass many of these simple obstructions, typically against DC 20.

Swarming Beaks ❖ The ravens' angry pecking deals 2d8 piercing damage to each enemy in the swarm's space (DC 20 basic Reflex save). A creature that critically fails its save is blinded for 1d4 rounds as the ravens focus their attacks on the target's vulnerable face.

RAVEN TRADERS

Given enough time to develop the relationship and establish what you want, it's possible to engage a raven in a sort of trade. Placing a small, shiny object where the raven can take it might entice it to grab the prize and fly off, returning 3d6 minutes later with something from its own stash. Convincing a raven to trade requires a successful DC 20 Nature check to Command an Animal and, of course, a raven who has the inclination to trade with you in the first place.



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Ravener Lairs

Cunning and paranoid, raveners prefer to make their lairs in places hostile to mortal life: atop peaks so high that living creatures struggle to breathe the rarefied air, submerged beneath pools of magma in the caldera of an active volcano, and so on. Some raveners even go so far as to deliberately fill their entire lair with lethally poisonous gases, and raveners that are capable of advanced spellcasting often seal their lairs completely, accessing them exclusively via spells such as *teleport* or *vapor form*. Of course, raveners must feed on the living to persist, so they never locate their lairs so far from sources of life that they'll starve.

Ravener

Though their lifespans can measure in millennia, all dragons must eventually perish. While many do so on the blades or under the spells of dragonslayers, some manage to outlast their enemies and must, in time, face the truth that awaits all living creatures at the end of their natural life span. As with many other creatures, some dragons respond to such looming reminders of their own mortality poorly, and the particularly prideful or wrathful of their kind often lash out in anger when confronted by this grim truth. Peace and acceptance are found by some dragons, but the most stubborn of their ilk (and invariably the most wicked) can pursue a different answer to the problem. These dragons seek out sinister rites that can transform them into undead creatures known as raveners.

A ravener's flesh is stripped away as part of the transformation, leaving only bones. What they lose in flesh, however, the dragon gains in soul-rending power, as their spiritual energy forms a protective barrier around their body, keeping it intact and allowing flight with now-skeletal wings. This existence isn't as easy to maintain as other forms of undeath, however, and the ravener must feed regularly on living souls to power their profane metabolism. Their hunger is much greater than that of a living dragon, so raveners are forced to relocate regularly, traveling to fresh hunting grounds each time they strip their current home of prey.

Creating a Ravener

Any dragon of at least level 13 can become a ravener, although it's exceedingly rare for a dragon younger than an ancient dragon to do so. Typically, the dragon must perform a rare ritual called *ravenous reanimation*, but this requirement can be waived if the prospective ravener has the aid of a powerful patron. In certain unique conditions, such as the intervention of a vile god of undeath, a dragon can transform into a ravener after death without the use of this rite at all. A ravener is a powerful creature that's likely to have a major impact on your game, so you might want to create each one as a custom monster. If you don't have time, you can also create a ravener via the following steps.

Increase the dragon's level by 2 and change their statistics as follows.

- They gain the undead and unholy traits, as well as the Necril language.
- Increase their AC, attack bonuses, DCs, saving throws, and skill modifiers by 2.
- They gain weakness to holy damage and more HP (see below).
- The ravener's melee strikes deal an additional 2d6 void damage, and their damaging breath abilities deal an additional 4d6 void damage.

Starting Level	HP Increase	Weakness
13–20	50	15
21 or greater	80	20

Ravener Abilities

A ravener gains the following abilities. Several of these abilities gain the tradition trait matching the original dragon's tradition trait.

Darkvision (page 361)

Soulsense A ravener senses the spiritual essence of living and undead creatures within the listed range. Creatures whose material bodies are one unit with their souls, like celestials and fiends, appear brighter to this sense.

Void Healing (page 362)

Immunities bleed, death effects, disease, paralyzed, poison, unconscious

Cowering Fear (aura, emotion, fear, mental) A ravener's frightful presence causes creatures to cower in fear as well. As long as a creature is at least frightened 2 or more as a result of the ravener's frightful presence, it's also immobilized from the fear.

Soul Ward An intangible field of necromantic energy protects a ravener from total destruction. A soul ward has 150 maximum Hit Points, or 200 if the ravener is level 21 or higher. Whenever a ravener would be reduced below 1 Hit Point, all

damage in excess of what would reduce them to 1 Hit Point is instead dealt to their soul ward. If this damage reduces the soul ward to fewer than 0 Hit Points, the ravener is destroyed. A soul ward's Hit Points can be restored only via specific ravener abilities such as Consume Soul, Void Breath, or vicious criticals. A ravener who goes more than a week without successfully using Consume Soul to feed on a dying creature starves, and their soul ward loses 1d4 Hit Points each day until they feed. If the ravener's soul ward loses all its Hit Points while the ravener still has more than 1 HP, they become a ravener husk (page 271).

Consume Soul ◆ (death) **Trigger** A living creature within 30 feet of the ravener dies; **Effect** The ravener tears the creature's soul from its body with their maw and gulps it down. The dying creature must attempt a Fortitude save with the same DC as the ravener's breath ability.

Critical Success The creature is unaffected.

Success The ravener tears off a small chunk of the creature's soul. If the victim is restored to life, they are drained 1 in addition to any other side effects of returning to life. The ravener adds a number of Hit Points to their soul ward equal to half the creature's level.

Failure As success, but the creature's soul is ravaged. The creature is drained 3 and the ravener adds a number of Hit Points to their soul ward equal to the creature's level.

Critical Failure As failure, but the ravener devours the entire soul. The victim can't be restored to life as long as the ravener exists except via powerful magic such as a *wish* ritual, and the ravener adds a number of Hit Points to their soul ward equal to twice the creature's level.

Discorporate ◆ **Trigger** The ravener takes excess damage to their soul ward but still has at least 51 Hit Points in their soul ward; **Effect** The ravener draws deeply into their soul ward, discorporating their body into soul energy to escape. They take 50 damage to their soul ward and their physical body vanishes, reappearing 1d4 hours later in a random location within 1 mile from the location where they used Discorporate.

Void Breath A ravener's Void Breath is infused with void energy and strips life essence from the victims. Any creature that fails its save against the ravener's Void Breath is drained 1 (or drained 2 on a critical failure). If at least one creature is drained by the ravener's Void Breath, the ravener's soul ward gains 5 Hit Points.

Vicious Criticals The ravener treats an attack roll as a critical hit on a roll of 19 or 20, as long as the attack roll was a success. Additionally, whenever the ravener makes a critical hit with one of their Strikes, the target must succeed at a Fortitude save or gain the drained 1 condition. If the target already has a drained value of greater than 0, their drained value instead increases by 1, to a maximum of drained 4. Whenever the ravener applies drain to a creature in this way, their soul ward gains 5 Hit Points.

RAVENOUS REANIMATION RITUAL 7

RARE UNHOLY

Cast 1 day; **Cost** valuable treasures from the target dragon's hoard worth a total value of 50,000 gp

Primary Check Arcana (master), Occultism (master), or Religion (master)

Requirements You must be a dragon.

You destroy the gathered treasures with a natural magical effect or spell, then invoke necromantic energies before you feed upon the charred and melted remains. As you do so, void energy courses through your flesh, automatically killing you. Each individual ravener's *ravenous reanimation* requires three to five unique additional components. Whether or not you return as a ravener depends on the success of the ritual.

Critical Success You immediately transform into a ravener upon finishing the ritual; your soul ward starts at full Hit Points (equal to 5 × your level).

Success You rise as a ravener 24 hours after completing the ritual, as long as your body remains relatively intact. Your soul ward starts at 1 Hit Point.

Failure You rise as a ravener husk 24 hours after completing the ritual.

Critical Failure You die.



RAVENER MINIONS

Raveners view most undead creatures with little more respect than they have for living creatures, but they often make use of them as servants. They prefer incorporeal undead such as ghosts and wraiths over such crude and simple minions as skeletons and zombies.

While most dragons are too prideful to turn to anyone, even the gods, for help, a few who seek to become raveners are so desperate to stave off death that they might turn to powerful patrons for aid, such as demon lords, unholy deities, or powerful necromancers, offering service in exchange for their transformation.

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Ravener Treasure

Because they change lairs more often than living dragons, raveners prefer treasure that's compact and easily transported. Instead of a sprawling mountains of coins, they tend to prefer precious gems, art objects, and especially magic items, particularly magic items they're capable of using.

Ravener

The ravener presented here was once an ancient cinder dragon.

RAVENER — CREATURE 21

RARE | GARGANTUAN | DRAGON | FIRE | PRIMAL | UNDEAD | UNHOLY

Perception +37; darkvision, scent (imprecise) 60 feet, smoke vision, soulsense 60 feet

Languages Common, Draconic, Necril, Pyric

Skills Acrobatics +32, Athletics +39, Deception +38, Diplomacy +38, Intimidation +40, Nature +32, Stealth +35

Str +9, **Dex** +5, **Con** +9, **Int** +5, **Wis** +6, **Cha** +8

Smoke Vision Smoke doesn't impair a cinder ravener's vision; it ignores the concealed condition from smoke.

AC 47; **Fort** +38, **Ref** +34, **Will** +37; +2 status to all saves vs. primal

HP 500, void healing (page 362); **Immunities** bleed, death effects, disease, fire, paralyzed, poison, sleep; **Weaknesses** cold 20, holy 20

Cowering Fear (aura, emotion, fear, mental) 90 feet, DC 42

Soul Ward 200 HP

Reactive Strike ↷ Jaws only (page 361)

Discorporate ◆ (primal)

Speed 60 feet, fly 180 feet

Melee ◆ jaws +39 (fire, magical, reach 20 feet), **Damage** 4d12+13 piercing plus 2d6 persistent fire and 2d6 void

Melee ◆ horn +37 (magical, reach 20 feet), **Damage** 4d12+17 slashing plus 2d6 void

Melee ◆ claw +39 (agile, magical, reach 15 feet), **Damage** 4d10+13 slashing plus 2d6 void

Melee ◆ tail +37 (magical, reach 25 feet), **Damage** 4d8+13 slashing plus 2d6 void

Melee ◆ wing +37 (agile, magical, reach 20 feet), **Damage** 4d8+13 slashing plus 2d6 void

All Becomes Flame ◆ (curse, fire, primal) The ravener curses a creature within 60 feet to have their magic replaced with primordial flames. The creature must attempt a DC 42 Will save. Regardless of the result, the target becomes temporarily immune for 1 day.



RAVENER

Critical Success The creature is unaffected.

Success The creature is cursed for 1 round. While cursed, any spells that the creature casts gain the fire trait and have their damage type changed to fire damage, regardless of the original damage type or types of the spell. Additionally, any magical items that the cursed target holds or wields are affected in the same manner, such as changing the cold damage of a *frost* rune to fire damage. The cursed creature can attempt to temporarily suppress the curse as an action, which has the concentrate trait. If the creature succeeds a DC 42 Will save, the curse is suppressed until the end of their turn.

Failure As success, but the curse's duration is 1 hour.

Critical Failure As success, but the curse's duration is 1 day, and the DC to suppress the curse increases to DC 44.

Consume Soul ◆ (death, primal) DC 44

Stoke the Flames ◆ (fire, primal) The ravener intensifies nearby fires. Every foe within 60 feet taking persistent fire damage takes 5d6 fire damage.

Void Breath ◆◆ (primal, void) The ravener breathes a blast of necrotic flame that deals 20d6 fire damage plus 4d6 persistent void damage (DC 44 basic Reflex save). A creature that fails its save is also drained 1 (or drained 2 on a critical failure). If a creature is drained by the ravener's Void Breath, the ravener's soul ward gains 5 HP. The ravener can't use Void Breath again for 1d4 rounds.

Vicious Criticals

Ravener Husk

Raveners require a steady diet of souls, and a ravener that's unable to feed for too long eventually cannibalizes their own soul. Should a ravener's soul ward ever be reduced to 0 Hit Points by hunger while the ravener has more than 1 Hit Point (see Soul Ward on page 268), they lose all traces of their former identity (losing most of its unique traits, including the one matching its former tradition) and descend into a feral, nearly mindless state. Even if a ravener husk later consumes soul energy, the transformation can be reversed only via Ravenous Repast.

RAVENER HUSK CREATURE 14

RARE GARGANTUAN DRAGON UNDEAD UNHOLY

Perception +26; darkvision, soulsense 60 feet

Skills Acrobatics +22, Athletics +28

Str +8, **Dex** +0, **Con** +6, **Int** –5, **Wis** +4, **Cha** +4

AC 35; **Fort** +28, **Ref** +22, **Will** +26

HP 325, void healing (page 362); **Immunities** bleed, death effects, disease, paralyzed, poison, sleep; **Weaknesses** holy 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31

Boneshatter ↷ **Trigger** The ravener husk takes any amount of bludgeoning damage; **Effect** The ravener's brittle bones shatter, spraying bone shards everywhere. Every creature within a 10-foot emanation of the ravener husk takes 7d6 piercing damage (DC 31 basic Reflex save).

Speed 60 feet, fly 180 feet

Melee ◆ jaws +29 (magical, reach 15 feet), **Damage** 3d8+16 piercing plus 2d6 void

Melee ◆ claw +29 (agile, magical, reach 10 feet), **Damage** 3d4+16 slashing plus 2d6 void

Void Breath ◆◆ (divine, void) The ravener husk breathes a torrent of void energy that deals 16d6 void damage in a 40-foot cone (DC 34 basic Reflex save). They can't use Void Breath again for 1d4 rounds.

Ravenous Repast ◆◆◆ (divine) **Frequency** once per day; **Effect** The ravener husk makes a jaws Strike against a deceased creature that has been dead no longer than 1 minute, was holy, and was at least level 15 in life. The ravener attempts a DC 5 flat check; if successful, they transform back into a ravener with 1 Hit Point in their soul ward.

RAVENER SPELLCASTERS

Instead of gaining the vicious criticals ability, a ravener spellcaster gains additional spellcasting prowess. When creating your own ravener spellcaster, give it the spellcasting ability of a spellcaster roughly 2 levels higher than a normal spellcasting dragon of its kind. This typically means that if the original dragon had two spells prepared of its highest rank, you should add one more spell of that rank and then two spells of the next highest rank, while if it had three spells prepared of its highest rank, you would add three spells of the next highest rank (if applicable, add only a single 10th-rank spell). Either way, increase its cantrip rank by 1.

If the ravener is unusually young, you might be able to use spells from the relevant dragon spellcasters sidebar, but for a typical ancient dragon, consider the following spells to fill in the new slots, depending on which rank of spells you need. As always, a spellcasting ravener's spells should come from the same tradition as the original dragon.

- **10th** *manifestation*
- **9th** *massacre*, *seize soul*, *telepathic demand* (*Player Core 2* 253)
- **8th** *disappearance*, *hidden mind*, *quandary*
- **7th** *energy aegis*, *execute*, *spell riposte* (*Player Core 2* 252)

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Blue Week

Those living in areas where rusalkas dwell know well to avoid the water during the week-long period in early Sarenith when the fey become particularly active, a time known in many regions as Blue Week. Most villages prohibit swimming and fishing during this time, though the prohibition is difficult to enforce, as it takes place during the height of good weather. Particularly superstitious folk take care to lock their doors from both within and without.

Rusalka

These androgynous, river-dwelling fey delight in manipulating the emotions of those unfortunate enough to fall into their grasp, using humiliation to break victims' wills. Rusalkas enjoy keeping their broken toys nearby, both for continuing entertainment and to aid in their defense, as their captives' misery often drives them to become obsessively loyal to these fey. If a person ever escapes a rusalka's clutches, the rusalka will likely seek them out and shame them for "abandoning" their home, all in the hopes their victim regresses into a distressed mental state and returns to captivity.

RUSALKA — CREATURE 12

MEDIUM AQUATIC FEY WATER

Perception +22; low-light vision

Languages Common, Fey

Skills Acrobatics +21, Athletics +24, Deception +25, Diplomacy +21, Nature +21, Performance +23 (+25 to sing), Stealth +25

Str +4, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +7

AC 33; **Fort** +21, **Ref** +25, **Will** +21

HP 230; **Weaknesses** cold iron 15; **Resistances** fire 10

Blurred Form A rusalka is concealed while underwater.

Speed 25 feet, swim 50 feet; *water walk*

Melee ❖ tresses +24 (agile, finesse, reach 15 feet), **Damage** 3d8+10 bludgeoning plus Improved Grab (page 361)

Primal Innate Spells DC 35; **5th** *charm* (at will), *control water* (at will); **2nd** *invisibility* (at will), *mist* (at will); **Constant (6th)** *water walk*

Beckoning Call ❖ (auditory, concentrate, incapacitation, mental, primal) The rusalka cries out a compelling invitation. Each non-fey creature within a 300-foot emanation must attempt a DC 29 Will save. The effect lasts for 1 round, but if the rusalka uses Beckoning Call again on subsequent rounds, the duration extends by 1 round for all affected creatures. Once a creature succeeds at any save against Beckoning Call, that creature is temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated and must spend each of its actions to move closer to the rusalka, avoiding obvious dangers. If a beckoned creature is adjacent to the rusalka, it stays still and doesn't act. If attacked by the rusalka, the creature is freed from captivation at the end of the rusalka's turn.

Critical Failure As failure, but if attacked by the rusalka, the creature can attempt a new save only at the start of its next turn, rather than being freed at the end of the rusalka's turn.

Constrict ❖ 2d8+10 bludgeoning, DC 32 (page 360)

Entangling Tresses A rusalka can have up to eight creatures grabbed or restrained within their tresses at a time.

Flowing Hair ❖ The rusalka attempts an Athletics check against the Fortitude save of each creature they have grabbed or restrained by their tresses. The rusalka moves each creature they succeed against up to 10 feet and each creature they critically succeed against up to 20 feet. This movement must all be within reach of its tresses.

Shameful Touch ❖ (emotion, mental, primal) The rusalka touches a creature within 5 feet using their hand, stirring up memories of regret and shame. The target must attempt a DC 35 Will save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The creature is sickened 1 and stunned 1.

Critical Failure The creature is sickened 1, stunned 1, and it must use its first action on its next turn to Strike itself, automatically hitting.



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Sabosan

Sabosans are intelligent, bat-like humanoids who live in warm forests and drink the blood of other creatures, particularly people. They have thin, emaciated torsos and broad, leathery wings that can reach a span of almost 20 feet. Sabosans' heads, necks, shoulders, and upper chests are covered with red or dark-brown fur that obscures their stretched-thin flesh. Though their ears are large and pointed like a bat's, and they can echolocate as bats do, their vision is also quite strong, enough so that they can use it to easily track quarry in low light.

Some naturalist scholars believe sabosans are distant descendants of humans who were afflicted with vampirism but managed to avoid succumbing to undeath. Others posit they were once a cult of demon worshippers whose twisted rites transformed them into their current forms. No matter their true origins, sabosans have infamous reputations among towns and cities south of Golarion's equator. Even mere rumors of sabosans in an area are enough to set off city-wide hunts, and the truly superstitious aren't above setting fires near every grotto, nook, and foxhole they come across to smoke out the nocturnal creatures.

Sabosans hunt during the twilight hours or just after dark, when their echolocation gives them an edge over sleeping prey. They're capable hunters but indiscriminate when it comes to food sources; their rapid metabolisms mean sabosans must eat nearly 20 pounds of meat and fruit per day, supplemented, of course, with copious amounts of blood.

Sabosans' obscure faith reveres two deities: the slain Demon Lord Vyriavaxus, Lord of Shadows, and the nearly forgotten sun god Easivra. Vyriavaxus has an obvious link with the creatures, with his appearance as a giant bat, but their connection to the sun god hints at a complex depth in sabosan beliefs.

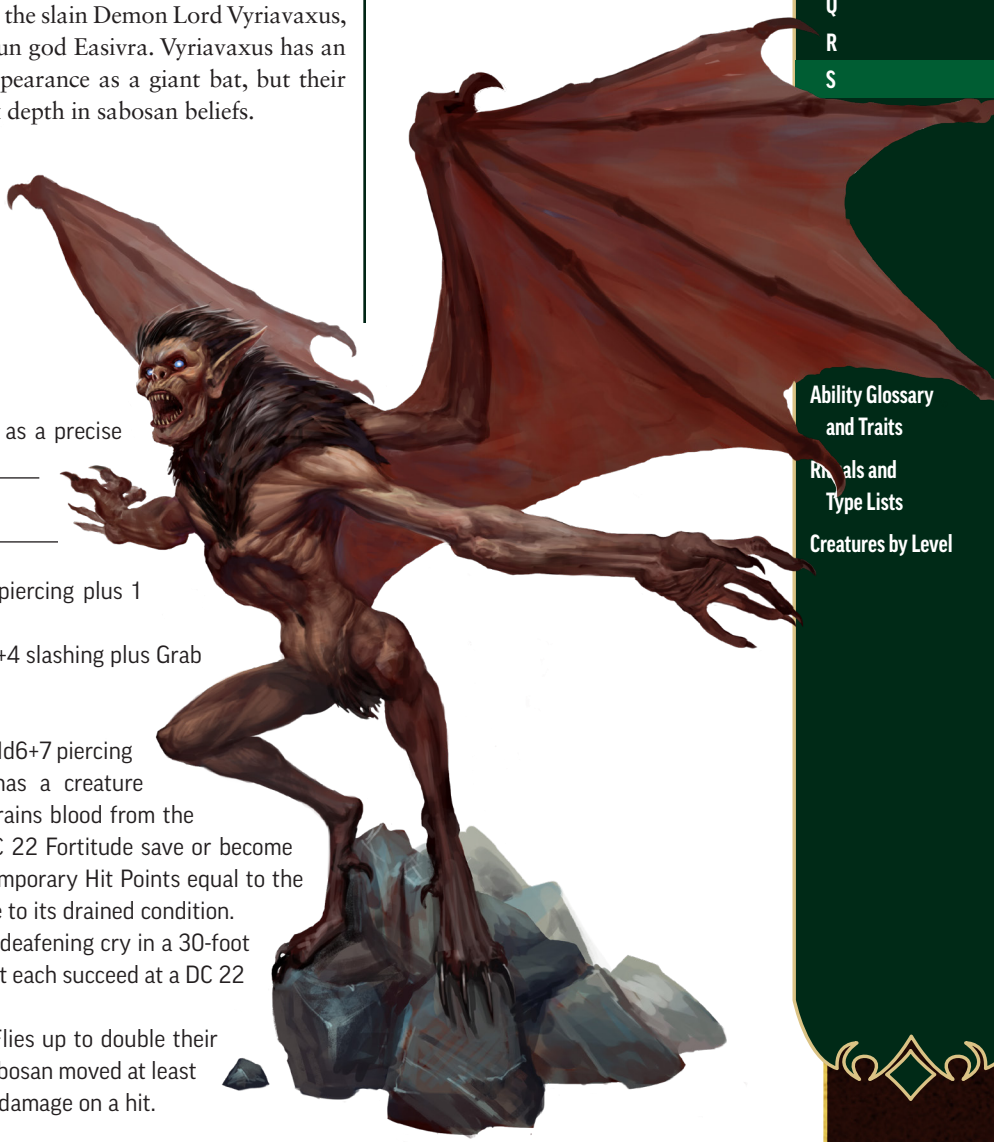
Sabosan — Creature 5

MEDIUM HUMANOID

Perception +10; echolocation 20 feet, low-light vision, scent (imprecise) 30 feet
Languages Chthonian, Mwangi
Skills Acrobatics +13, Athletics +12, Stealth +13
Str +4, **Dex** +5, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items spear
Echolocation A sabosan can use their hearing as a precise sense at the listed range.

AC 22; **Fort** +11, **Ref** +14, **Will** +10
HP 78

Speed 25 feet, fly 25 feet
Melee ❖ jaws +15 (finesse), **Damage** 2d10+4 piercing plus 1 persistent bleed
Melee ❖ claw +15 (agile, finesse), **Damage** 2d8+4 slashing plus Grab (page 361)
Melee ❖ spear +14, **Damage** 1d6+7 piercing
Ranged ❖ spear +15 (thrown 20 feet), **Damage** 1d6+7 piercing
Drain Blood ❖ **Requirement** The sabosan has a creature grabbed or restrained; **Effect** The sabosan drains blood from the creature. The creature must succeed at a DC 22 Fortitude save or become drained 1. The sabosan gains a number of temporary Hit Points equal to the number of Hit Points lost by the creature due to its drained condition.
Fell Shriek ❖❖ (auditory) The sabosan emits a deafening cry in a 30-foot cone. Non-sabosan creatures in this area must each succeed at a DC 22 Fortitude save or be deafened for 1 minute.
Powerful Charge ❖❖ The sabosan Strides or Flies up to double their Speed and then makes a claw Strike. If the sabosan moved at least 20 feet, they deal an additional 1d6 slashing damage on a hit.



The Sabosan Kingdom

Sabosans were not always so confined to the edges of the wilderness. Once, many of their kind occupied the stone metropolis of Jaytirian in the heart of the Mwangi Jungle and defended it against the bestial forces of the dread Gorilla King. However, over the last few hundred years, some unknown force drove the sabosans out, and now they roam the Mwangi Expanse in dwindling numbers, searching for a new home.



Check with Players

Sahkils are creatures of fear and terror. Roleplaying encounters with sahkils could be troubling to some players, and delving deep into the kinds of traumas sahkils relish in unleashing could have unintentional effects on your game and friends. Before introducing sahkils into your game, talk with your players to learn about any particular phobias or limits to determine what content you bring to the table, and consider that on your own behalf as well. Some specific elements to be aware of are the ximtal's abilities around sensory deprivation and social isolation, as well as the kimenhul's trauma-related abilities and themes.

Sahkil

Ages ago, when this cycle of the multiverse was in its adolescence, a coterie of psychopomps who felt bored and restrained in their role of ushering souls to their ultimate resting place rebelled against their station. It was this violation of the cycle of souls that transformed these former psychopomps into the first sahkils.

These fiends have drastically changed from their dedicated psychopomp predecessors. Ambivalent to the prescribed order of the multiverse and hateful toward all mortals, sahkils delight in spreading fear and unease to all, clogging up the metaphysical cycle with anxiety-ridden mortals too scared to achieve their potential. They're creatures of spite and torment, fear and disgust. They exploit both the most common and rarest fears for their own perverse satisfaction, utilizing whichever is most effective for their current victim. They want nothing more than to frighten mortals into a distraught and wretched state that makes them question the very reasons for their existence and will utilize all the tools at their disposal in pursuing this goal.

Most sahkils lurk on the Ethereal Plane, but they frequently invade the Universe to torment mortal targets and spread terror. They use their innate ability to slip between the veils of the Ethereal Plane and the Universe effortlessly, often stalking their prey for days or weeks before enacting their devious plots.

Esipil

Among the least of the sahkils, esipils delight in spreading fears and uncertainty among those who live with animals that could turn on them. They generally appear to their prey as some kind of benign creature, such as a domesticated dog or cat, but once they gain trust and get their victims alone, they transform into a terrifying monstrosity that looks part dog and part worm, with tendrils of viscera the creature uses as both a tongue and a weapon.

Of all sahkils, esipils are most likely to ingratiate themselves with mortals, sometimes serving powerful spellcasters or simply living among unsuspecting victims, biding their time until they strike.

ESIPIL **CREATURE 1**

TINY FIEND SAHKIL UNHOLY

Perception +7; darkvision

Languages Chthonian, Diabolic, Empyrean, Requian; telepathy (touch; page 362)

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

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

Easy to Call A sahkil's level is considered 2 lower for the purpose of being conjured by the *binding circle* ritual (and potentially other rituals, at the GM's discretion), but it's always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.

AC 17; **Fort** +7, **Ref** +9, **Will** +5

HP 15; **Immunities** fear; **Weaknesses** holy 2

Speed 30 feet

Melee ❖ jaws +9 (finesse, magical, unholy, versatile P), **Damage** 1d8 slashing plus 1d4 spirit and Grab (page 361)

Melee ❖ claw +9 (agile, finesse, magical, unholy), **Damage** 1d6 slashing plus 1d4 spirit

Divine Innate Spells DC 15; **3rd** *fear*; **2nd** *blur*; **1st** *fear* (at will); **Cantrips (1st)** *telekinetic hand*

Change Shape ❖ (concentrate, divine, polymorph) The esipil transforms into a Tiny cat, dog, or other



unassuming domestic animal (page 360). This doesn't affect the esipil's statistics, but it could change the damage type of its Strikes.

Skip Between ❖ (divine, teleportation) The sahkil moves from the Universe to the Ethereal Plane or vice-versa. While in the Ethereal Plane, they're unable to affect anything in the Universe, and they cannot be seen by beings or abilities in the Universe, unless these have an ability that can gaze into the Ethereal Plane. While on the Material Plane the inverse is true for anything on the Ethereal Plane. A summoned sahkil can't use Skip Between.

Nucol

Representing the fear of parasites and contagion, nucols appear as violent, pestilence-ridden boars. Their furry hides are covered in oozing pustules that exude a rancid smell. They pollute their victim's body and mind, spreading not only fear but a mind-altering affliction that exacerbates the victim's feelings of anxiety and self-doubt.

Though very aggressive, nucols are also capable of cunning manipulation. After they infect a victim with potent insecurity, they'll offer to remove the affliction for a price. Many of these deals are esoteric in nature, driving the victim to despair and forcing them to give up something they cherish. The sinister nucol can even reinfect its victim after completing the bargain, starting the cycle over and driving them further into hopelessness. However, a canny negotiator can turn the tables on the fiend and free themselves from their grasp, allowing them to recover from their deep misery.

NUCOL — CREATURE 4

MEDIUM FIEND SAHKIL UNHOLY

Perception +11; darkvision, scent (imprecise) 100 feet
Languages Chthonian, Diabolic, Empyrean, Requian; telepathy 60 feet (page 362)
Skills Athletics +12, Deception +10, Intimidation +12, Stealth +10
Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2
Easy to Call As esipil.

AC 20; **Fort** +13, **Ref** +10, **Will** +11
HP 75; **Immunities** disease, fear; **Weaknesses** holy 5; **Resistances** poison 5

Speed 30 feet
Melee ❖ tusk +12 (deadly d10, magical, unholy), **Damage** 2d8+6 piercing plus 1d4 spirit and nervous consumption
Divine Innate Spells DC 20; **3rd** *cleanse affliction, fear* (at will); **1st** *grease* (×3); **Cantrips (2nd)** *detect magic, telekinetic hand*
Nervous Consumption (disease, divine, emotion, mental) **Saving Throw** DC 21 Fortitude; **Onset** 1 minute; **Stage 1** sickened 1 and stupefied 1 (1 day); **Stage 2** clumsy 1 and stupefied 2 (1 day); **Stage 3** clumsy 2 and stupefied 3 (1 day)
Skip Between ❖ As esipil.
Spray Pus ❖ The nucol flexes one of its infected wounds, releasing a spray of pus in a 15-foot cone or targeting an individual creature within 30 feet. A creature targeted or in the area is exposed to nervous consumption.


NUCOL

Wihsaak

These gaunt, insectile sahkils torment their foes by focusing on a widespread fear of insects and creeping, crawling vermin. Unlike their more subtle cousins, wihsaaks don't lurk in the periphery and instead directly engage

FEEDING ON FEAR

Sahkils are immortal planar beings and don't require material sustenance, but they do seem to gain some semblance of nourishment from the fear they spread. Whether this is psychological or biological remains to be seen, but their obsession with frightening other creatures is clear. Sahkils recognize that they're already feared, so it could be that they're simply fulfilling what they believe is their ultimate purpose.

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War Against Hope

Sahkils and coatls (page 74) are eternal enemies. Each creature vies for the souls of mortals, but from different sides of a single ideological coin. Sahkils wish to instill only fear into mortal hearts, trying to reduce them into useless piles of flesh who accomplish little. Coatls work to light the fires of hope, inspiring mortals to rise up and achieve their potential.

their targets, using their unnerving buzzing to disorient and terrify. When encountering multiple foes, wihsaaks attempt to spread fear to everyone before slashing at them with their devastating claws. Many wihsaaks bear heads that resemble the body of a locust, but some may appear as other widely feared insectile creatures.

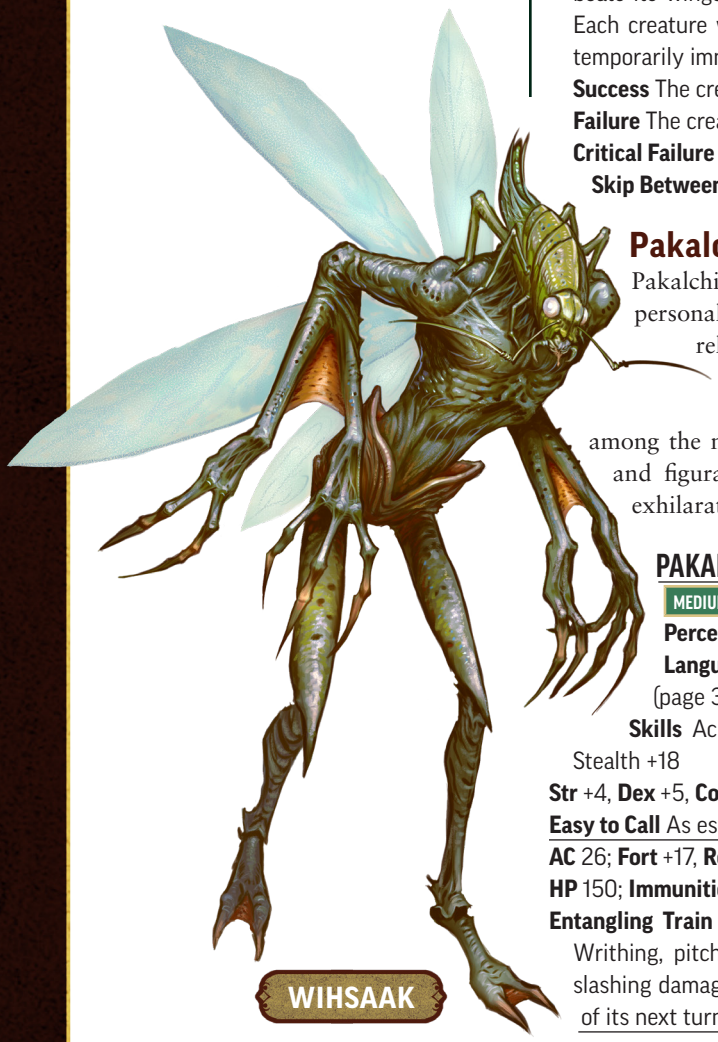
WIHSAAK — CREATURE 6

MEDIUM FIEND SAHKIL UNHOLY

Perception +14; darkvision
Languages Chthonian, Diabolic, Empyrean, Requian; telepathy 100 feet (page 362)
Skills Acrobatics +13, Deception +15, Intimidation +15, Stealth +15
Str +4, **Dex** +5, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3
Easy to Call As esipil.

AC 24; **Fort** +14, **Ref** +15, **Will** +14
HP 105; **Immunities** fear; **Weaknesses** holy 5
Swarmwalker Swarms of animals and other unintelligent creatures instinctively leave a wihsaak alone. A wihsaak is immune to the damage from and effects of swarms with an Intelligence of –5.

Speed 30 feet, fly 40 feet
Melee ❖ claw +17 (finesse, magical, unholy), **Damage** 2d10+7 slashing plus 1d4 spirit
Divine Innate Spells DC 23; **4th** *suggestion*; **3rd** *fear*, *vomit swarm* (*Player Core 2* 254); **2nd** *blur*, *see the unseen*; **Cantrips (3rd)** *detect magic*
Droning Distraction ❖ (auditory, divine, incapacitation, mental) **Effect** The wihsaak beats its wings rapidly, creating a buzzing drone that numbs creatures' minds. Each creature within 100 feet must attempt a DC 23 Will save. They are then temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is confused and stupefied 1 for 1 round.
Critical Failure The creature is confused for 1 round and stupefied 2 for 1 minute.
Skip Between ❖ As esipil.



WIHSAAK

Pakalchi

Pakalchis strive to intensify their prey's inherent insecurity over personal and emotional bonds, playing on the threat of those relationships falling into ruin. They employ tricks of all kinds, such as leaving trails of false evidence or spinning rumors to upend the life of their intended target. These sahkils are among the most manipulative of their kind, pulling strings, both literal and figurative, on their victims over stretched-out periods of time, exhilarating in the despair and fear for as long as possible.

PAKALCHI — CREATURE 9

MEDIUM FIEND SAHKIL UNHOLY

Perception +18; darkvision, *truesight*
Languages Chthonian, Diabolic, Empyrean, Requian; telepathy 100 feet (page 362), *truespeech*
Skills Acrobatics +18, Deception +21, Diplomacy +21, Intimidation +21, Stealth +18
Str +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +6
Easy to Call As esipil.

AC 26; **Fort** +17, **Ref** +18, **Will** +20
HP 150; **Immunities** fear, poison; **Weaknesses** holy 5
Entangling Train ↷ **Trigger** A creature moves adjacent to the pakalchi; **Effect** Writhing, pitch-black vines wrap around the creature. The creature takes 1d6 slashing damage and a –15-foot circumstance penalty to its Speeds until the end of its next turn.

Speed 30 feet
Melee ❖ vine +18 (finesse, magical, reach 10 feet, versatile P, unholy), **Damage** 2d10+6 slashing plus 1d6 spirit, 1d6 persistent bleed, and betrayal toxin
Melee ❖ claw +18 (agile, finesse, magical, unholy), **Damage** 2d10+6 slashing plus 1d6 spirit
Ranged ❖ thorn +18 (agile, magical, range increment 50 feet, unholy), **Damage** 2d4+6 piercing plus 1d6 spirit, 1d6 persistent bleed, and betrayal toxin
Divine Innate Spells DC 30; **7th** *mask of terror* (self only); **6th** *dominate*; **5th** *calm*, *charm*, *suggestion* (at will); **Cantrips (5th)** *detect magic*; **Constant (6th)** *truesight*, *truespeech*
Betrayal Toxin (divine, mental, poison) A creature affected by betrayal toxin hears whispers of incessant doubt in their head and can't treat any creature as their ally; **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 2 (1 round)
Skip Between ❖ As esipil.

Ximtal

The struggles of loneliness and the anxiety that accompanies that feeling plague many creatures, and ximtals delight in exploiting this fear for their own perverse gain. Appearing as a hybrid of a rat and crab with grasping tentacles, these scheming fiends manipulate their victims over long spans of time, like pakalchis, to savor the most fear they can. Ximtals use subtlety to entrap their prey and often don't directly engage their targets. They use insecurities as a tool and force poor behavior in mortals they set their sights on. They prefer to focus their machinations on strong-willed and well-intentioned mortals, hoping to erode their pride and self-worth and ultimately lead them to eschew altruistic efforts.

Rather than focusing on a single victim, a ximtal might instead seek out a particular cause relevant to the sahkil's appetites. They often wander the multiverse seeking to sabotage societal crusades or suppress divergent ideologies. They particularly delight in exploiting the fears of groups of like-minded individuals.

While most ximtals work alone, they sometimes enlist the assistance of pakalchis, who share similar tastes in mortal fear. Together these two types of fiends can dissolve individual self-worth, relationships, and even entire organizations.

PLANAR RELATIONS

Sahkils collaborate with divs (page 110) to corrupt mortals. Velstracs (page 344), who appreciate their depredations, sometimes work with these fiends to enact terrible horrors. Nihilistic and disaffected, daemons tolerate sahkils but view them as useless provocateurs.

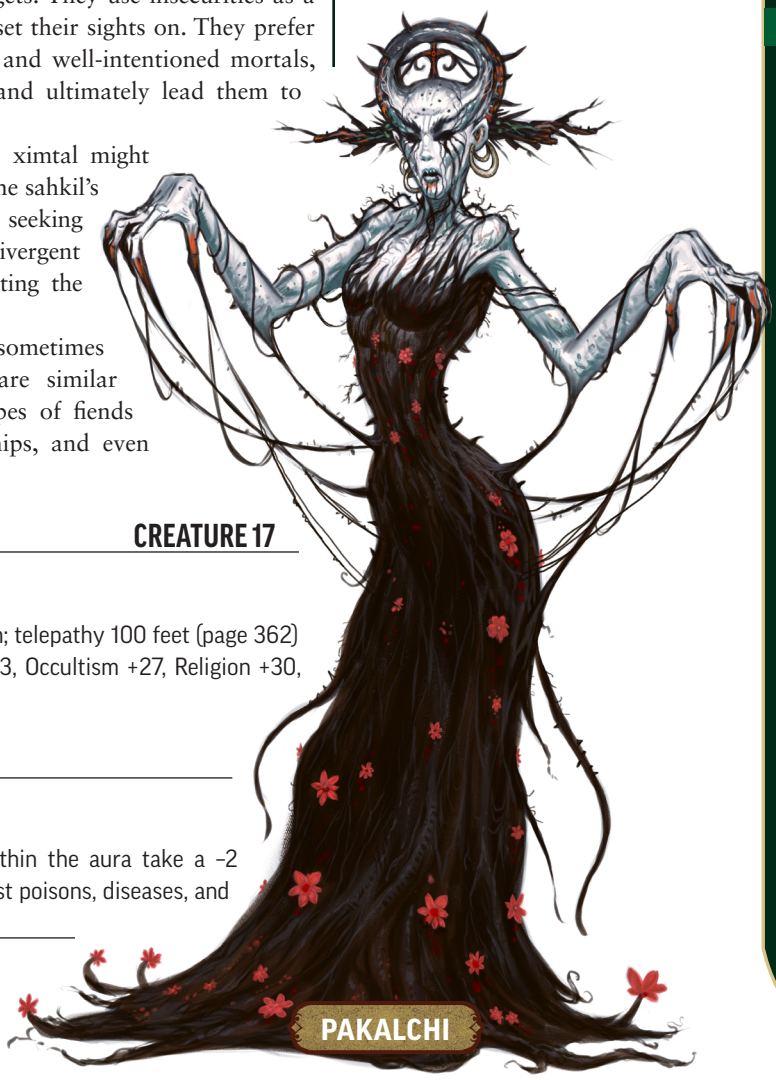
XIMTAL CREATURE 17

LARGE FIEND SAHKIL UNHOLY

Perception +30; darkvision, *truesight*
Languages Chthonian, Diabolic, Empyrean, Requian; telepathy 100 feet (page 362)
Skills Arcana +27, Deception +33, Intimidation +33, Occultism +27, Religion +30, Stealth +28
Str +9, **Dex** +3, **Con** +9, **Int** +2, **Wis** +5, **Cha** +8
Easy to Call As esipil.

AC 39; **Fort** +32, **Ref** +26, **Will** +28
HP 380; **Immunities** fear; **Weaknesses** holy 10
Despoiler (aura, divine) 1,000 feet. Creatures within the aura take a –2 circumstance penalty to all saving throws against poisons, diseases, and drugs.

Speed 40 feet, climb 20 feet; *fly*
Melee ❖ jaws +34 (magical, reach 10 feet, unholy), **Damage** 3d12+17 piercing plus 2d6 spirit and sensory fever


PAKALCHI

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Sahkil Tormentors

The most powerful among sahkils are the sahkil tormentors. These deific beings rule over sahkils as a whole, and many personally direct the actions of their lesser cousins. Others fall into ambivalent routines, focusing more on personal acts of torment rather than launching widespread, ambitious depredations upon unsuspecting mortals.

Melee ❖ claw +34 (agile, magical, reach 15 feet, unholy), **Damage** 3d8+17 slashing plus 2d6 spirit and sensory fever

Divine Innate Spells DC 38; **8th** *desiccate* (×3), *fear* (at will), *quandary* (×3), *suggestion* (at will); **Cantrips (9th)** *detect magic*; **Constant (9th)** *fly*, *truesight*

Isolate Foes ❖❖ (curse, divine, emotion, incapacitation, mental) **Frequency** once per day; **Effect** The ximtal attempts to isolate its enemy's companions, forcing an impression that each creature's friends and allies have vanished, and they're all alone against an insurmountable threat. The ximtal chooses up to four creatures, each of whom must be adjacent to one other target. Each target must attempt a DC 38 Will save. On a failure, a target becomes out of phase with all allies. The affected creatures can't perceive their allies or interact with them in any way, and they can move into allies' spaces as if their allies simply weren't there. Allies similarly can't perceive or interact with the affected creatures with one exception: an ally can target an affected creature with an effect that specifically targets curses such as a 4th-rank *cleanse affliction*. Every 24 hours, an affected creature can attempt a new saving throw to end this effect.

Sensory Fever (disease) A ximtal's withering attacks cause a debilitating disease that targets the senses; **Saving Throw** DC 36 Fortitude; **Stage 1** creature loses one sense determined randomly: hearing, sight, smell, or taste (1 day); **Stage 2** creature loses an additional sense from the stage 1 list (1 day); **Stage 3** creature loses an additional sense from the stage 1 list (1 day); **Stage 4** creature loses the last sense from the stage 1 list and any special senses, such as tremorsense or lifesense (1 day); **Stage 5** all lost senses are permanent unless restored via *sound body* or a similar effect

Skip Between ❖ As esipil.



XIMTAL

Kimenhul

Among the strongest of their kind aside from the sahkil tormentors, kimenhuls work their craft to foment despair in those who fear failure, forming cycles of self-loathing. These powerful sahkils focus their attention on mortals who are seemingly at the peak of their ability yet harbor secret fears of inadequacy. A kimenhul's predations can leave an indelible mark on their victims. The kimenhul whispers threats and sends fears of crushing failure to their prey, seemingly originating from their target's own mind, a trauma that can be difficult to bear without help. The fiends torment prey as long as the hapless victims live, using their Eternal Fear ability every day to psychically remind their previous victims of their failings.

Some unique kimenhuls find themselves in positions of leadership in Xibalba (page 279 sidebar), where they carve out their own small kingdoms and direct groups of sahkils to help them find mortals to torment. They rule these nightmare kingdoms through terror, often delighting in tormenting new petitioners or scheming ways to work against immortal foes.

KIMENHUL — CREATURE 20

HUGE | FIEND | SAHKIL | UNHOLY

Perception +35; darkvision, *truesight*

Languages Chthonian, Diabolic, Empyrean, Requian; telepathy 100 feet (page 362)

Skills Acrobatics +36, Arcana +33, Athletics +34, Deception +38, Occultism +33, Religion +35, Stealth +36

Str +10, **Dex** +8, **Con** +9, **Int** +5, **Wis** +7, **Cha** +7
Easy to Call As esipil.

AC 45, all-around vision (page 360); **Fort** +33, **Ref** +32, **Will** +35; +4 status bonus vs. mental effects
HP 425; **Immunities** death effects, fear; **Weaknesses** holy 20
Feed on Fear The kimenhul regains 30 Hit Points at the start of its turn as long as any frightened creature is within 100 feet of it.
Reactive Strike ↷ If the triggering creature is frightened, the kimenhul can make two claw Strikes against the creature instead of one Strike (page 361).

Speed 45 feet, climb 25 feet
Melee ❖ jaws +38 (magical, reach 15 feet, unholy), **Damage** 4d12+18 piercing plus 3d6 spirit
Melee ❖ claw +38 (agile, magical, reach 15 feet, unholy), **Damage** 4d8+18 slashing plus 3d6 spirit and Improved Grab (page 361)
Divine Innate Spells DC 42; **9th** *confusion*, *dispel magic* (at will), *fear* (at will), *mask of terror* (at will), *phantasmagoria*, *phantasmal calamity*, *suggestion* (at will), *warp mind*; **Cantrips (10th)** *detect magic*; **Constant (9th)** *hidden mind*, *truesight*
Eternal Fear ❖❖ (divine, emotion, fear, incapacitation, mental) The kimenhul contorts its faces and presents itself to its enemies in a terrifying and traumatic display that causes lingering fear. Each creature within 100 feet that can observe the kimenhul must attempt a DC 42 Will save. They are then temporarily immune for 10 minutes.
Critical Success The target is unaffected.
Success The target becomes frightened 3.
Failure The target becomes frightened 3 and is fleeing as long as it's frightened. Even after recovering from the initial experience, the trauma is lodged in the target's mind for 1 year. Once per day, the kimenhul can communicate telepathically with the target for 1 minute as long as both creatures are on the same plane. Any time a creature under the effect of Eternal Fear is in a stressful situation (such as combat or intense social pressure), they must succeed at a DC 11 flat check or become frightened 2. While Eternal Fear lasts, the target always becomes fleeing as long as it's frightened, regardless of the source of the fear. The target can attempt a new saving throw each week to remove these effects, but they can otherwise be removed by only powerful magic such as a *wish* ritual.
Critical Failure As failure, but the effects are permanent, and the target doesn't get to attempt a weekly save to end the effect.
Frightening Flurry ❖❖ The kimenhul makes one jaws Strike and two claw Strikes against a single target, in any order. The target becomes frightened with a condition value equal to the number of Strikes that hit it, to a maximum of frightened 3 if all three Strikes hit.
Rend ❖ claw (page 361)
Skip Between ❖ As esipil.
Snatch Between When using Skip Between, the kimenhul can bring along any creatures it has grabbed.
Unsettled Mind Any creature affected by any of a kimenhul's mental spells or abilities becomes stupefied 3 for the duration of that effect and for 1d4 rounds thereafter.

XIBALBA

Within the ghostly realm of the Ethereal Plane, sahkils inhabit a terrifying domain known as Xibalba. The Land of Dread is a realm of nightmares made manifest. At the center of this demiplane is a tiered structure known as the Black Pyramid, where the sahkil tormentors rule their brethren and sow fear throughout the mortal realm.



KIMENHUL

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The Eternal Cycle

Samsarans rarely bear children, but when they do, such offspring share the same mortal ancestry as their parents' first incarnation. Samsaran children are sent to be raised in mortal society, where they live lives much like their adopted kin. These offspring often reincarnate as samsarans themselves. This influx of new souls balances out those who, after leading a perfected existence or failing to achieve enlightenment, finally pass on to the River of Souls.

Samsaran

A unique connection to the cycle of life and death defines the mortal lives of samsarans. With a tendency toward reclusiveness, samsarans have delicate builds, enigmatic and pupilless eyes, and blood as clear as water. When a samsaran dies, their body vanishes, and their soul instantly reincarnates into a newborn child elsewhere on the same plane: usually another samsaran but occasionally a humanoid of a different ancestry.

Though all samsarans have an innate understanding of their nature, they consciously remember little from their former lives. Some, however, are occasionally struck by disjointed memories or flashes of déjà vu linked to a previous existence that can earn them a reputation for preternatural wisdom and insight. Most samsarans prefer to lead studious lives filled with moments of deep reflection. Their sight remains on the eternal and on enlightenment, reducing the appeal of short-term material gains. A samsaran ceases their cycle of reincarnation only upon reaching a perfect state of enlightenment—or falling so far from harmony they proceed to a doomed afterlife.

The ancestral home of the samsarans lies in Zi Ha, a remote mountain nation in Tian Xia. These treacherous mountains help ensure the solitude most samsarans prefer, and they're further protected by misguiding illusions, defensive wards, and secure fortifications.

Samsaran Anchorite

Many samsarans prefer a reclusive life in their attempts to achieve enlightenment.

SAMSARAN ANCHORITE **CREATURE 1**

UNCOMMON MEDIUM HUMANOID SAMSARAN

Perception +9; low-light vision

Languages Common, Empyrean, Samsaran

Skills Medicine +6, Occultism +6, Religion +7, Society +4

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

Items sling (10 bullets), spear

Cryptomnesia A samsaran subconsciously retains bits of knowledge from their innumerable former lives, granting them a +1 circumstance bonus to skill checks that aren't listed in their skills above and allowing them to attempt all skill actions that normally require the user to be trained.

AC 15; **Fort** +3, **Ref** +7, **Will** +9

HP 15

All This Has Happened Before ↻ (occult) **Frequency** once per day; **Trigger** The samsaran is about to roll initiative; **Effect** The anchorite experiences a flash of recognition from a previous existence, gaining a +4 circumstance bonus to the triggering roll. If this causes the anchorite to be the first creature to act, they also become quickened for 1 round, but they can use the extra action only to Recall Knowledge or Step.

All This Will Happen Again ↻ (emotion, fortune, mental) **Frequency** once per day; **Trigger** The samsaran fails or critically fails a Will save against an emotion effect; **Effect** Even in the face of overwhelming tribulation, the anchorite finds solace in the notion that all things are merely part of a never-ending cycle. They reroll the saving throw with a +1 status bonus; they must use the second result.

Speed 25 feet

Melee ❖ spear +5, **Damage** 1d6+2 piercing

Ranged ❖ sling +7 (range increment 50 feet, reload 1), **Damage** 1d4+2 bludgeoning

Divine Prepared Spells DC 17; **1st** *command*, *heal*, *sanctuary*; **Cantrips (1st)** *guidance*, *light*



SAMSARAN ANCHORITE

Sceaduinar

Strange creatures born from jagged crystals in the heart of the Void, sceaduinar are fueled by its void energy and driven to extinguish all life. Resembling crystalline gargoyles with serrated limbs and sharp, bat-like faces, sceaduinar stand about 7 feet tall and weigh around 100 pounds.

These malevolent beings sometimes gather in great packs of their own kind. Despite their intelligence, they tend to act like cunning, feral beasts for the most part. Sceaduinar sail through the great empty spaces of their home plane, seeking to destroy any sparks of life that find their way into that deadly realm—even the twisted sparks found in undead creatures.

When they discover portals to other planes, sceaduinar swarm through in great numbers, slaughtering all they come across. While dwelling outside the Void is uncomfortable for sceaduinar, they can exist for extended periods of time apart from their home. Of course, the feeling of a plane where void energy isn't the rule doesn't improve these creatures' attitude, and as a result, they tend to be particularly cruel and violent when encountered in such realms.

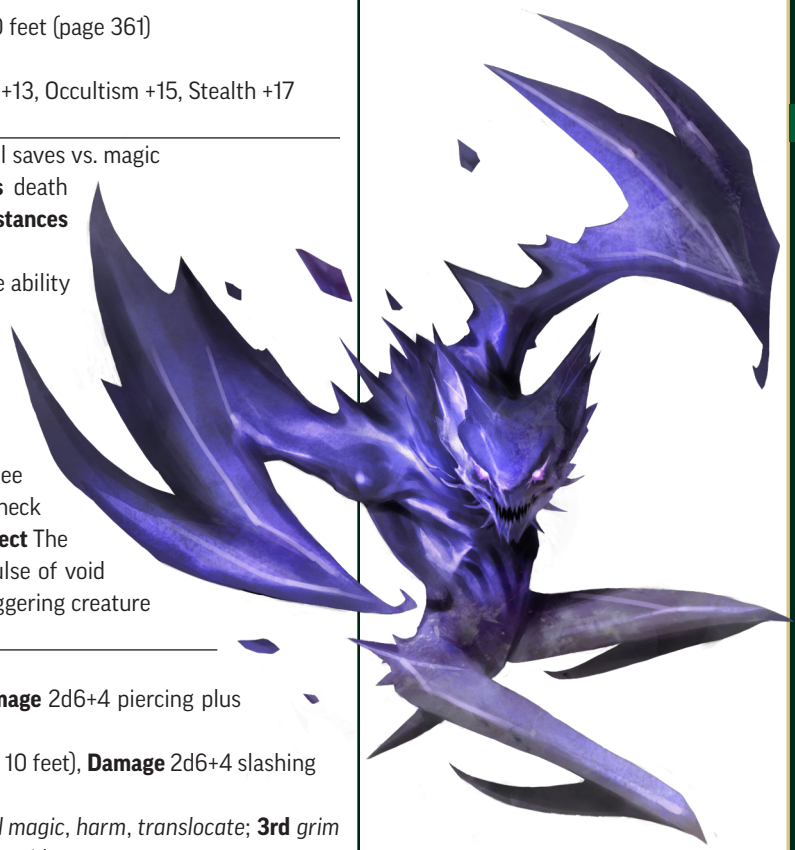
Sceaduinar — Creature 7

RARE MEDIUM ABERRATION VOID

Perception +15; greater darkvision, lifesense 120 feet (page 361)
Languages Aklo
Skills Acrobatics +17, Athletics +13, Intimidation +13, Occultism +15, Stealth +17
Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +4, **Cha** +0

AC 25; **Fort** +16, **Ref** +18, **Will** +14; +1 status to all saves vs. magic
HP 100, void healing (page 363); **Immunities** death effects, drained; **Weaknesses** vitality 10, **Resistances** physical 5 (except adamantine)
Void Child Sceaduinar have neither souls nor the ability to create. A sceaduinar is immune to effects that target a soul (such as *seize soul* or a *resurrect* ritual) or that require knowledge of a creature's identity (such as *scrying*), and critically fails Crafting checks.
Wing Flash ↷ **Trigger** A creature attempts a melee attack against a sceaduinar or an Acrobatics check to Tumble Through the sceaduinar's space; **Effect** The sceaduinar flexes its wings to emit a brief pulse of void energy that deals 4d6 void damage to the triggering creature (DC 22 basic Reflex save).

Speed 30 feet, fly 60 feet
Melee ❖ jaws +18 (agile, finesse, magical), **Damage** 2d6+4 piercing plus 2d6 void and drain life
Melee ❖ wing +18 (agile, finesse, magical, reach 10 feet), **Damage** 2d6+4 slashing plus 2d6 void
Occult Innate Spells DC 25; **4th** *darkness*, *dispel magic*, *harm*, *translocate*; **3rd** *grim tendrils*, *harm* (×3); **2nd** *silence*; **Cantrips (4th)** *void warp*
Drain Life (occult) When the sceaduinar damages a living creature with its jaws Strike, the sceaduinar gains 5 temporary Hit Points and the creature must succeed at a DC 25 Fortitude save or become drained 1. Further damage dealt to the creature by the sceaduinar increases the drained value by 1 on a failed save, to a maximum of drained 4.
Entropic Touch Void damage dealt by a sceaduinar damages undead and creatures with void healing as if it were vitality damage. The sceaduinar's melee Strikes have the benefits of the *ghost touch* property rune on attacks against incorporeal undead.



Sceaduinar Crystals

Sceaduinar congregate on the great crystalline knots of void energy that accrete in the Void. Sceaduinar prod treelike crystal growths to produce dangerous items akin to miniaturized black holes or great structures that echo with eerie chimes. Sceaduinar also stimulate these aggregations of crystals to yield other sceaduinar and similar hateful creatures of unlife.

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Other Shades

Each plane (save the Void) has its own category of shade, but not every plane present in the Pathfinder setting is listed here. Certainly, planes of your own design aren't represented! You can use the wide range of types and descriptions here as inspiration for creating new shades: each needs a name, appearance, language, additional ability, and attack. For instance, Desna maintains a demiplane called Cynosure that straddles the Universe and Elysium. Shades here are known as the chosen dreamers and appear as idealized, glowing versions of their mortal selves; they speak Empyrean, are immune to confusion and stupefied, and deal bludgeoning damage with their fists.

Shade

When a mortal dies, their soul travels to the Boneyard in the Outer Planes where they're judged by Pharasma, the goddess of the dead. Once judged, their soul is sent on to their final reward or punishment and, in the process, transformed into a creature known as a shade. This transformation grants the soul a new body, one whose shape is determined by the prevailing philosophical forces of the plane to which they're sent. A shade's memories from their former life usually fade, reduced to a few hazy fragments akin to half-remembered dreams. Regardless of the shade's size, power, or nature in life, they're a Medium creature in their afterlife.

Existence as a shade can last for eons but isn't necessarily eternal. Deities, powerful denizens of the Great Beyond, or even the Outer Planes can further alter a shade's nature by either reducing them into raw quintessence, spiritual essence that's then used to expand a plane's physical manifestation, or by transforming them into a new form of supernatural life such as a celestial, monitor, or fiend. Should a shade die, their body breaks down in a process akin to decay, their form reverting to the elements that make up their plane. This represents the true end of a soul's journey—their life essence reuniting with the heart of the Great Beyond to be recycled into Creation's Forge, fueling the creation of new souls.

SHADE — CREATURE 1

MEDIUM SHADE

Perception +7; darkvision
Languages see Planar Incarnation
Skills Athletics +7, Planar Lore (related to their plane) +7
Str +2, **Dex** +2, **Con** +2, **Int** +2, **Wis** +2, **Cha** +2

AC 15; **Fort** +7, **Ref** +7, **Will** +7
HP 22

Speed 25 feet

Planar Incarnation All shades are formed from and personify the nature of the plane on which they manifest, and their statistics are adjusted as summarized below. They also gain any trait associated with creatures from their plane.

Abaddon (The Hunted) The hunted appear as Medium-sized versions of themselves from their prior lives, and they exist to be pursued and consumed by daemons; **Sanctification** unholy; **Language** Daemonic; **Additional Ability** fast healing 5; **Melee** ❖ fist +7, **Damage** 1d8+2 bludgeoning

Astral Plane (The Untethered) These appear as astrally projected versions of their mortal forms, yet they lack a silver cord; **Language** any one spoken in life (such as Common); **Additional Ability** fly Speed 20 feet; **Melee** ❖ fist +7, **Damage** 1d8+2 bludgeoning

Axis (The Remade) The remade appear as parchment-skinned humanoids covered in lines of close black script; **Language** Utopian; **Additional Ability** immune to emotion and fear; **Melee** ❖ fist +7, **Damage** 1d8+2 bludgeoning

Boneyard (The Dead) The dead appear as animated skeletons of the type of creature they were when they were alive; **Language** Requian; **Additional Ability** resistance 3 to piercing and slashing; **Melee** ❖ claw +7, **Damage** 1d8+2 slashing

Creation's Forge (The Enlightened) The enlightened appear as diaphanous, radiant versions of their mortal selves; **Language** Jyoti; **Additional Ability** fast healing 5; **Melee** ❖ glowing touch +7, **Damage** 1d8+2 vitality

Dead Vault (The Caged) The caged are sent to Rovagug's prison plane, the Dead Vault, and appear as chained versions of their mortal bodies, save that their faces are hideous insectile visages; **Sanctification** unholy; **Language** Chthonian; **Additional Ability** Rend ❖ bite (page 361); **Melee** ❖ bite +7, **Damage** 1d8+2 piercing

Dreamlands (The Dreamers) The dreamers appear as their ideal appearance, age, and gender from their mortal bodies; **Language** Aklo; **Additional Ability** +1 circumstance bonus to all saving throws; **Melee** ❖ fist +7, **Damage** 1d8+2 bludgeoning

Elysium (The Chosen) The chosen appear as idealized versions of their mortal selves with glowing eyes; **Sanctification** holy; **Language** Empyrean; **Additional Ability** immune to blindness and dazzled; **Melee** ❖ fist +7, **Damage** 1d8+2 bludgeoning

Ethereal Plane (The Terrorized) The terrorized appear as sickly, haunted-looking versions of their mortal selves; **Language** any one spoken in life (such as Common); **Additional Ability** immune to bleed and death effects; **Melee** ❖ fist +7, **Damage** 1d8+2 bludgeoning

Heaven (The Elect) The elect have golden halos and ghostly wings, but they otherwise appear as their mortal forms; **Sanctification** holy; **Language** Empyrean; **Additional Ability** fly Speed 20 feet; **Melee** ❖ wing +7, **Damage** 1d8+2 bludgeoning

Hell (The Damned) The damned look like terribly scarred or mutilated versions of their mortal selves; **Sanctification** unholy; **Language** Diabolic; **Additional Ability** immune to fire; **Melee** ❖ jaws +7, **Damage** 1d8+2 piercing

Maelstrom (The Shapeless) The shapeless appear as half-melted reflections of their former mortal selves; **Language** Protean; **Additional Ability** immune to critical hits and precision; **Melee** ❖ fist +7, **Damage** 1d8+2 bludgeoning

Netherworld (The Mutilated) The mutilated appear as they did in their mortal lives yet are covered in wounds or partially adorned or wrapped in chains; **Sanctification** unholy; **Language** Shadowtongue; **Additional Ability** immune to bleed and fear; **Melee** ❖ chain +7, **Damage** 1d8+2 bludgeoning

Nirvana (The Cleansed) The cleansed take on animal forms that match their personalities in life; **Sanctification** holy; **Language** Empyrean; **Additional Ability** speed 35 feet; **Melee** ❖ claw +7, **Damage** 1d8+2 slashing

Outer Rifts (The Larvae) The larvae appear as maggot-like grubs with the face the shade had in life; **Sanctification** unholy; **Language** Chthonian; **Additional Ability** immune to disease and poison; **Melee** ❖ jaws +7, **Damage** 1d8+2 piercing

Plane of Air (Air Pneuma) Air pneuma appear as versions of their mortal selves composed of air; **Language** Sussuran; **Additional Ability** fly Speed 20 feet; **Melee** ❖ gust +7 (air), **Damage** 1d8+2 bludgeoning

Plane of Earth (Earth Pneuma) Earth pneuma appear as versions of their mortal selves built of earth or stone; **Language** Petran; **Additional Ability** burrow Speed 20 feet; **Melee** ❖ fist +7 (earth), **Damage** 1d8+2 bludgeoning

Plane of Fire (Fire Pneuma) Fire pneuma appear as versions of their mortal selves shaped from flame; **Language** Pyric; **Additional Ability** immunity to fire; **Melee** ❖ cinder +7 (fire), **Damage** 1d8+2 fire

Plane of Metal (Metal Pneuma) Metal pneuma appear as versions of their mortal selves made of various, often sharpened, metals; **Language** Talican; **Additional Ability** resistance 3 to electricity; **Melee** ❖ claw +7 (metal, versatile P), **Damage** 1d8+2 slashing

Plane of Water (Water Pneuma) Water pneuma appear as versions of their mortal selves formed of flowing water; **Language** Thalassic; **Additional Ability** amphibious, swim Speed 20 feet; **Melee** ❖ current +7 (water), **Damage** 1d8+2 bludgeoning

Plane of Wood (Wood Pneuma) Wood pneuma appear as versions of their mortal selves carved from wood; **Language** Muan; **Additional Ability** 8 additional Hit Points and weakness 2 to fire and axes; **Melee** ❖ fist +7 (wood), **Damage** 1d8+2 bludgeoning

Universe (The Remnants) These are among the rarest of shades; appearing as plain, bland versions of their mortal selves; **Language** any one spoken in life (such as Common); **Additional Ability** ferocity (page 361); **Melee** ❖ fist +7, **Damage** 1d8+2 bludgeoning



FIRST WORLD SHADES

A soul sent to the First World doesn't become a shade. Rather, they immediately reincarnate into a fey creature whose temperament and role match their mortal personalities. This process tends to leave souls who incarnate into the First World with slightly more memories than most shades, yet still not enough that they remember who they once were.



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Children of Shadows

Though rare, shae occasionally engage in relationships with mortals, resulting in children born as fetchlings. Though shae maintain a cool superiority over their mortal children, fetchlings who join a shae's cult are placed in positions of authority over other mortals and receive blatantly preferential treatment.

Shae

Shae are wispy, tenebrous creatures native to the Plane of Shadow. Their amorphous bodies appear in constant states of flux. They cast no shadows of their own, instead exchanging umbral energy with nearby shadows that shrink and grow alongside them.

Most shae wear clothing spun from shadows that shift with them, though diplomats sometimes don more conventional garments while entertaining outsiders. Their most distinctive apparel is their white stone masks, which shae don only when they must put on a discernible "face" to interact with humanoids. They do so begrudgingly, considering themselves superior to humanoids. But donning masks allows them to be more easily understood and thus keep their interactions with their perceived lessers as brief as possible.

The dynamic between a shae and humanoids shifts if humanoids come to worship a shae, however. A mortal who shows a shae deference is worth keeping around, so many shae amass cults of personality or expansive entourages. To even arrange a meeting with such a self-important shae can be challenging, requiring one to deal with numerous sycophants who insist on vetting the newcomer before wasting their shae's precious time.

According to shae lore, they have transcended the material world and now embody a cosmological equilibrium of reality and illusion. Their claims to metaphysical ascendance and knowledge of the secrets of shadows entice many mortal supplicants to join shae courts and cults. In the Shae language, their name means "unbound," symbolizing their belief that their ephemeral nature frees them from the moral and social strictures binding other sentient creatures. Making a virtue of capriciousness, shae feel little obligation to fulfill oaths or obey laws, so making a compact with a mortal means little to them.



Shae — Creature 4

MEDIUM SHADOW

Perception +10; darkvision
Languages Aklo, Common, Sakvroth, Shae, Sussuran
Skills Acrobatics +13, Deception +9, Occultism +11, Netherworld Lore +11, Stealth +13
Str +3, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3
Items dagger (5)
Shadow Shift Being made partially of shadow themselves, shae are concealed in dim light or darkness even to creatures that can see clearly in those light levels.

AC 21; **Fort** +9, **Ref** +11, **Will** +10
HP 45; **Immunities** precision; **Resistances** cold 5, void 5
Counterattack ↷ **Trigger** The shae is targeted by an attack from an adjacent creature that misses due to the shae being concealed; **Requirements** The shae is aware of the attack; **Effect** The shae makes a melee Strike against the attacker.
Slip ↷ **Trigger** A creature moves adjacent to the shae; **Effect** The shae teleports to an unoccupied space adjacent to another creature they can see within 30 feet.

Speed 25 feet, fly 35 feet; swift steps, tenebral form
Melee ❖ dagger +13 (agile, finesse, versatile S), **Damage** 1d4+5 piercing and 1d6 cold
Ranged ❖ dagger +13 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing and 1d6 cold
Occult Innate Spells DC 21; **7th** *interplanar teleport* (self only; to Netherworld or Universe only); **4th** *vapor form* (at will); **Cantrips (2nd)** *detect magic*, *void warp*
Bide ❖❖ The shae prepares to take action against their foes, watching their opponent and waiting for the right opportunity to respond. The shae gains a second reaction until the start of their next turn, though they still can't use more than one reaction on the same triggering action.
Swift Steps The shae's movement doesn't trigger reactions.
Tenebral Form The shae can Fly at full Speed in *vapor form*.

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Shoggoth

While raving fanatics and doomsaying prophets desperately claim the monstrous shoggoth to be nothing more than a drug-induced vision or unreal nightmare, the truth is altogether more dire. Shoggoths exist, yet they tend to keep to the deepest of ocean trenches or the remotest caverns and ruins, only emerging to spread chaos and destruction in their slimy wakes.

The first shoggoths were created by an alien species to serve as mindless beasts of burden. Their vast bulk and amorphous nature made them useful for many kinds of labor, and their ability to spontaneously form new eyes, mouths, or other organs made them incredibly versatile. Eventually, they developed enough intelligence to rebel against their masters, and now they lurk in the lightless deeps.

A shoggoth has goals unfathomable to humanoid beings. They remember their eons of servitude, and compared to their mysterious masters, other sentient beings are mere specks that crawl upon the surface, indistinguishable from animals. When they roll their hideous body over a band of explorers, engulfing them in a gelatinous press of gnawing teeth, it's not so much evil as uncaring.

Shoggoths can become the object of worship for cults dedicated to chaos and entropy. They don't respond to this worship but can be counted on to consume any victim the cult sacrifices to them. Rumors of shoggoths with even greater intellects are, one would hope, just that, for the damage one capable of higher reasoning could wreak upon the world is unsettling to say the least.

SHOGGOTH — CREATURE 18

RARE HUGE ABERRATION AMPHIBIOUS

Perception +34; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet (page 362)
Languages Aklo
Skills Athletics +36, Intimidation +29
Str +10, **Dex** +6, **Con** +9, **Int** –3, **Wis** +6, **Cha** +1

AC 39, all-around vision (page 360); **Fort** +33, **Ref** +30, **Will** +30; +1 status to all saves vs. magic
HP 275, fast healing 20; **Immunities** bleed, blinded, controlled, critical hits, deafened, precision, sleep; **Resistances** acid 20, cold 20, sonic 20
Maddening Cacophony (auditory, aura, incapacitation, mental) 60 feet. A shoggoth constantly voices syllables and mutterings that mortals weren't meant to hear. A creature entering the aura or starting its turn in the aura must succeed at a DC 38 Will save or become confused for 1 round (2d4 rounds on a critical failure). A creature that succeeds at its save is temporarily immune for 24 hours.

Speed 40 feet, climb 25 feet, swim 50 feet
Melee ❖ pseudopod +33 (magical, reach 30 feet), **Damage** 4d10+18 bludgeoning plus Grab (page 361)
Constrict ❖ 2d10+15 bludgeoning, DC 40 (page 360)
Eat Away A creature that begins its turn inside the shoggoth takes 9d6 acid damage.
Engulf ❖❖ DC 40, 6d6 acid, Escape DC 40, Rupture 40 (page 360)



TEKELI-LI

While a shoggoth's cacophony is an eldritch mix of sound and dangerous secrets, the phrase "tekeli-li" is the most oft-repeated cry, and these mysterious words are always discernible among their vocalizations. Sometimes, wild birds that dwell in places haunted by shoggoths cry out this strange phrase, while near other shoggoth dwellings, it can be heard on blasts of frozen wind. Attempts to translate the phrase, even via magic, have only ever met with failure, as if the words themselves resist revealing their secrets to the world.



Infestation Problems

Shriezyx are resilient, and even if trapped in collapses, they can survive for an extraordinary length of time with little to eat. When a public works project in Magnimar revealed a cavern in the Irespan, swarms of shriezyx were let loose in the city. Since then, it's common practice to use specialized tools to listen for the telltale sounds of a shriezyx's clicking claws before demolishing any old, hollowed structures or bunkers.

Shriezyx

Long ago, Thassilonian wizards created shriezyx in twisted experiments to act as guards and test subjects. These 300-pound aberrations have outlived their creators and mostly make their homes inside Thassilonian ruins, caverns, and deep in the Darklands. Their bodies are covered in hard, extremely flammable chitin that molts as they grow.

While a shriezyx looks like a bestial, three-eyed spider, the truth behind these creatures is far more grotesque. Instead of spinning silk, a shriezyx spits strands of unformed, sticky flesh from its mouth. When fresh, theses fleshy strands are coated in a nerve-numbing toxin that slows prey. The weblike flesh-spittle coats shriezyx lairs and nests, wrapped around the bones for their former meals. Fortunately for those who stumble into these lairs, a shriezyx's toxin dissipates when exposed to air, leaving the fleshy webs only sickeningly sticky. Unfortunately for those same travelers, shriezyx are often communal creatures that gather in large numbers and are quick to attack intruders.

Deros and other subterranean peoples sometimes keep shriezyx as guards or mounts, using food and threats of fire to keep them in line. Most shriezyx owners are quick to dispose of any eggs, fearing a swarm could grow beyond their control, but some breeders have realized that a shriezyx's offspring retain much of its parent's demeanor and save the eggs of the most loyal (or most fire-fearing) shriezyx in hopes of creating a profitable, easier-to-control herd. While crueler masters might use shriezyx as test subjects, alchemists often see these creatures as beloved pets. Their grotesque webs make great alchemical reagents and provide ethically sourced flesh for experiments, while the molted exoskeleton can be used to create bombs and other explosives.

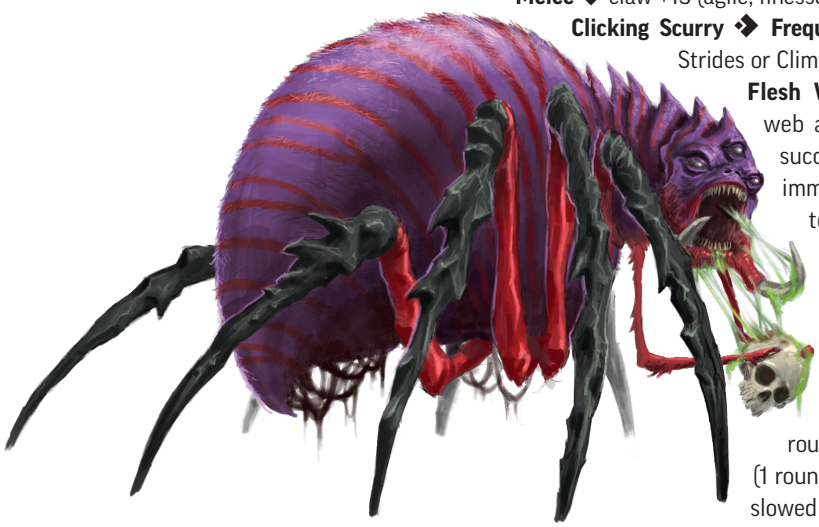
Shriezyx — Creature 4

MEDIUM ABERRATION

Perception +11; darkvision, tremorsense (imprecise) 30 feet (page 362)
Skills Acrobatics +12, Athletics +12
Str +3, **Dex** +5, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 21; **Fort** +13, **Ref** +12, **Will** +8; +1 status to all saves vs. mental
HP 70; **Weaknesses** fire 6; **Resistances** poison 6
Pyrophobia If the shriezyx takes fire damage or starts its turn within 30 feet of a fire at least the size of a torch, it becomes frightened 1.

Speed 35 feet; climb 15 feet
Melee ❖ fangs +13 (finesse), **Damage** 2d6+5 piercing damage plus numbing toxin
Melee ❖ claw +13 (agile, finesse), **Damage** 2d4+5 slashing damage
Clicking Scurry ❖ **Frequency** once per round; **Effect** The shriezyx Strides or Climbs, and then makes a claw Strike.
Flesh Web ❖❖ The shriezyx's shoots a fleshy web at a target within 30 feet. The target must succeed at a DC 20 Reflex save or become immobilized and exposed to numbing toxin. Due to the grotesque nature of the webbing, the target becomes sickened 1 and can't reduce its sickened condition until it Escapes (DC 20).
Numbing Toxin (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and clumsy 1 (1 round); **Stage 2** 1d6 poison damage and clumsy 2 (1 round); **Stage 3** 1d8 poison damage, clumsy 2, and slowed 1 (1 round)



Skaveling

One must perform a hideous ritual to make a skaveling. Though sometimes called ghoul bats, they're specifically crafted undead rather than true ghouls. The bloodsucking urdefhans (page 336) of the Darklands raise giant bats on a toxic fungus and the flesh of ghouls—specifically their brains. Upon reaching maturity, these giant bats are ritually slain via poison. While this rots away the flesh of most creatures, the specially prepared bats immediately rise from death as skavelings.

Despite their tattered wings and sagging skin, skavelings are quite capable of flight, even when carrying a creature on their back. Urdefhans often use them as mounts. Their intelligence is more advanced than that of a typical giant bat, and in combat they behave more like allies than animals, capable of making tactical decisions.

SKAVELING — CREATURE 5

LARGE UNDEAD UNHOLY

Perception +15; darkvision, echolocation 40 feet
Languages Aklo, Sakvroth
Skills Acrobatics +13, Athletics +13, Intimidation +11
Str +6, **Dex** +4, **Con** +2, **Int** +1, **Wis** +6, **Cha** +2
Echolocation A skaveling can use their hearing as a precise sense at the listed range.

AC 22; **Fort** +11, **Ref** +13, **Will** +15
HP 80; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

Speed 15 feet, fly 30 feet
Melee ❖ fangs +15; **Damage** 2d8+8 piercing
Melee ❖ wing +15 (agile); **Damage** 2d4+8 bludgeoning
Bone-Chilling Screech ❖❖ (auditory, emotion, fear, mental, occult) The skaveling unleashes a horrifying screech that chills the very bones of those close enough to feel it. The screech can be heard for miles, but each creature in a 20-foot emanation must also attempt a DC 22 Will save. The skaveling can't use Bone-Chilling Screech again for 1d4 rounds.
- **Critical Success** The creature is unaffected and is temporarily immune to Bone-Chilling Screech for 24 hours.
- **Success** The creature is frightened 1.
- **Failure** The creature is frightened 2.
- **Critical Failure** The creature is frightened 2 and stunned 1 by fear.

Consume Flesh ❖ (manipulate) **Requirements** The skaveling is adjacent to the corpse of a creature that died within the last hour; **Effect** The skaveling devours a chunk of the corpse and regains 1d6 Hit Points plus 1d6 for every 2 levels the skaveling has. They can regain Hit Points from any given corpse only once.
Feast on Fear ↷ (occult) **Trigger** The skaveling deals damage to a frightened creature with a fangs Strike; **Effect** The skaveling draws power from the fear infusing a creature's flesh. The frightened creature must attempt a DC 22 Fortitude saving throw.
- **Critical Success** The creature is unaffected.
- **Success** The creature takes a –5-foot status penalty to its Speed, and the skaveling gains a +5-foot status bonus to their Speeds until the end of their next turn.
- **Failure** The creature takes a –10-foot status penalty to its Speed, and the skaveling gains a +10-foot status bonus to their Speeds until the end of their next turn.
- **Critical Failure** The creature is slowed 1, and the skaveling can immediately Fly, Step, or Stride as a free action; this movement doesn't trigger reactions.

Swift Dart ❖ (move) The skaveling Flies up to half their Speed. This movement doesn't trigger reactions.

Skaveling Intellect

As a curious side effect of their creation, skavelings absorb many memories of the ghoul brains on which they were fed. While merely an oversized animal in life, in undeath these memories coalesce into a strange form of intelligence that affords skavelings the ability to speak and reason, all the better to serve their urdefhan masters. Skavelings remain loyal to urdefhans and never take actions in a fight that would harm their creators.



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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 312 of *Monster Core*, 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.

Aquatic Bones The skeleton has bones from aquatic creatures, allowing it to swim using a simple tail, paddles, or similar appendage. The skeleton has a swim Speed of 20 feet and gains the aquatic trait and the Aquatic Ambush ability (page 360).

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).

Bone Storm ❖❖❖ **Frequency** once per day; **Effect** The skeleton transforms into a cyclone of bones, taking up the same space, but twice as tall. It then Strides up to double its Speed. It can move through spaces occupied by other creatures, and this movement doesn't trigger reactions. Creatures the Bone Storm moves through take 1d6 slashing damage for every 2 levels the skeleton has, with a basic Reflex save against the hard DC for the skeleton's level. A level 1 or lower skeleton only moves; it doesn't deal damage. A creature attempts this save only once even if the Bone Storm moved through its space multiple times. At the end of the movement, the skeleton reforms.

Crumbling Bones The skeleton is made from crumbling bones that drift in clouds of dust. The skeleton has a fly Speed of 20, but it must end its turn within no more than 5 feet off the ground, or it falls, taking damage as normal. In addition, the skeleton can move through any space that's large enough for its skull to fit through.



WOLF SKELETON

Frozen The skeleton's bones are covered in a thin layer of ice. The skeleton gains immunity to cold and weakness 5 to fire, and loses resistance to fire. The skeleton is surrounded by an aura of cold that deals cold damage equal to half the skeleton's level to all adjacent creatures at the start of the skeleton's turn (basic Reflex save with a standard DC for its level).

Grave Eruption ❖❖ **Requirements** The skeleton is undetected and buried in dirt, gravel, or other loose material; **Effect** The skeleton erupts from the ground, Stands, and makes a melee Strike. The target is off-guard against this Strike. If the Strike hits, the target is frightened 1 (or frightened 2 on a critical hit).

Lacquered During the process to create the skeleton, it was covered with several layers of an alchemical lacquer, giving its bones a golden hue and granting additional protection.

The skeleton gains acid resistance 5 and a +2 status bonus to saves against effects that age or erode the target.

Nimble The skeleton is particularly fast and nimble. Its land Speed increases by 10 feet, and it has a climb Speed of 20 feet. In addition, it gains the Nimble Dodge reaction (*Player Core* 169).

Rotten (aura, olfactory) The bones of this skeleton are black and rotten, having spent years in polluted water or some other foul substance. The skeleton loses its resistance to piercing and slashing damage and is surrounded by a horrific stench in a 10-foot aura. A creature entering or starting its turn in the aura must succeed at a Fortitude save against the standard DC of the skeleton's level or become sickened 1 (plus slowed 1 for as long as it remains sickened on a critical failure). While within the aura, affected creatures take a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute. This stench remains for 1 hour after the rotten skeleton has been destroyed.

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 one-third 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.

Wolf Skeleton

Without the burden of flesh, skeletal wolves charge across the battlefield with terrifying speed.

WOLF SKELETON — CREATURE 0

MEDIUM MINDLESS SKELETON UNDEAD UNHOLY

Perception +8; darkvision

Skills Acrobatics +6, Athletics +5, Stealth +6

Str +2, **Dex** +4, **Con** +1, **Int** –5, **Wis** +2, **Cha** +0

AC 16; **Fort** +3, **Ref** +8, **Will** +6

HP 12, void healing (page 363); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 35 feet

Melee ❖ jaws +8, **Damage** 1d4+2 piercing plus Knockdown (page 361)

Surge of Speed ❖❖ The wolf skeleton Strides three times, but it's off-guard until the start of its next turn.

Beetle Carapace

Created from the exoskeleton of a giant stag beetle, this mindless husk can cut a foe in half using its powerful mandibles. The abdomen of this crawling undead is empty, and more than one necromancer has used this space to hide valuable cargo.

BEETLE CARAPACE — CREATURE 6

MEDIUM MINDLESS SKELETON UNDEAD UNHOLY

Perception +12; darkvision

Skills Acrobatics +11, Athletics +15

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

AC 24; **Fort** +16, **Ref** +13, **Will** +10

HP 90, void healing (page 363); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 20 feet, fly 20 feet



BEETLE CARAPACE



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.

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CRAWLING CARGO

Undead make for the most common passengers inside a beetle carapace's abdomen, but swarms often pack tight inside the creatures. Insects tend to be more comfortable around undead than other types of animals. The following creatures make good options for combat encounters, in which they can be released at a dramatic moment for a grotesque surprise.

Army ant swarm (*Monster Core* 21)
Centipede swarm (*Monster Core* 59)
Cockroach swarm (page 76)
Fen mosquito swarm (page 228)
Scorpion swarm (*Monster Core* 298)
Spider swarm (*Monster Core* 320)
Wasp swarm (*Monster Core* 343)

Melee ❖ mandible +15, **Damage** 2d8+7 piercing plus Grab (page 361)
Melee ❖ foot +15, **Damage** 2d6+7 bludgeoning
Abdomen Cache The abdomen of a beetle carapace can be fitted with a simple hinge, allowing it to open and be used as storage. The abdomen can hold up to one Medium or smaller creature, a Large or smaller swarm, or a similar amount of cargo. The beetle or a creature stored in it can Interact to open the hatch. If the beetle carapace takes a critical hit by a bludgeoning weapon, roll a DC 10 flat check. If the check fails, the cache is breached, and its contents spill out of the beetle. The hatch can also be Forced Open (DC 22 Athletics).
Constrict ❖ 2d8+2 piercing, DC 24 (page 360)

Tyrannosaurus Skeleton

A massive dinosaur predator makes for a fearsome skeleton.

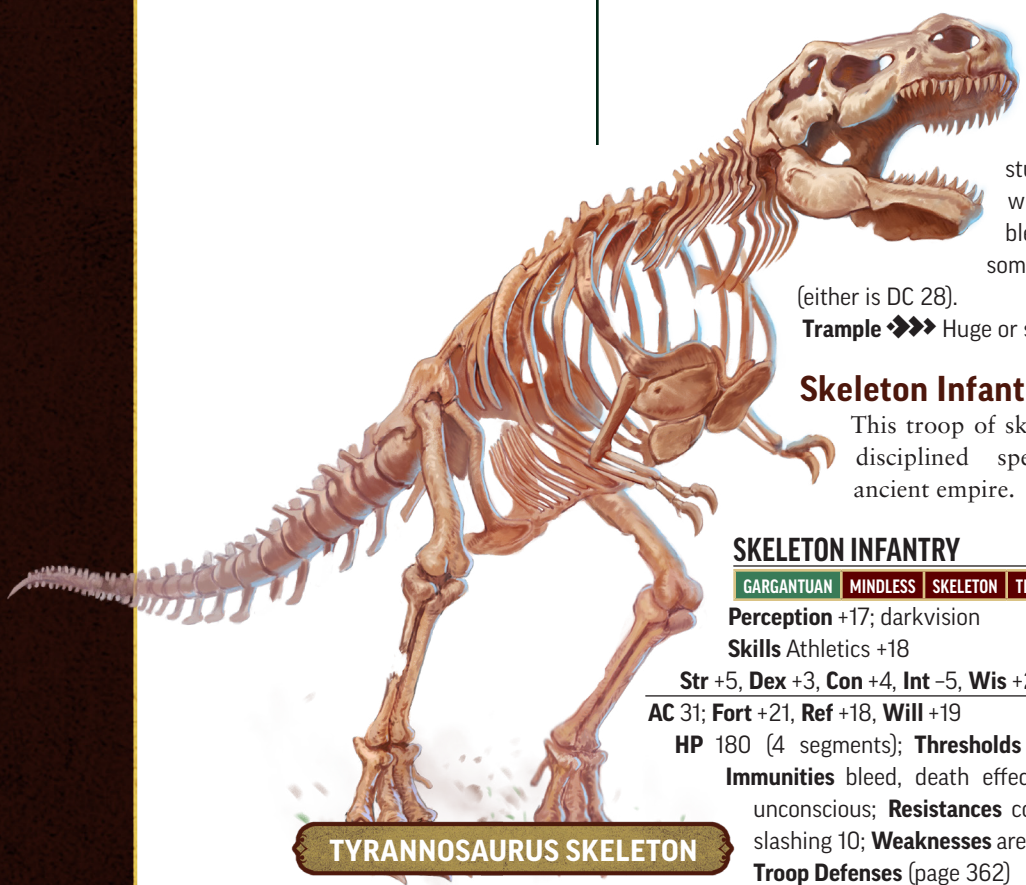
TYRANNOSAURUS SKELETON — CREATURE 9

GARGANTUAN | MINDLESS | SKELETON | UNDEAD | UNHOLY

Perception +17; darkvision
Skills Athletics +19
Str +7, **Dex** +0, **Con** +5, **Int** –5, **Wis** +2, **Cha** +0

AC 27; **Fort** +20, **Ref** +13, **Will** +17
HP 140, void healing (page 363); **Immunities** bleed, 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 361)
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 is immobilized but 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 362)



TYRANNOSAURUS SKELETON

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

GARGANTUAN | MINDLESS | SKELETON | TROOP | UNDEAD | UNHOLY

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 (4 segments); **Thresholds** 120 (3 segments), 60 (2 segments); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 10, slashing 10; **Weaknesses** area damage 10, splash damage 10
Troop Defenses (page 362)

Speed 25 feet; troop movement (page 363)
Form a Phalanx ◆ Many of the skeletons raise their shields to protect others. The infantry gains a +2 circumstance bonus to AC until the start of their next turn.
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 27 basic Reflex save). When the troop is reduced to 2 segments, this area decreases to a 5-foot burst.
Lower Spears! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The skeletons engage in a coordinated longspear attack against each enemy in a 10-foot emanation (DC 27 basic Reflex save). The damage depends on the number of actions.
◆ 2d8 piercing damage
◆◆ 3d8+7 piercing damage
◆◆◆ 4d8+12 piercing damage
Phalanx Charge ◆◆ **Requirements** The infantry is in a phalanx; **Effect** The skeletons lower their longspears and charge. The troop Strides in a straight line until it's adjacent to an enemy then uses Lower Spears!, dealing 3d8+7 piercing damage. Any creature that fails its save is also knocked prone.

Skeletal Titan

Only the powerful and foolish would raise the bones of a mighty titan or similarly gargantuan creature as a skeleton. Skilled practitioners see this as a waste of a powerful body and instead imbue them with magic that allows them to fly. The wise know it's nearly impossible to control such a colossus and that it's just as likely to crush its creator underneath its mighty foot as it is to smite their foes.

SKELETAL TITAN CREATURE 13

GARGANTUAN | MINDLESS | SKELETON | UNDEAD | UNHOLY

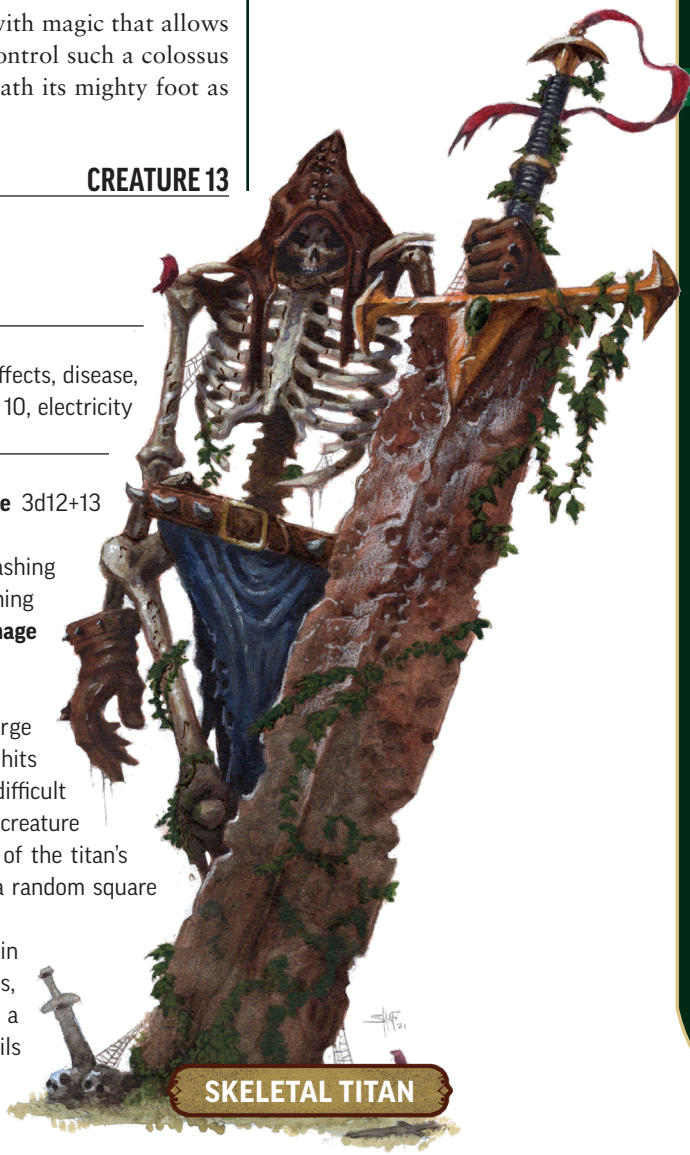
Perception +19; darkvision
Skills Athletics +28
Str +9, **Dex** +3, **Con** +4, **Int** –5, **Wis** +2, **Cha** –1

AC 33; **Fort** +23, **Ref** +24, **Will** +21
HP 210, void healing (page 363); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 15, slashing 15

Speed 40 feet, fly 20 feet
Melee ◆ mountain sword +26 (reach 20 feet), **Damage** 3d12+13 bludgeoning
Melee ◆ claw +26 (agile, reach 15 feet), **Damage** 3d8+13 slashing
Melee ◆ foot +26 (reach 15 feet), **Damage** 3d8+13 bludgeoning
Ranged ◆ bone +24 (brutal, range increment 60 feet), **Damage** 2d10+13 plus bone debris
Divine Innate Spells DC 31; **Constant (7th)** *fly*
Bone Debris The bones a skeletal titan throws are large enough to clutter the battlefield. When the skeletal titan hits a creature with a bone attack, the projectile becomes difficult terrain in the square the creature occupies (or, if the creature occupies more than one square, one square it occupies of the titan's choice). If the titan misses with a bone attack, instead a random square adjacent to the creature becomes difficult terrain.
Mountain Slam ◆◆◆ The skeletal titan slams its mountain sword into the ground. The shock wave reverberates, dealing 3d12+13 bludgeoning damage to all creatures in a 20-foot line (DC 33 basic Reflex save). A creature that fails its save is also knocked prone.
Trample ◆◆◆ Huge or smaller, foot, DC 33 (page 362)

PATCHWORK SKELETONS

A skeleton's connection to its mortal remains is tenuous. One that's damaged can fairly easily replace a broken bone with a similar bone scavenged from another creature. A skeleton can eventually have its entire body replaced, bone by bone. Skeletons don't have much of an identity, making it unclear whether this is still considered the same creature.



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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!



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 tame 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

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 361) 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 Strike 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.

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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, the slithering pit takes up position among the plentiful potholes where it can easily pass for just another blemish. It crawls across ramshackle cobblestone streets and damp underground complexes, waiting for unwary prey to stumble by and fall in.

SLITHERING PIT — CREATURE 7

RARE MEDIUM MINDLESS OOZE

Perception +9; no vision, tremorsense (imprecise) 60 feet (page 362)
Skills Athletics +15, 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 active Dimensional Pit.

AC 14 (10 from inside the Dimensional Pit); **Fort** +18, **Ref** +6, **Will** +11
HP 220; **Immunities** acid, bleed, critical hits, mental, precision, unconscious, visual
Breach Vulnerability Ingesting an extradimensional space like that found in a *spacious pouch* deals 6d8 force damage to the slithering pit and its occupants. The slithering pit then immediately uses Out You Go.

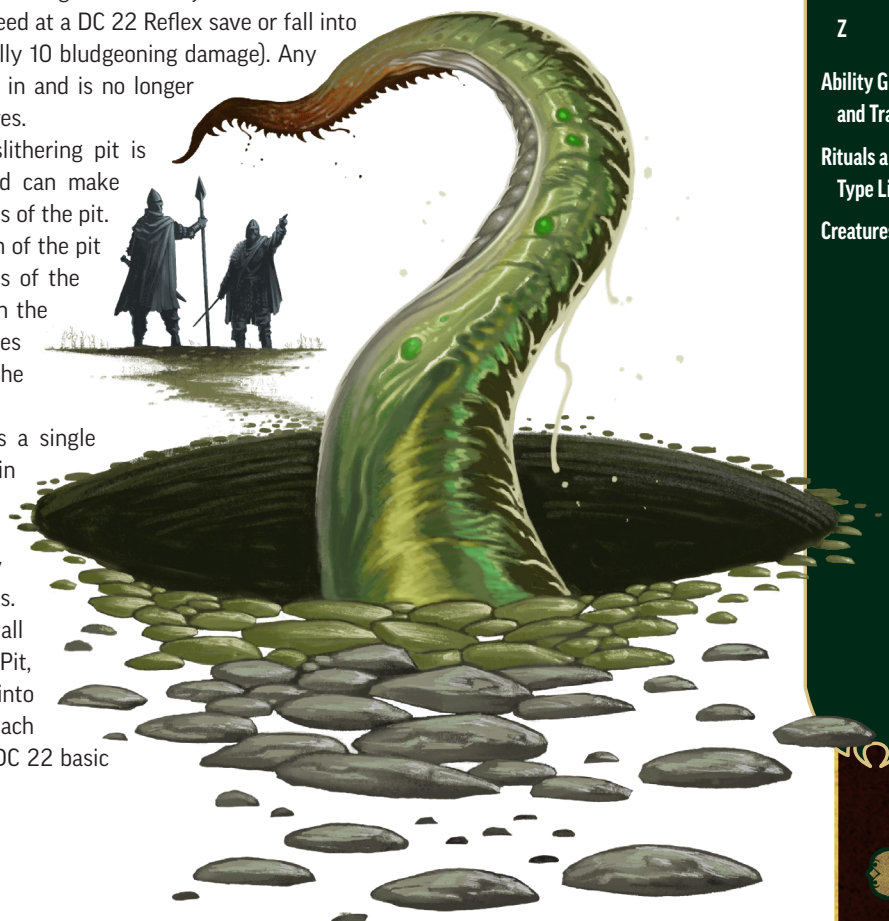
Speed 10 feet
Melee ❖ pseudopod +18 (reach 10 feet), **Damage** 2d8+9 bludgeoning plus Improved Grab (page 361)
Dimensional Pit ❖❖ (extradimensional, occult) The slithering pit opens an extradimensional, 20-foot-deep pit that covers its own space and all adjacent squares unless they're walls or similar 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 slithering pit 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.

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.
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 *spacious pouch* 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...





Eating Habits

Snakes of all sorts eat their meals by devouring their prey whole. After incapacitating a creature, a snake unhinges its jaw and consumes the creature entirely, even if it's more than twice the diameter of the snake's body. A snake can consume a creature of the same size as itself or smaller, but most snakes are sluggish while the meal digests.

Snake

Snakes of some variety thrive in every non-arctic ecosystem, each with their own particular hunting patterns and defense mechanisms.

Sea Snake

These lithe snakes like to frequent the shallow waters of tropical seas. Their 4-foot-long, blue-green bodies easily blend into the water where they lurk to ambush prey. Sea snakes are highly venomous but often choose not to inject their venom when biting, so encounters with them rarely result in fatalities.

Tales speak of massive sea snakes that swim in deeper waters and stalk ships, waiting for sailors to fall overboard or even climbing over the side to snatch them from the deck.

SEA SNAKE **CREATURE 0**

SMALL ANIMAL

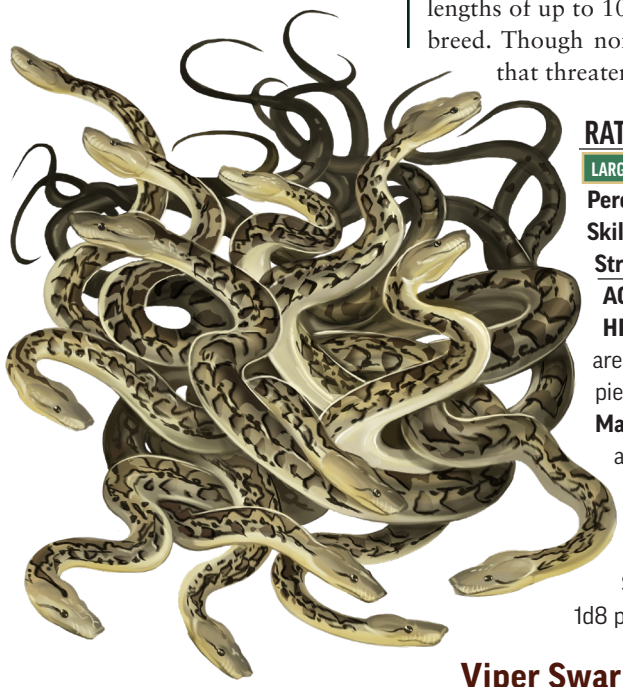
Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Athletics +2 (+6 to Swim), Stealth +5, Survival +5
Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** –2
Deep Breath The sea snake can hold its breath for about an hour.

AC 16; **Fort** +5, **Ref** +9, **Will** +3
HP 15
Lash Out ↷ **Trigger** A creature within the sea snake's reach uses a move action; **Effect** The sea snake makes a fangs Strike against the attacker.

Speed 15 feet, swim 25 feet
Melee ❖ fangs +7 (agile, finesse), **Damage** 1d8 piercing plus sea snake venom
Sea Snake Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

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

RAT SNAKE SWARM **CREATURE 2**

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 25; **Immunities** precision, swarm mind (page 362); **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 constitute 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. Those who are lucky may receive a warning strike without venom before being attacked in earnest.

VIPER SWARM CREATURE 4

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 362); **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). A creature that fails their save is also exposed to 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)

Emperor Cobra

These powerful serpents infest bogs and lowlands. Despite being over 16 feet long and weighing more than 200 pounds, they can climb trees in seconds. Emperor cobras ward off predators by flaring their hoods and hissing at attackers. Like many venomous snakes, they hunt by striking prey with their poison bite, retreating until their victims die, and then returning to swallow them whole.

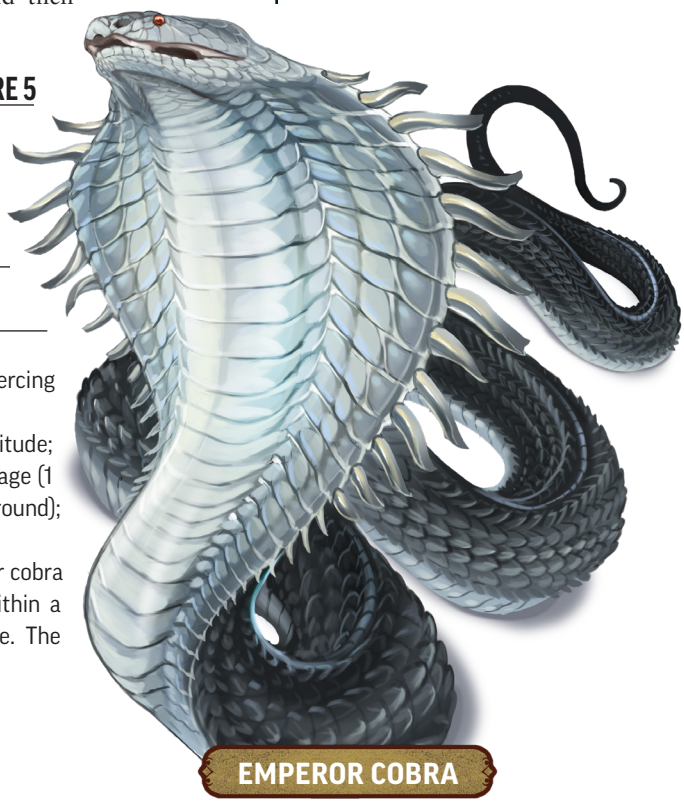
EMPEROR COBRA CREATURE 5

LARGE ANIMAL

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +11, Athletics +13, Survival +11
Str +6, **Dex** +4, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 21; **Fort** +15, **Ref** +11, **Will** +9
HP 80

Speed 25 feet, climb 25 feet, swim 25 feet
Melee ❖ fangs +15 (reach 10 feet), **Damage** 2d8+8 piercing plus emperor cobra venom
Emperor Cobra Venom (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d8 poison damage and drained 1 (1 round); **Stage 3** 2d6 poison damage and drained 2 (1 round)
Flare Hood ❖ (emotion, fear, mental, visual) The emperor cobra flares its hood. Each non–emperor cobra creature within a 20-foot emanation must attempt a DC 22 Will save. The creature is then temporarily immune for 1 minute.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 3.


EMPEROR COBRA

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.

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Avoiding Judgment

Although soulriders were created in an attempt to tilt the scale of Pharasma's judgment, many psychopomps are adamant that they don't interfere with the process. However, nosoi (*Monster Core* 274) are frequently tasked with clearing out soulrider infestations, and esoboks (page 262) seem to take the creatures' existence as a personal affront.

Soulrider

Resembling a lamprey or hagfish with a long whiplike tail, a soulrider uses its harmless sucker to hitch rides on a creature's soul. This seemingly simple connection transcends the physical, attaching directly to the host's soul and even riding along with the soul to its final destination. Once there, a soulrider leaves its host to absorb the surrounding planar energies, adapting to the new environment and growing large enough to produce spawn. However, it can only do so in the mortal Universe, so it must find a portal or other way to return. With this cycle, they've spread to every plane in the Outer Sphere, as well as many mortal worlds.

Although increasingly widespread, soulriders only appeared a little over a century ago. Thought to be a fleshwarper's attempt to cheat Pharasma's judgment by attaching several innocent souls to their own, soulriders' numbers have grown explosively since then.

Soulriders require little more than air to survive, but they're instinctually aware of their need for a mortal soul. Although their suckers are harmless, soulriders who feel threatened or become impatient will finish off their hosts or nearby threats with their tail.

Soulrider

Although soulriders can grow quite large, most of them are narrow creatures only a few feet long. Even once they've attached to a soul and passed between planes, they must complete their adaptation to the new environment before beginning their growth.

These smallest soulriders might be found anywhere in the mortal Universe with a portal to the Outer Sphere or a history of summoning magic. Large batches of spawn in the wilderness are often culled by natural predators, but individual spawn can survive for years and travel many miles as they search for a host.

SOULRIDER **CREATURE –1**

TINY ABERRATION SOULRIDER

Perception +5; darkvision

Skills Acrobatics +4, Stealth +4

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

Planar Adaptation If the soulrider has followed a soul to its final destination, it takes on traits appropriate to that plane. These soulriders gain the celestial and holy, fiend and unholy, or monitor traits as appropriate to the destination.

AC 14; **Fort** +5, **Ref** +8, **Will** +2

HP 8; **Weaknesses** spirit 1

Speed 20 feet, swim 20 feet

Melee ❖ sucker +6 (finesse, reach 0 feet, magical), **Effect** soul attach

Melee ❖ tail +6 (agile, finesse, reach 0 feet, sanctified), **Damage** 1d4 bludgeoning plus 1 spirit

Propulsive Launch ❖❖ The soulrider Leaps up to 40 feet, then makes a sucker Strike. If it's in the air and not attached to a creature after the Strike, it falls.

Soul Attach (spirit) When a soulrider succeeds at a sucker Strike against a target with a soul capable of facing judgment, its sucker attaches it to that soul. While attached, both the soulrider and the host creature are off-guard, and the soulrider moves with its host until the soulrider dies or the host pulls it loose (Escape DC 15). If the host dies while the soulrider is attached, the soulrider disappears immediately to follow the soul leaving the body. A creature returned to life before reaching its final destination generally returns with any attached soulrider.

Tail Thrash ❖❖ **Requirements** The soulrider is attached to a creature's soul; **Effect** The soulrider makes a tail Strike against the creature whose soul it's attached to, then one against another creature adjacent to the original target. These Strikes count towards the soulrider's multiple attack penalty, but it doesn't increase until after the second attack.



SOULRIDER

Spawning Soulrider

When soulriders absorb sufficient planar energy, they become gravid with countless tiny eggs. Such soulriders instinctively return to the Universe via the Dead Roads to lay their spawn, although the exact metaphysical process has yet to be fully understood. Fiends and others keen to enter the mortal world have begun capturing and studying spawning soulriders, though such experiments carry their own risks, for soulriders prevented from returning to the Universe will continue to grow larger as they absorb more energy.

Once back in the Universe, spawning soulriders become fiercely protective of their near-translucent eggs and tiny spawn, using their remora-like maws to fend off potential threats. Anyone disturbing a soulrider in the process of spawning might find out what it feels like to have pieces of their soul torn away.

Planar Adaptations

Spawning soulriders gain an additional ability based on their planar adaptation. Soulriders with the holy and celestial traits gain Celestial Flare. Soulriders with the fiendish and unholy traits gain Fiendish Lunge. Soulriders with the monitor trait gain Monitor Escape. Soulriders that followed a soul to a more esoteric plane have different abilities at the GM's discretion, but such creatures are uncommon.

Celestial Flare ❖❖ (holy, light, visual) Each enemy within 30 feet of the soulrider takes 2d6 spirit damage (DC 17 basic Will save). Creatures that fail the save are blinded for 1 round. The spawning soulrider can't use Celestial Flare again for 1 minute.

Fiendish Lunge ❖❖ (unholy) The spawning soulrider Strides or Swims twice, making a tail Strike at any point during its movement. The Strike deals an additional 1d4 spirit damage.

Monitor Escape ❖❖ (concentrate, teleport) The soulrider's form blurs as it exploits loopholes in the multiverse. It teleports to an empty space within 60 feet.

SPAWNING SOULRIDER — CREATURE 1

SMALL ABERRATION SOULRIDER

Perception +8; darkvision

Skills Acrobatics +6, Stealth +6

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

Planar Adaptation A spawning soulrider has traits appropriate to the planar energy it's absorbed: celestial and holy, fiend and unholy, or monitor.

Swim the Dead Roads (exploration, teleportation) In a process that takes 1 week, a spawning soulrider can travel through channels in the multiverse only it can sense, moving from the Outer Sphere plane whose energy it has absorbed to the Dead Roads that connect the Boneyard to the mortal Universe. From there, it travels to a random place in the Universe that can support life.

AC 15; **Fort** +10, **Ref** +7, **Will** +4

HP 20; **Weakness** spirit 2

Speed 20 feet, swim 20 feet

Melee ❖ sucker +8 (finesse, magical), **Effect** soul attach

Melee ❖ tail +8 (agile, finesse, sanctified), **Damage** 1d4+1 bludgeoning plus 1 spirit

Grind Soul ❖ (sanctified, spirit) **Requirements** The spawning soulrider is attached to a creature's soul; **Effect** The soulrider grinds the creature's soul with its jagged inner mouth, dealing 2d8 spirit damage (DC 16 basic Will save). On a critical failure, the creature also takes 1d4 persistent spirit damage. Regardless of the result, the spawning soulrider is no longer attached to the creature.

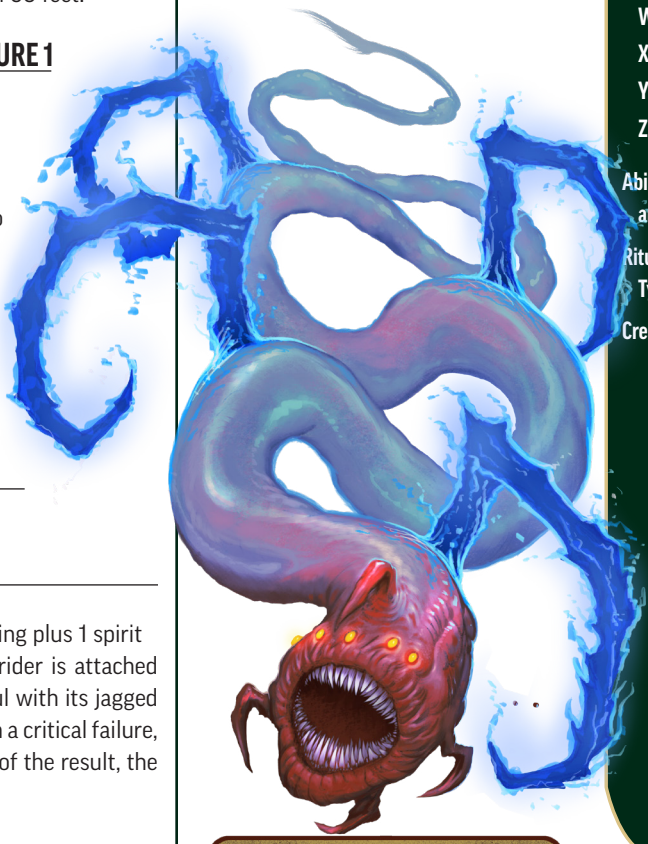
Propulsive Launch ❖❖ As soulrider.

Soul Attach As soulrider, but Escape DC 16.

Tail Thrash ❖❖ As soulrider.

INVASIVE SUMMONING

Soulriders have spread through the planes to such an extent that their planar adaptation qualifies them for summoning spells that require those traits. The soulrider that responds has appropriate traits for the spell, such as celestial and holy for *summon celestial*.



SPAWNING SOULRIDER

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Other Spawn

Tales and myths detail other Spawn of Rovagug that have appeared on Golarion. Chemnosit, the Monarch Worm, is feared throughout the Darklands. Kothogaz, the Dance of Disharmony, reportedly slew a million Vudrani in Casmaron before being defeated by a potent psychic. After the titanic beetle Ulunat, the Unholy First, was finally thwarted, ancient Osirians formed the city of Sothis around its carapace. Xotani the Firebleeder's corpse lies deep within Pale Mountain in Katapesh, seemingly still infused with the faintest spark of life.

Spawn of Rovagug

Though the destroyer god Rovagug lies trapped in the core of the planet like a fly trapped in amber, imprisoned since the Age of Creation by a coalition of deities, his cage has weakened with the passing of time, allowing his influence to seep forth and take form as living calamities known as the Spawn of Rovagug. These massive creatures have plagued Golarion for eons, their rampages responsible for shattered mountains, blasted deserts, and oceans that now fill craters in the earth, and their regenerative abilities ensure they're an eternal threat, never fully killed. That these creatures of utter destruction hold such a inextinguishable grip on life is a paradox scholars struggle to resolve. Some believe that each Spawn possesses the smallest fragment of their divine parent's blessings; others posit that their immortality comes from the destruction they cause, gaining an eternal future for every one stolen from their victims.

Accounts of the Spawns' attacks throughout history have an odd through line: each attack is followed by a notable, if brief, golden age for the region. While most attribute this to the cooperation required to fend off or at the very least survive a Spawn's depredations, some see this is a twisted sign that the creatures are bringers of "true" peace. These believers often lead cults intent on calling forth or reviving any recently slain Spawn.

Though many of the Spawn haven't been seen in years, the death of the god Gorum—one of the original architects of the Dead Vault—has weakened the seal once more, sending a ripple of Rovagug's will throughout Golarion. As if in answer, many of his Spawn have begun to reemerge, alarming Golarion's leaders, scholars, and warriors. After all, if a single Spawn is a generation-defining disaster, requiring the sacrifice of armies merely to minimize the damage it can cause, what unimaginable destruction would occur if all of them were to awaken at once?



VOLNAGUR

Spawn of Rovagug Abilities

Spawn of Rovagug are diverse in shape and destructive capabilities, but all have the following abilities.

Absolute Regeneration This functions as regeneration (page 361), though it requires very specific actions to be deactivated. A Spawn of Rovagug's regeneration is powerful enough to revive it even if slain by a death effect. If the Spawn fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 Hit Point. A Spawn can still be banished, imprisoned, or transported away as a means to save a region or kept in a state of dying by an effect that deals constant damage.

Slumbering Armageddon Spawn of Rovagug can sleep for centuries in a regenerative hibernation. While slumbering, a Spawn doesn't need to eat, drink, or even breathe, and its resistances double in value. It can't be located by detection, revelation, or scrying effects, and for any saving throw, it uses the outcome one degree of success better than the result. With no outlet while the Spawn slumbers, its massive destructive energies turn outward and infect its surroundings, causing natural disasters of a type matching the Spawn to occur more frequently and with greater severity in a 1-mile emanation from the Spawn's resting place, increasing in radius by roughly a mile every decade the Spawn slumbers.

Volnagur, the Endsinger

Of all Rovagug's spawn, the creature known as Volnagur is the one that has most distanced itself from the Dead Vault at Golarion's core, instead making its home among the skies. Volnagur possesses many wings, and they're mismatched, asymmetrical, and uncoordinated, yet the massive spawn is capable of powerful flight that carries it as far as Arcadia, Tian Xia, and even Sarusan. Though capable of wreaking great destruction with both its many razor-sharp tongues and powerful blasts of energy from its four eyes, Volnagur's most fearsome ability is the discordant song produced by the precise angling of its wings against the wind, which drives all who hear it to violence, setting neighbor against neighbor.

Though not spotted for decades, astronomers have recently located a satellite in the upper bounds of Golarion's atmosphere, where Volnagur hangs motionless. As it drifts from continent to continent, its eyes seem to alternately turn to the moon, then back to Golarion, as if waiting for a signal.

VOLNAGUR — CREATURE 22

UNIQUE GARGANTUAN BEAST

Perception +39; darkvision
Languages Aklo (can't speak any language)
Skills Athletics +42, Performance +45
Str +9, **Dex** +11, **Con** +11, **Int** –2, **Wis** +3, **Cha** +7
Slumbering Armageddon Volnagur's slumber increases the rate of wildlife attacks, swarms of vermin and pests, and violent crime.

AC 48; **Fort** +39, **Ref** +36, **Will** +33
HP 515, absolute regeneration 25; **Immunities** clumsy, disease, drained, enfeebled, mental, paralyzed, petrified, poison, polymorph, sonic, stupefied
Absolute Regeneration Volnagur's regeneration can be deactivated if a choir of no less than 12 exquisitely skilled and inspired individuals sings a song of beginnings and hope over its corpse for 1 year and 1 day without pause or flaw.
Alien Harmonics (auditory, aura, sonic) 60 feet. Volnagur constantly emits a cacophony that drowns out sound and thought while reinforcing Volnagur's song. Creatures that enter the aura must attempt a DC 43 Fortitude save or Volnagur's song becomes all they can hear for as long as they remain within the aura, making creatures deafened against all sources other than Volnagur. On a critical failure, the effect is permanent, and the cacophony rings in the target's ears regardless of range. The aura also attempts to counteract any auditory effect, any effect that would provide resistance or immunity to auditory or sonic effects, or any effect that would create silence (counteract rank 10, counteract modifier +33).
Frightful Presence (aura, emotion, fear, mental) 300 feet, DC 42 (page 361)
Reactive Volnagur gains 3 reactions each round. It can still use only one reaction per trigger.
Intercepting Eyes ↻ **Trigger** Volnagur is targeted by a ranged attack; **Requirements** Volnagur is aware of the attack and not off-guard to it; **Effect** One of Volnagur's eyes fixes on the attack, shooting it down with an eye beam. The attack becomes a critical failure.
Reactive Strike ↻ (page 361)

Speed 20 feet, fly 80 feet
Melee ❖ jaws +41 (finesse, reach 20 feet), **Damage** 4d10+24 piercing plus endsong and Grab (page 361)
Melee ❖ razor tongues +41 (finesse, reach 40 feet), **Damage** 4d8+24 slashing plus endsong and Grab (page 361)
Ranged ❖ eye beam +41 (magical, range increment 120 feet, sonic), **Damage** 6d12 sonic plus endsong
Endsong (curse, mental, sonic) Subtle vibrations laced under Volnagur's attacks

LESSER SPAWN OF ROVAGUG

The history of Golarion includes stories of massive creatures that, while not conclusively Spawn of Rovagug, have earned the title of "lesser Spawn" due to their ferocity and similar regenerative abilities. Legends say that Old-Mage Jatembe, Azure Leopard, and more than 100 Tempest-Sun Mages trapped the insectile Agohbindi, the Splintering Child, in a forest of twisting roots near the Vanji River before liquefying the creature's body. Cultists of Rovagug unleashed a thundering behemoth called Djakobu against the early Shory Empire; the magic invented for its defeat brought an age of prosperity to the empire. The many-headed, crab-like Gray-Stag-Devourer terrorized the area that would become Irrisen and was driven off by the Grim White Stag, herald of Erastil.

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VEREX-THAT-WAS

Not even gods are immune to Rovagug's fell influence. While searching for means of greater power, the orc god Verex the Despoiler was caught by the Dead Vault's corrupting energies and was nearly destroyed in his escape. However, when a drop of Gorum's blood fell on his broken body, he was transformed into a horrible, twisted Spawn of Rovagug. Read more about this mythic threat in *Pathfinder War of Immortals*.

confuse its targets and fill their minds with the desire to destroy. A creature damaged by one of Volnagur's Strikes must attempt a DC 45 Will save.

Critical Success The target is unaffected and is temporarily immune for 24 hours or until it takes damage from Scream of the End.

Success The target is unaffected.

Failure The target is confused for 1d4 rounds. It never attempts to attack Volnagur or another creature affected by endsong.

Critical Failure As failure, but the target is confused for 1 hour. While confused, its Strikes resonate with Volnagur's song, dealing an additional 1d6 sonic damage and forcing the target to save against endsong.

Gaze Upon ❖❖ Volnagur makes an eye beam Strike against every creature in a 120-foot cone. These attacks count toward Volnagur's multiple attack penalty, but the multiple attack penalty doesn't increase until after Volnagur makes all its attacks. It can't use Gaze Upon again for 1d4 rounds, but until the start of Volnagur's next turn, it can use Intercepting Eyes as a free action.

Scream of the End ❖❖ (sonic) **Requirements** Volnagur has a creature grabbed or restrained; **Effect** Volnagur holds a creature close to its eyes before blasting the creature at point-blank range. Volnagur deals 23d6 sonic damage to the target (DC 46 basic Reflex save). Regardless of the save's result, the target is no longer grabbed or restrained, is pushed 120 feet away from Volnagur, and falls prone.

Sorvuth-ka, Collector of Despair

Sorvuth-ka is the youngest of Rovagug's spawn. It has never been seen eating; lacking the ravenous hunger observed in the other Spawn, it seems to destroy simply for the pleasure of it, approaching each of its attacks with novel, inventive cruelty. Sorvuth-ka might pause while destroying a town to give the populace just enough time to flee, only for them to realize in despair that their only route of escape is a mountain pass that Sorvuth-ka has already collapsed. However, the creature grows bored easily, swiftly dispatching prey with bladed limbs if its games stop going to plan or take too long to come to fruition.

Curiously, despite Sorvuth-ka's regenerative abilities—powerful even for a Spawn and capable of rendering it resistant to attacks that have injured it—it has several wounds that refuse to heal, most notably a great gash across its face. Some scholars theorize that these wounds are some cruel design of Rovagug, the better to allow access to the amber blood that is Sorvuth-ka's primary instrument of destruction. Others take it as proof of the existence of a weapon capable of ending the threat of the Spawn of Rovagug once and for all.

SORVUTH-KA — CREATURE 24

UNIQUE | GARGANTUAN | BEAST

Perception +42; darkvision

Languages Aklo (can't speak any language)

Skills Acrobatics +45, Athletics +45, Intimidation +41, Survival +45

Str +12, **Dex** +9, **Con** +12, **Int** +10, **Wis** +7, **Cha** +5

Slumbering Armageddon Sorvuth-ka's slumber accelerates erosion and weathering, timed to always break at the point of maximum harm via rockslides, sinkholes, treefalls, and other collapses.

AC 52; **Fort** +42, **Ref** +38, **Will** +36

HP 550, absolute regeneration 25; **Immunities** adaptive defenses, clumsy, disease, drained, enfeebled, mental, paralyzed, petrified, poison, polymorph, stupefied, visual

Absolute Regeneration Sorvuth-ka's regeneration can be deactivated by slaying it with a weapon made from the bones of Chemnosit, Kothogaz, Ulunat, Volnagur, and Xotani.

Adaptive Defenses When injured, Sorvuth-ka's body adapts to ensure that the triggering insult can't harm it again. Immediately after it takes damage, it becomes immune to that type of damage. It can become immune to three different types of damage in this way, with newer immunities replacing older ones.

Frightful Presence (aura, emotion, fear, mental) 300 feet, DC 45 (page 361)

Reactive Sorvuth-ka gains 3 reactions each round. It can still use only one reaction per trigger.

Bleed Destruction ◆ **Trigger** Sorvuth-ka takes physical damage; **Effect** Amber blood spurts from Sorvuth-ka's wound, creating a blood pool in a square adjacent to Sorvuth-ka. The blood remains in the area until removed or it dries, which typically takes 1 day.

Reactive Strike ↷ (page 361)

Speed 60 feet

Melee ◆ claw +44 (agile, finesse, reach 15 feet), **Damage** 4d8+27 slashing plus Improved Grab (page 361)

Ranged ◆ crystallized blood +44 (propulsive, range increment 120 feet), **Damage** 5d6+21 slashing

Amber Strikes ◆ **Requirements** Sorvuth-ka's previous action was a successful Strike against the target; **Effect** After landing a Strike, Sorvuth-ka commands it blood to continue the assault, choosing one of the three following options: Crystallize, Inject, or Splash. If the previous attack was a critical hit, Amber Strikes is a free action.

- *Crystallize* Sorvuth-ka's blood flows around the target's limbs before hardening. The creature must succeed at a DC 48 Reflex save or become immobilized and off-guard until it Escapes. If the creature was flying, it falls.
- *Inject* Sorvuth-ka's blood invades the target through its wounds. The target must succeed at a DC 48 Fortitude save or become sickened 2 (sickened 3 on a critical failure). As long as the target is sickened, Sorvuth-ka's blood will attempt to counteract any effect that could restore Hit Points to the target (counteract rank 10, counteract modifier +38).
- *Splash* Sorvuth-ka's blood splashes violently, dazzling the target until the end of its next turn and creating a blood pool in a square adjacent to the target.

Detonate Blood ◆◆ **Requirements** A pool of Sorvuth-ka's blood is within 500 feet; **Effect** Sorvuth-ka's blood detonates into crystalline amber flechettes. Every creature either in the required blood pool's square or in a 10-foot emanation of that pool other than Sorvuth-ka takes 20d8 piercing damage (DC 48 basic Reflex save). On a critical failure, any resistances to physical damage the creature has are reduced by 10 for 1 minute.

Rough Rampage ◆ **Requirements** Sorvuth-ka has at least one creature grabbed or restrained; **Effect** Sorvuth-ka Strides, dragging any creatures it's grabbed or restrained along with it. Each grabbed or restrained creature takes 11d6 bludgeoning damage (DC 48 basic Fortitude save). On a failure, the creature is also clumsy 2 (or clumsy 3 on a critical failure) until it Escapes.

SPAWN IN YOUR CAMPAIGNS

Defeating (or even just surviving) a Spawn of Rovagug should be an important event in any campaign. It might even be the culmination of several adventures as the characters research ways to prevent the Spawn from rising immediately after it's been slain and gather necessary allies for the fight. Along the way, the PCs might also have to deal with natural disasters precipitated by the Spawn's approach and priests of Rovagug who believe the Spawn's rampage will free their god.



SORVUTH-KA

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Venom Addicts

Talented alchemists process dream spider venom into an addictive drug. Those who become addicted can be driven in desperation to seek out dream spiders and allow the creatures to bite their flesh to get their fix—an arrangement that backfires horribly as the spiders feed.

Spider

Spiders range dramatically in size, yet many are to some extent venomous.

Dream Spider

A dream spider's webs have an iridescent hue and are infused with the same hallucinogenic compound as the creature's toxin. Originally denizens of tropical jungles, dream spiders have adapted well to temperate environments, particularly thriving among the rooftops of cities where shady alchemists use their venom to produce addictive drugs.

DREAM SPIDER **CREATURE 0**

SMALL ANIMAL

Perception +6; darkvision, web sense

Skills Acrobatics +5, Athletics +2, Stealth +7

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

Web Sense The dream spider has imprecise tremorsense (page 362) to detect the vibrations of creatures touching its web.

AC 16; **Fort** +5, **Ref** +7, **Will** +4

HP 15

Speed 25 feet, climb 25 feet

Melee ❖ bite +7 (finesse), **Damage** 1d6 piercing plus dream spider venom

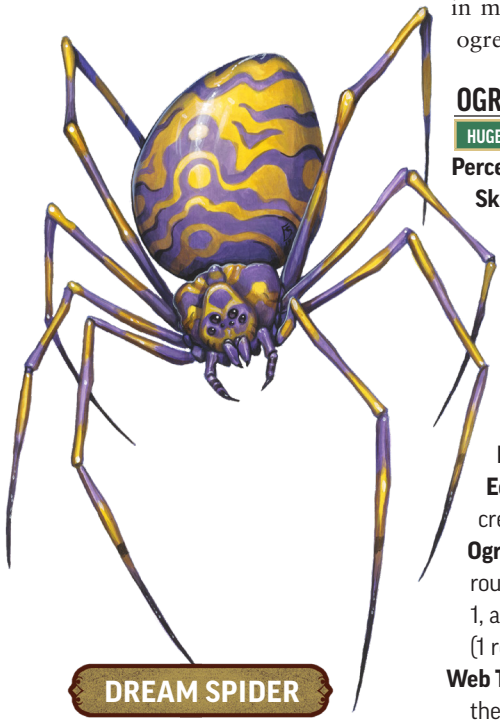
Ranged ❖ web +7 (range increment 10 feet), **Effect** web trap plus dream spider venom

Dream Spider Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** 1d6 poison damage plus stupefied 1 (1 round)

Web Trap A creature hit by the dream spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 16).

Ogre Spider

These terrifying creatures grow as large as elephants. The placement of their eyes above their wide mandibles evokes the grimacing visage of an ogre's leer. Ogres find ogre spider faces simultaneously amusing and adorable, but in most cases, ogres' attempts to keep these spiders as pets result in dead ogres and well-fed spiders.



DREAM SPIDER

OGRE SPIDER **CREATURE 5**

HUGE ANIMAL

Perception +13; darkvision, web sense

Skills Acrobatics +13, Athletics +13

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

Web Sense The ogre spider has imprecise tremorsense (page 362) to detect the vibrations of creatures touching its web.

AC 22; **Fort** +15, **Ref** +13, **Will** +9

HP 70

Speed 30 feet, climb 30 feet

Melee ❖ bite +15, **Damage** 2d8+8 piercing plus ogre spider venom

Ranged ❖ web +13 (range increment 30 feet), **Effect** web trap

Eerie Flexibility An ogre spider can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full Speed.

Ogre Spider Venom (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 3** 2d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 4** 2d6 poison damage, clumsy 2, and enfeebled 2 (1 round)

Web Trap A creature hit by the ogre spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 22).

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Spiral Centurion

These mechanical constructs were created to serve as guardians in an ancient and bygone era, although exactly who made them and the secrets of their construction have long since been lost to history. From the waist up, they resemble humanoids made of metal, but from the waist down, their bodies take the form of spinning metal tops ringed with blades that excel at cutting down nearby foes. Most spiral centurions can be directed to stand down with a password, but often these command phrases have been lost to the mists of time. In rare cases, a spiral centurion can also wield manufactured weapons or a shield in addition to its built-in weapons, giving it access to additional actions besides those listed below.

Most spiral centurions are hundreds or even thousands of years old, only staying functional because of the powerful magic used in their creation. Still, millennia of neglect have caused many spiral centurions to develop small glitches or malfunctions.

Spiral Centurion — Creature 11

MEDIUM CONSTRUCT MINDLESS

Perception +20; darkvision
Skills Acrobatics +23, Athletics +23
Str +6, **Dex** +6, **Con** +5, **Int** –5, **Wis** +2, **Cha** –5

AC 31; **Fort** +22, **Ref** +25, **Will** +16
HP 170; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Top-Heavy A spiral centurion's top-like design makes it susceptible to effects that would cause it to fall prone. The DC of any attempt to knock the spiral centurion prone is reduced by 5. If the spiral centurion attempts a check or saving throw to resist being knocked prone, it takes a –5 status penalty. A spiral centurion that has been knocked prone can't use any actions other than to attempt to Stand, but it must succeed at a DC 30 Acrobatics check to do so.

Speed 40 feet
Melee ❖ blade +23 (agile, sweep), **Damage** 2d12+12 slashing
Hurl Blade ❖❖ The spiral centurion hurls one of its blades with an angled spin to ensure a swooping flight path. The blade deals 6d6 slashing damage to each creature in a 40-foot line (DC 30 basic Reflex save). At the start of the spiral centurion's next turn, the blade swoops around and returns along the same flight path, again dealing 6d6 slashing damage (DC 30 basic Reflex save) to each creature along the same line.
Rev Up ❖ **Requirements** The spiral centurion hasn't acted yet this turn; **Effect** The spiral centurion Strides up to its Speed. It then gains a +2 circumstance bonus to attack and damage rolls until the end of its turn.
Trample ❖❖❖ Medium or smaller, blade, DC 30 (page 362)
Whirling Death ❖❖❖ The spiral centurion spins furiously in place, its blades extended to slice through nearby creatures. It makes up to five melee blade Strikes. No single creature can be targeted by more than one blade Strike during one use of this ability. These attacks count toward the spiral centurion's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks are made.

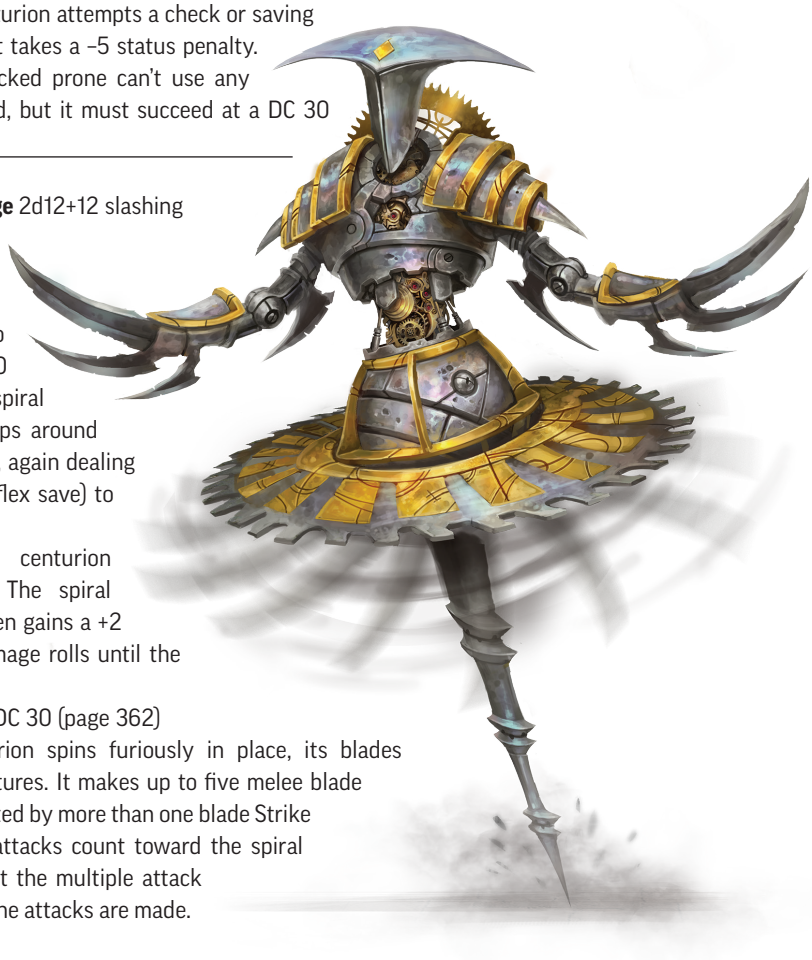
Spiral Centurion Glitches

A spiral centurion might have one of the following glitches.

Dulled Blades Its blade Strike deals only 2d10+5 bludgeoning damage.

Misaligned Gears It loses Rev Up, and if it Strides more than once per round, it takes 1d10 damage.

Stuck in a Rut It uses the same actions each round, regardless of the circumstances.





Permanent Bonds

A spirit guide can form a permanent, close bond with a mortal, granting both new abilities. Such bonded pairs can see through one another's eyes, coordinate their actions to an unparalleled degree, and come to one another's aid in an instant. Legends claim that a pair thus linked can even share life essence, growing and learning together throughout the mortal's life.

Spirit Guide

Spirit guides are a distinctive form of spiritual entity with a tenuous attachment to the Universe. Some legends say the first spirit guides were the perfect conceptual forms of animals, and that from them, eagles, foxes, bears, and other mortal beasts were born. Each guide displayed an interest in mortal affairs, watching over communities and imparting their gifts. Fox shared his cunning with the mortals he befriended, while Bear taught them how to survive and endure.

Over countless mortal generations, new spirit guides were born, many of them possessing traits from two or more of the original guides. In the ancient human nation of Sarkoris, the people abandoned traditional gods in favor of venerating the spirit guides who watched over them. While some in neighboring nations saw this as heresy, to the old Sarkorians, such worship felt perfectly natural. After all, the same beings who'd taught their forebears to survive and thrive still walked among them.

Every so often, a spirit guide bonds with a mortal partner. While many spirit guides permanently bond with mortals, such as the spirit guides of Sarkoris and the spiritual leaders known as god callers, some instead form temporary bonds, either to test the prospective mortal before committing or because a permanent bond is undesirable. It's not uncommon for a single spirit guide to form bonds with multiple generations of the same family or community, protecting and guiding mortals they've grown fond of or who do them a great service.

Cunning Guide

Spirit guides of cunning are often seen as the weakest of the spirit guides, but they're also the most numerous and proactive, guiding families to safe paths or leaving food and water for warriors. Cunning guides often take the form of foxes.

CUNNING FOX **CREATURE 1**

SMALL BEAST INCORPOREAL SPIRIT

Perception +9; darkvision

Languages Common, Fey; *truespeech*

Skills Acrobatics +6, Deception +6, Stealth +8, Survival +5

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

AC 16; **Fort** +5, **Ref** +8, **Will** +7

HP 15; **Immunities** bleed, disease, paralyzed, poison, precision; **Resistances** all damage 2 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)

Speed 40 feet

Melee ❖ horn +6 (finesse, magical), **Damage** 1d8+1 force

Melee ❖ jaws +6 (agile, finesse, magical), **Damage** 1d4+1 force

Primal Innate Spells DC 17; **3rd** *wanderer's guide* (*Player Core 2* 255); **1st** *cleanse cuisine*, *detect poison*; **Cantrips (1st)** *guidance*, *read aura*, *stabilize*; **Constant (5th)** *truespeech*

Bond with Mortal ❖❖ (mental, primal) **Frequency** once per day; **Effect** The spirit guide forms a bond with a mortal creature. While the bond exists, the spirit guide increases their current and maximum Hit Points by 10, gains a +2 status bonus to their attack and damage rolls, and can communicate telepathically with the bonded mortal as long as the two beings are on the same plane. The spirit guide can only be bonded with one mortal at a time, and they can take this action again to end the bond or to form a new bond (which also ends the old bond). The bond also ends if the spirit guide or the mortal dies.



This bond strengthens the spirit guide's connection to the Universe. While bonded, the spirit guide loses the incorporeal and spirit traits, loses their immunities and resistances, and changes their Strikes to deal the appropriate physical damage (typically piercing or slashing) instead of force damage.

Bonded Strike ❖❖ **Requirements** The spirit guide is currently Bonded with a Mortal; **Effect** The spirit guide makes a jaws Strike. If this attack hits, the bonded mortal can spend their reaction to Strike the same target.

Strong Guide

Born from spirits possessing the qualities of strength, endurance, and ferocity, these spirit guides act as martial guardians for mortals under their care. Most have a burning hatred for demons, devils, and other fiends who prey on mortal weaknesses. However, they also display care and consideration around mortal children, who in turn seem to instinctively recognize the beings as protectors. Strength takes many forms, some evident in their power—like the feathered bear—and some unassuming.

FEATHERED BEAR — CREATURE 10

LARGE | BEAST | INCORPOREAL | SPIRIT

Perception +18; darkvision, scent (imprecise) 60 feet
Languages Common, Fey; *truespeech*
Skills Athletics +22, Intimidation +20, Survival +16
Str +7, **Dex** +2, **Con** +5, **Int** +0, **Wis** +2, **Cha** +3

AC 29; **Fort** +21, **Ref** +16, **Will** +18
HP 160; **Immunities** bleed, disease, paralyzed, poison, precision; **Resistances** all damage 10 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)
Guardian's Aegis (aura, primal) 30 feet. All allies within 30 feet of the feathered bear gain a +1 status bonus to saves against magical effects. The bonus increases to +2 if the effect originated from a fiend.
Avenging Claws ↷ **Trigger** A creature within 10 feet damages the feathered bear's ally with a melee attack; **Effect** The feathered bear immediately Steps toward the triggering attacker and makes a claws Strike.

Speed 35 feet
Melee ❖ jaws +21 (magical), **Damage** 3d10+9 force
Melee ❖ claw +21 (agile, magical), **Damage** 3d6+9 force plus Grab (page 361)
Primal Innate Spells DC 27; **3rd** *environmental endurance*, *haste*, *jump*, *oaken resilience*; **Cantrips (3rd)** *know the way*; **Constant (5th)** *truespeech*
Bond with Mortal As cunning fox, except Hit Points increase by 20.
Feathered Charge ❖❖ The feathered bear Strides and makes a Strike at the end of that movement. During the Stride, the feathered bear ignores difficult terrain and greater difficult terrain, and they can move across air as easily as solid ground. If the feathered bear doesn't end their movement on solid ground, they fall as soon as the Strike is completed.
Bonded Strike ❖❖ As cunning fox.
Mauler The feathered bear gains a +4 circumstance bonus to damage rolls against creatures they've grabbed.



STRENGTH AND ADVERSITY

In the region of the Broken Lands known as the Sarkoris Scar, spirit guides provide crucial aid in the fight against the demons who still infest the poisoned land. Battle-tested knights and Sarkorian reclaimers alike tell countless stories of rescue, such as when a charging bear cloaked in feathers tore wrath demons out of the skies or how a ghostly eagle with dragon scales swooped in to save them from a pride demon's descending blade. Others speak of discovering caches of safe food, clean water, and blankets left by ghostly foxes or martens just as all hope seemed lost.

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Other Sportlebores

While the creature presented here is the most common of its type, the sportlebore is in fact an entire family of insects that specialize in mimicking everyday objects. Other varieties of sportlebore include the spindly, wood-devouring wartlebore; the corpse-eating sportlegore; and the sportleglug, which is so small it can burrow into leather wineskins and drink their contents without the bag spilling a drop. Like the sportlebore, most of these vermin aren't very dangerous alone but can turn into a real problem if their numbers are left unchecked.

Sportlebore

The bane of hungry adventurers the world over, sportlebores are nefarious vermin that resemble delicious snacks. When positioned near trail rations, such as fruit or jerky, a sportlebore can flawlessly imitate these foodstuffs by flexing, contorting, and color-shifting its abdomen, then folding its thorax, head, and legs within its delicious-looking body. Once consumed, the sportlebore reproduces into a hungry swarm that's regurgitated by the now ailing eater, ravenously attacking any creatures it thinks it can consume.

Sportlebore

On its own, a single sportlebore functions as a hazard rather than a creature.

SPORTLEBORE — HAZARD 7

ENVIRONMENTAL | ANIMAL

Stealth DC 26 (expert)

Description A sportlebore hides amid victuals on a plate of food or within a pack of trail rations.

Disable A creature that notices the sportlebore can remove it from the food it's hidden within automatically as an Interact action.

Mimic Food ↻ **Trigger** A creature eats food the sportlebore is hidden within; **Effect** The sportlebore rapidly multiplies in the host's stomach, exposing the host to sportlebore infestation.

Sportlebore Infestation (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 hour); **Stage 3** enfeebled 2 (1 hour); **Stage 4** 4d6 bludgeoning damage (DC 25 basic Fortitude save) as the host painfully vomits out a sportlebore swarm and returns to stage 1

Sportlebore Swarm

A swarm of sportlebores is a much more dangerous foe than a single insect.

SPORTLEBORE SWARM — CREATURE 7

LARGE | ANIMAL | SWARM

Perception +13; low-light vision

Skills Acrobatics +17, Stealth +17

Str +2, **Dex** +6, **Con** +4, **Int** –4, **Wis** +2, **Cha** +4

AC 25; **Fort** +15, **Ref** +17, **Will** +13

HP 85; **Immunities** precision, swarm mind (page 362); **Weaknesses** area damage 7, splash damage 7; **Resistances** bludgeoning 3, piercing 7, slashing 7

Pour Down Throat ↻ **Trigger** A creature in the sportlebore swarm's area speaks, Casts a Spell, or opens its mouth; **Effect** A portion of the sportlebore swarm attempts to surge down the throat of the triggering creature, who must attempt a DC 25 Fortitude save.

Critical Success The creature is unaffected.

Success The creature gets a mouthful of sportlebores. They spit the insects out and avoid further damage, but they can't speak for 1 round, and if they were performing a spellcasting action, the spell fails and the caster wastes the action.

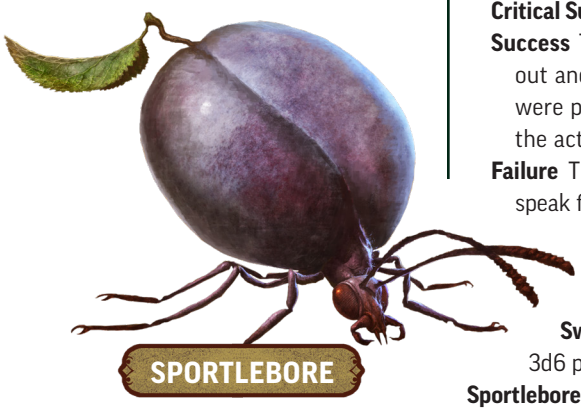
Failure The creature takes 4d6 piercing damage from sportlebore bites, can't speak for 1 round, and loses a spell as noted under success.

Critical Failure As failure, but the creature is also exposed to sportlebore infestation.

Speed 35 feet, fly 35 feet

Swarming Bites ❖ Each creature in the sportlebore swarm's area takes 3d6 piercing damage (DC 25 basic Reflex save).

Sportlebore Infestation (disease) As sportlebore.



Strix

Strix, called itarii in their own language, are avian humanoids with sprawling, dark-feathered wings and large talons. They possess angular features and piercing eyes that are fixed facing forward.

Strix Kinmate

Kinmates carry a strong bond for one another and excel at teamwork.

STRIX KINMATE — CREATURE 2

UNCOMMON MEDIUM HUMANOID STRIX

Perception +9; low-light vision
Languages Common, Strix
Skills Acrobatics +8, Nature +7, Survival +9
Str +2, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +0
Items leather armor, shortbow (20 arrows), shortsword

AC 18; **Fort** +6, **Ref** +10, **Will** +7
HP 25

Speed 25 feet, fly 25 feet
Melee ◆ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Melee ◆ talon +10 (agile, finesse), **Damage** 1d6+4 slashing
Ranged ◆ shortbow +10 (deadly d10, range increment 60 feet), **Damage** 1d6+2 piercing
Strix Camaraderie Strix kinmates are tightly bonded to one another, adept at teamwork and supporting each other's attacks. If an enemy is within reach of both the kinmate and one other strix, that enemy is off-guard to all strix.
Strix Vengeance ◇ (emotion, mental) **Frequency** once per 10 minutes; **Trigger** The kinmate or a strix ally they can see is damaged by an enemy's critical hit; **Effect** Until the end of their next turn, the kinmate gains a +1d6 status bonus to damage rolls on Strikes they make against the triggering enemy.

Strix Aerialist

Strix aerialists are talented acrobats.

STRIX AERIALIST — CREATURE 9

UNCOMMON MEDIUM HUMANOID STRIX

Perception +19; low-light vision
Languages Common, Strix
Skills Acrobatics +22, Athletics +20, Deception, +18, Performance +20, Society +16, Stealth +20, Thievery +18
Str +3, **Dex** +5, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3
Items *+1 striking dagger* (2), *+1 leather armor*

AC 28; **Fort** +18, **Ref** +21, **Will** +15
HP 120

Speed 25 feet, fly 30 feet
Melee ◆ *dagger* +21 (agile, finesse, magical, versatile S), **Damage** 2d4+7 piercing
Ranged ◆ *dagger* +21 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+7 piercing
Aerial Feint ◆ (mental) The aerialist chooses a creature within 20 feet and attempts an Acrobatics check against the target's Perception DC. On a success, the target is off-guard against the aerialist's Strikes for 1 round.
Dive Bomb ◆◆ The strix aerialist Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a melee Strike.
Sneak Attack The strix aerialist's Strikes deal an additional 2d6 precision damage to off-guard creatures.

STRIX STORYTELLING

Strix history and mythology are passed down through oral tradition. Every strix, even those from different tribes, knows nearly identical tales of their ancestral history and spiritual sermons. Always performing the tales in their own language, strix only share these ancestral stories with those they consider kin. Even among outsiders, strix hold the skill of storytelling in high regard and are fond of finely performed spoken narratives.



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Stygira Gems

The gem a stygira carries doesn't need to be particularly valuable, but some stygiras prefer to use more expensive gems as an affectation. More powerful stygiras have developed methods of using particularly expensive gems to enhance their Gem Gaze ability, allowing some to charm those they gaze upon, light their enemies on fire, or even afflict creatures with debilitating poison.

Stygira

These scarred, eyeless creatures appear as withered hermits wrapped in tattered rags. They can command strange secrets of the earth and interpret the fateful energies of the subterranean depths. In some regions, stygiras are worshipped as seers or even gods, although they lack the ability to grant spells to clerics and often aren't aware of their worshippers at all. In other areas, they have strange ties to the ancient empires of the cyclopes, frequently dwelling in the oversized ruins those creatures left behind long ago. To many stygiras, gemstones harvested from ancient cyclopean mosaics have even greater magical properties than other crystals.

Although technically blind, stygiras do have vestigial eyes hidden beneath the stony, scarred flesh of their faces. Capable of sensing bright lights even through their scars, stygiras are sickened and distracted by these flashing glimpses, so they keep to their caves during the day and only wander into the world above after nightfall. Far from benevolent, stygiras often waylay unwary travelers so they can reduce their victims down to the base chemicals and supernatural humors required to infuse their gemstones with the capacity to give them sight and magical power.

Stygira — Creature 7

UNCOMMON | MEDIUM | EARTH | FEY

Perception +17; gemsight



Languages Aklo, Cyclops, Jotun, Petran

Skills Athletics +15, Deception +15, Gem Lore +17, Nature +17, Occultism +17

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

Items gemstone (worth 25 gp)

Gemsight As long as the stygira holds a gemstone, they can see through the gem with darkvision and the effects of *truesight*. A stygira is blind when they aren't holding a gem in a hand.

AC 25; **Fort** +15, **Ref** +13, **Will** +19; +1 status to all saves vs. magic

HP 80; **Immunities** paralyzed, petrified, visual; **Weaknesses** cold iron 5; **Resistances** physical 10 (except adamantine)

Light Sickness A stygira in an area of bright light is sickened 1.

Speed 25 feet

Melee ❖ claw +17 (agile); **Damage** 2d6+10 slashing plus stone curse

Occult Innate Spells DC 25; **4th** *clairvoyance*, *read omens*, *shape stone*; **3rd** *clairaudience*, *earthbind*; **2nd** *augury*; **Cantrips (4th)** *know the way*, *read aura*

Gem Gaze ❖ (emotion, fear, mental, primal) The stygira holds aloft a gem and gazes into the mind of a creature within 30 feet, infusing the creature's thoughts with visions of its own dead body slowly petrifying. The creature must succeed at a DC 25 Will save or become frightened 1 (frightened 2 on a critical failure).

Stone Curse (curse, primal) Wounds dealt by the stygira's claws leave the flesh bleached of color and turn the blood that runs from them dark gray. Each time a creature is damaged by the stygira's claw Strike, it must succeed at a DC 25 Fortitude save or become permanently slowed 1 (slowed 2 on a critical failure) as its flesh stiffens like stone. If a creature is reduced to 0 Hit Points from the stygira's claw Strike and fails the saving throw against stone curse, it's petrified. A creature that spends 8 hours in direct sunlight can attempt a new saving throw to remove the effects of stone curse, even if it has been petrified.

Sumbreiva

Sumbreivas are the Void's unstoppable hunters, tracking down and destroying other creatures on their plane for sport and practice. Occasionally, they pass through a rift or are brought to the Universe via a binding circle, where they collect living souls to display as trophies.

Sumbreivas gather at Night Lodges, where they train and display their *soul trophies*, which appear as floating wisps of blue energy. The more formidable the soul, the more intense the blue glow that emanates from it. Sumbreivas in lodges periodically raid the Universe on a Night Hunt and compete to see who can bring back the most brilliant *soul trophies*. The winner of the Night Hunt leads the lodge until the next hunt. Night Lodges are ranked against each other by the accomplishments of the hunters within. All sumbreivas desire to capture a soul powerful enough to earn them placement in the Twilight Lodge, reserved for the truly elite souls and hunters.

SUMBREIVA — CREATURE 16

LARGE HUMANOID UNHOLY VOID

Perception +29; greater darkvision, scent (imprecise) 30 feet
Languages Aklo, Necril
Skills Athletics +28, Intimidation +30, Stealth +35, Survival +29
Str +8, **Dex** +9, **Con** +3, **Int** +6, **Wis** +5, **Cha** +4

AC 39; **Fort** +25, **Ref** +33, **Will** +27
HP 290, void healing (page 363); **Immunities** death effects, drained
Hunter's Triumph ↻ (auditory, emotion, fear, mental) **Trigger** The sumbreiva kills a creature; **Effect** The sumbreiva lets out a triumphant, bone-chilling howl. Every enemy in a 30-foot emanation must succeed at a DC 36 Will save or become frightened 3 (and fleeing as long as it's frightened on a critical failure).
Reactive Strike ↻ (page 361)

Speed 50 feet
Melee ❖ sumbreiva huntblade +33 (agile, death, finesse, magical, versatile S), **Damage** 3d8+16 piercing plus huntblade brutality
Melee ❖ shadow whip +33 (agile, death, disarm, finesse, magical, reach 10 feet, trip), **Damage** 3d4+16 bludgeoning plus Improved Grab (page 361)
Ranged ❖ sumbreiva huntblade +33 (agile, death, magical, thrown 30 feet, versatile S), **Damage** 3d8+16 piercing plus huntblade brutality
Arcane Innate Spells DC 36; **4th** *darkness*, *earthbind*
Claim Trophy ❖ The sumbreiva claims the soul of a creature they killed within the last minute. This works like *seize soul*, except that no black sapphire is required, and the soul is turned into a glowing blue light called a *soul trophy*. Anyone who kills the sumbreiva can then free the soul from any *soul trophy* by touching it and speaking the word for "freedom" in any language.
Huntblade Brutality The sumbreiva's huntblade deals an additional 2d8 precision damage to drained, frightened, or off-guard creatures.
Whip Drain ❖ (arcane, death) **Requirements** The sumbreiva has a creature grabbed with their shadow whip; **Effect** The grabbed creature must succeed at a DC 38 Fortitude save or become drained 2 (drained 3 on a critical failure). If the creature is already drained, this increases its drained value instead, to a maximum of drained 4.



SUPERIOR SUMBREIVAS

As sumbreiva hunters attain souls, they grow in power and physically transform. They might increase in stature, grow more limbs or great leathery wings, or form advanced armaments suited to their personalities and hunting methods. These outward manifestations make it easy for other sumbreivas to distinguish superior warriors from the less masterful hunters. The greatest sumbreivas are said to be inexorable giants suited for hunting only kaiju, demigods, and the spawn of Rovagug.

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Split Personality

Even though a swarm strider has a collective intelligence and many memories from their past life, the nature of that intelligence can shift over time. Each of the constituent creatures acts like a specific neuron within a brain, and as they're lost or replaced, the associated facets of the swarm strider's personality might change. Destroying most of a swarm strider might leave the regenerated whole with amnesia. Likewise, if two or more depleted swarm striders combine, their personalities often meld into a whole new identity.

Swarm Strider

All living creatures eventually become worm food. Yet if a creature perishes while gripped by overwhelming emotion or unfinished business, its flesh can become infused with those obsessions or a simple refusal to perish, infecting whatever detritivores feast on the body. As they feast, the invertebrates awaken to a type of collective intelligence, including some of the dead creature's memories and motivations. Once the body is stripped bare, the vermin swarm together and intertwine to recreate the dead creature's form out of thousands of wriggling bodies. These reborn are known as swarm striders.

Though many swarm striders are accidental creations, a few rare mortals purposefully transform themselves into swarm striders through powerful rituals. Most often, this process involves specially preparing a grave with ample scavengers and enchanting the site with occult magic to anchor their soul until it can live within the swarm. Through transformation, these intentional swarm striders seek out the power to slip past any defense or claim the virtual immortality of an ever-regenerating horde, as a swarm strider can reconstitute their form from even a single worm. However, the transformation inevitably scars the creature—often causing emotional detachment, the disintegration of old taboos, and a dissociated sense of self now that one mind has become a thousand. In their transformed state, even the best-intentioned swarm strider might embrace villainy and lose any semblance of their former selves over the span of many years.

Swarm Strider Abilities

A swarm strider gains the aberration and swarm traits. They lose any traits that represent their former life, such as human and humanoid, though they usually remain the same size, keep the same items, and use the same weapons as they did before their rebirth. Swarm striders typically have the following abilities.

Darkvision

Tremorsense 30 feet (imprecise) (page 362)

All-around Vision (page 360)

Clinging Remnants A swarm strider's melee Strikes and ranged Strikes made against targets within their weapon's first range increment deposit biting vermin on the target, dealing 1d4 persistent piercing damage, increasing to 2d4 at 5th level, 3d4 at 10th level, 4d4 at 15th level, and 5d4 at 20th level.

Discorporate When the swarm strider is reduced to 0 HP, their constituent creatures collapse, scattering on the ground under their space and each adjacent square. If even one of the creatures gets away, the swarm strider can eventually re-form over 1d10 days (potentially longer in areas where there are few invertebrates).

The scattered invertebrates must be destroyed within 1 round to destroy the swarm strider permanently. The invertebrates have a collective pool of HP, typically equal to 1/4 of the swarm strider's maximum HP, and the same AC, saves, immunities, resistances, and weaknesses as the swarm strider. The invertebrates can't take actions but they escape automatically once the round elapses. At the GM's discretion, clever means of trapping or eliminating the creatures might be sufficient to destroy the swarm strider.

Immunities precision, swarm mind (page 362)

Resistances resistance 2 to physical and poison, increasing to 5 at 5th level, 10 at 10th level, 15 at 15th level, and 20 at 20th level



SKITTERING SLAYER

Weaknesses weakness 2 to area damage and splash damage, increasing to 5 at 5th level, 10 at 10th level, 15 at 15th level, and 20 at 20th level

Draw Bugs ❖ (healing) The swarm strider draws more arthropods from the environment around them to reconstitute some of their damaged body. They regain the listed number of HP, which is typically 5 HP, increasing to 10 at 5th level, 15 at 10th level, and 20 at 15th level. At the GM's discretion, the swarm strider doesn't recover HP in areas where there aren't enough arthropods to call to themselves.

Squirming Embrace ❖ The swarm strider Strides. If they end their movement sharing a space with a creature, they deal 1d6 piercing damage to the creature, with a basic Reflex save. The save DC is the high spell DC for the swarm strider's level (*GM Core* 121). The damage increases by 1d6 at 4th level and every 3 levels thereafter. The swarm strider can Burrow, Climb, Fly, or Swim instead of Striding if they have the corresponding movement type.

Swarm Shape ❖ (concentrate) The swarm strider collapses into a shapeless swarm of their constituent creatures. They drops all items in their possession. In this form, the swarm strider can't use attack actions and can't cast spells, but they can move through areas small enough for their constituent creatures to fit without having to Squeeze. They can use the same action to coalesce from their swarm shape back into their normal form.

Skittering Slayer

When a warrior's last thoughts are of bloodlust, their body can become so suffused with rage that it infects whatever eats their corpse. This singular emotion binds together the resultant swarm, combining the insects' will to survive with a berserker's deathless rage, creating an indomitable combatant. Often made of roaches or similarly tenacious insects, skittering slayers rarely develop long-term plans, instead scuttling about in search of dark refuges and passionate fights. These swarm striders tend to avoid transforming into their swarm shape, preferring to face their foes directly whenever possible.

SKITTERING SLAYER CREATURE 8

UNCOMMON MEDIUM ABERRATION SWARM

Perception +17; darkvision, tremorsense (imprecise) 30 feet (page 362)
Languages Aklo, Common
Skills Acrobatics +16, Athletics +17, Intimidation +15, Stealth +16
Str +5, **Dex** +4, **Con** +6, **Int** +0, **Wis** +3, **Cha** + 3
Items chain mail, *+1 striking flail*, light hammer (3)

AC 26, all-around vision (page 360); **Fort** +18, **Ref** +16, **Will** + 13
HP 130; **Immunities** precision, swarm mind (page 362); **Resistances** physical 5, poison 5; **Weaknesses** area damage 10, splash damage 10

Agitated by Light When exposed to bright light, the skittering slayer must attempt a DC 25 Will save. On a failure, they become frightened 1 (frightened 2 on a critical failure). The skittering slayer then becomes immune to being agitated by light for 10 minutes.

Discorporate 32 HP

Scatter ↷ **Trigger** The skittering slayer is targeted by a splash attack or would attempt a Reflex save against an area effect; **Effect** The skittering slayer scatters in place, gaining a +2 circumstance bonus to AC and Reflex saves against the triggering effect.

Speed 30 feet

Melee ❖ *flail* +20 (disarm, reach 10 feet, sweep, trip), **Damage** 2d6+11 bludgeoning plus clinging remnants

Melee ❖ light hammer +19 (agile, reach 10 feet), **Damage** 1d6+11 bludgeoning plus clinging remnants

Melee ❖ fist +19 (agile, finesse, nonlethal, reach 10 feet, unarmed), **Damage** 1d4+11 bludgeoning plus clinging remnants



SWARMS OF DIFFERENT FORM

In the right environments—particularly where other invertebrates are most common—swarm striders might be composed of unlikely critters. The following are several possible variants.

Bookworm: Born students trapped in labyrinthine libraries, these swarm striders voraciously consume knowledge—including the spellbooks and scrolls of those damaged by their Squirming Embrace!

Cicada: These noisome swarm striders often hibernate for years at a time, and their screeching is known to counteract auditory effects.

Lamprey: A kraken's corpse or awakened whalefall can seep intelligence into the lampreys that feast on their flesh, creating aquatic swarm striders with prodigious size and reach.

Leech: This bloodsucking swarm strider usually forms from a fresh corpse exsanguinated in a leech-infested swamp, gaining both the ability to swim and to deal persistent bleed damage instead of piercing damage.

Wasp: Stinging and buzzing, a wasp strider flies, moving much faster in the air than on the ground.

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Fantastical Feasts

Otherworldly beings and magical environments can spawn truly fantastical swarm striders. The Sarkoris Scar's soil imparts fiendish features and malevolent impulses, especially to swarm striders that feast on demon flesh. Beings comprised entirely of blood-drinking moths aren't unheard of in Gebbite society. There are even swarm striders of chameleonic birds said to live near First World rifts.

Ranged ❖ light hammer +19 (agile, thrown 20 feet), **Damage** 1d6+11 bludgeoning plus clinging remnants
Clinging Remnants 2d4 persistent piercing damage
Draw Bugs ❖ (healing) 10 HP
Squirming Embrace ❖ 3d6 piercing (DC 26 basic Reflex save)
Swarm Shape ❖ (concentrate)

Worm Prophet

Even though they believe they'll dwell with their deity in the afterlife, when nearing death, some priests desperately call out to any gods willing to listen. The worms that consume such an ex-priest's flesh absorb these prayers, transforming into a worm prophet, a pious swarm strider that might worship hundreds of gods without calling any one its patron, perhaps collecting dozens of religious symbols or haphazardly tearing pages out of various religious texts and binding them into a contradictory new scripture. These creatures often lose whatever edicts and anathema bound them in life and instead hungrily seek to convert others to their hodgepodge faith—or "indoctrinate" victims by consuming those who won't join willingly. Worm prophets don't typically have reservations with entering their swarm form whenever they see fit.

WORM PROPHET — CREATURE 12

UNCOMMON | MEDIUM | ABERRATION | SWARM | UNHOLY

Perception +23; darkvision, tremorsense (imprecise) 30 feet (page 362)
Languages Aklo, Chthonian, Common, Empyrean
Skills Acrobatics +20, Diplomacy +22, Intimidation +24, Performance +22, Religion +25, Stealth +22
Str +5, **Dex** +2, **Con** +4, **Int** +3, **Wis** +7, **Cha** +6
Items silver religious symbol (10), *+1 striking warhammer*

AC 32, all-around vision (page 360); **Fort** +20, **Ref** +20, **Will** +25
HP 160; **Immunities** precision, swarm mind (page 362), unconscious; **Resistances** physical 10, poison 10, spirit 10; **Weaknesses** area damage 10, splash damage 10
Discorporate 40 HP

Speed 25 feet, burrow 15 feet
Melee ❖ *warhammer* +24 (shove), **Damage** 2d8+11 bludgeoning plus clinging remnants
Melee ❖ fist +24 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning plus clinging remnants
Divine Prepared Spells DC 33, attack +25; **6th** *blessed boundary*, *dispel magic*, *vampiric exsanguination*; **5th** *crisis of faith*, *heal*, *spiritual guardian*; **4th** *divine wrath*, *fly*, *talking corpse*; **Cantrips (6th)** *daze*, *detect magic*, *divine lance*, *message*, *shield*
A Thousand Mouths in Prayer ❖ (divine, healing) The worm prophet's constituent creatures whisper countless paeans to their gods. The worm prophet attempts to counteract (counteract modifier +24, counteract rank 6) an effect on a creature within 30 feet that's imposing one of the following conditions: blinded, clumsy, dazzled, deafened, enfeebled, frightened, persistent damage, sickened, slowed, or stupefied. Once the worm prophet successfully counteracts an effect in this way, it can't do so again for 1d4 rounds.
Clinging Remnants 3d4 persistent piercing damage
Draw Bugs ❖ (healing) 15 HP
Squirming Embrace ❖ 4d6 piercing (DC 32 basic Reflex save)
Swarm Shape ❖ (concentrate)



WORM PROPHET

Thousand Thieves

Good help is hard to find. For a master thief unable to find competent accomplices, sometimes the only way to execute the perfect heist involves becoming an entire guild of tiny creatures. Those who purposefully transform in this way favor scuttling creatures such as centipedes or spiders. On occasion, a thousand thieves instead forms when a community of pack rats discovers a dead scoundrel's body and fights over his ill-gotten gains. These swarm striders make use of their swarm form to enter homes, vaults, and other targets with ease.

THOUSAND THIEVES CREATURE 16

UNCOMMON MEDIUM ABERRATION SWARM

Perception +29; darkvision, tremorsense (imprecise) 30 feet (page 362)
Languages Aklo, Common, Sakvroth, Shadowtongue
Skills Acrobatics +30, Deception +28, Occultism +26, Society +28, Stealth +32, Thievery +32, Underworld Lore +30
Str +4, **Dex** +8, **Con** +7, **Int** +6, **Wis** +5, **Cha** + 4
Items +2 *greater striking dagger*, sterling thieves' toolkit

AC 40, all-around vision (page 360); **Fort** +25, **Ref** +31, **Will** + 27
HP 220; **Immunities** precision, swarm mind (page 362); **Resistances** physical 15, poison 15; **Weaknesses** area damage 15, splash damage 15
Discorporate 55 HP

Speed 35 feet, climb 30 feet
Melee ❖ *dagger* +32 (agile, finesse, versatile S), **Damage** 3d4+10 piercing plus clinging remnants and liquid delirium
Melee ❖ fist +32 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus clinging remnants and liquid delirium
Ranged ❖ *dagger* +32 (agile, thrown 10 feet, versatile S), **Damage** 3d4+10 piercing plus clinging remnants and liquid delirium
Ranged ❖ vermin dart +30 (range increment 40 feet), **Damage** 3d8+10 piercing plus clinging remnants and liquid delirium
Occult Innate Spells DC 37; **6th** *detect scrying*, *invisibility*, *knock*; **3rd** *illusory disguise* (at will); **Cantrips (6th)** *detect magic*, *know the way*, *read aura*, *telekinetic hand*
Clinging Remnants 4d4 persistent piercing damage.
Draw Bugs ❖ (healing) 20 HP
Liquid Delirium (poison) **Saving Throw** DC 37 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison and stupefied 1 (1 round); **Stage 2** 4d6 poison and stupefied 2 (1 round); **Stage 3** 4d6 poison, stupefied 2, and fascinated by a random object (1 round); **Stage 4** unconscious with no Perception check to wake up (1 round)
Scuttling Shift ❖❖ The thousand thieves reverts to a swarm using Swarm Getaway, Sneaks up to their Speed, coalesces into their normal form, and Hides. This movement doesn't trigger reactions.
Sneak Attack The thousand thieves deals an additional 3d6 precision damage to off-guard creatures.
Squirming Injection ❖ As Squirming Embrace (page 311), dealing 6d6 piercing damage (DC 37 basic Reflex save) and exposing the target to liquid delirium.
Swarm Getaway ❖ (concentrate) As Swarm Shape (page 311), but the thousand thieves drops all but up to 3 Bulk of held, worn, or carried objects. As the swarm moves, the thousand thieves carries these objects if they can fit through the spaces the swarm moves through. The thousand thieves automatically dons any of the objects they desire when they reform. If the thousand thieves is hidden, Swarm Getaway doesn't reveal their location.

A SWARM'S HOARD

A swarm strider often cradles an assortment of trinkets and talismans within their undulating body, along with clothing and armor that's flexible enough that it might fit through cracks when the creature discorporates. Any other valuables are buried, often hidden beneath several feet of soil in the swarm strider's lair. Thus, recovering the creature's wealth often requires a shovel, determination, and hours of backbreaking labor.



THOUSAND THIEVES

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Treasure Guardians

While the sample swordkeeper awards treasure based on its level, you can use a swordkeeper to provide PCs with a powerful or significant weapon—particularly an artifact or relic. To create a swordkeeper with a different weapon, replace the versatile P trait from its echoblade Strikes with those of the new weapon, change the weapon damage dice to match, and apply any runes. Unless you want to significantly change the swordkeeper's level, you should also adjust the Strike damage to make sure it isn't too high or too low.

Swordkeeper

Collectors who want to guard their magical arsenals procure or build swordkeepers. These multi-armed constructs are equal parts display case and security system, each holding a single weapon within its body and projecting copies of the weapon it stores to deter would-be thieves.

SWORDKEEPER CREATURE 10

UNCOMMON LARGE CONSTRUCT MINDLESS

Perception +20

Skills Acrobatics +21, Athletics +23

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

Items *+1 striking vitalizing longsword*

Central Weapon A swordkeeper's torso houses a single weapon of a level no higher than the swordkeeper. While the swordkeeper is operational, the chamber requires four successful DC 32 Thievery checks to Disable a Device to open; on a critical failure, magical backlash deals 6d6 force damage (DC 30 basic Reflex save) to the creature attempting the check. If the swordkeeper is grabbed, immobilized, prone, or stunned, both DCs are reduced by 2. If the weapon is removed, the swordkeeper's echoblades vanish.

AC 29 (31 with guard raised); **Fort** +21, **Ref** +19, **Will** +14

HP 245; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Reactive Strike ↻ (page 361)

Speed 20 feet

Melee ❖ echoblade +23 (magical, reach 10 feet, versatile P), **Damage** 2d8+13 slashing plus 1d8 force

Melee ❖ fist +23 (agile, reach 10 feet), **Damage** 2d8+13 bludgeoning

Ranged ❖ echoblade +23 (agile, magical, thrown 30 feet), **Damage** 2d8+13 slashing plus 1d8 force

Echoblade Flurry ❖ **Frequency** once per round; **Effect** The swordkeeper makes two melee echoblade Strikes. If both Strikes hit the same creature, combine their damage for the purpose of resistances and weakness. Apply the swordkeeper's multiple attack penalty normally.

Project Echoblade ❖ **Requirements** The swordkeeper has a central weapon; **Effect** The swordkeeper projects an echoblade—a force copy of its central weapon that deals an additional 1d8 force damage and gains thrown 30 feet. Echoblades inherit the weapon damage dice, weapon traits, and runes of the central weapon but no other abilities or activations. The swordkeeper gains access to their critical specialization effects. The swordkeeper can have up to four echoblades at once; unattended echoblades vanish at the end of the swordkeeper's turn.

Colossal Echo ❖❖ (force) **Requirements** The swordkeeper has a central weapon; **Effect** The swordkeeper projects a massive echoblade held in all four hands, dealing 9d8 force damage to all creatures in a 30-foot line (DC 30 basic Reflex save). It can't use Colossal Echo again for 1d4 rounds.

Raise Guard ❖ **Effect** The swordkeeper raises an echoblade to protect itself, gaining a +2 circumstance bonus to AC until the start of its next turn.



Tanuki

Tanuki are an ancestry of humanoids resembling raccoons or canids who live primarily in Minkai, in Tian Xia, though they are also found in Hwanggot and the successor states of Lung Wa. Tanuki outside of Minkai tend to be shier, keeping to their raccoon-dog forms and staying out of trouble, and so most people associate tanuki solely with the boisterous and mischievous communities found in Minkai.

Perennial underdogs, most tanuki live for feasting, festivals, and fun, which they accomplish mainly through their wide range of shapeshifting powers. They are especially known for pranks that tend to backfire in their faces, from posing as teapots for a quick profit (and then immediately being set on fire by new owners seeking to make tea) to posing as priests (and being promptly exorcised by the real priests with whom they attempt to blend in.) Despite this, tanuki are masters at rolling with any punches that life flings at them.

Many tanuki see other shapechangers as rivals, especially kitsune, which are also common in Minkai. Such tanuki are prone to creating impromptu competitions to prove their ancestry's superiority at shapechanging. These competitions are always meant to be good natured, at least for the competitors; bamboozled villagers caught up in the wake of these games often have different opinions.

Somewhat confusingly, the animals that tanuki resemble are also known as tanuki, and it is difficult to ascertain whether any individual raccoon dog is a simple beast or a sapient tanuki in disguise.

Tanuki Village Hero

A tanuki village hero is a firefighter, monster slayer, peacekeeper, and altruist. Village heroes are elected by community vote; while the village hero sometimes grumbles that it's a lot of responsibility for a single tanuki to bear, the community insists there's no higher honor than to be trusted with their well-being.

TANUKI VILLAGE HERO — CREATURE 1

UNCOMMON | SMALL | HUMANOID | TANUKI

Perception +4
Languages Common, Tanuki
Skills Athletics +5, Diplomacy +6, Legal Lore +3, Stealth +6
Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** –1, **Cha** +3
Items dart (10), kama, studded leather

AC 16; **Fort** +7, **Ref** +8, **Will** +2
HP 21

Tactical Retreat ↷ (emotion, fear, mental) **Trigger** The tanuki takes damage; **Effect** The tanuki runs to a better tactical position. The tanuki gains the fleeing condition until the beginning of their next turn and Strides.

Speed 25 feet
Melee ❖ kama +7 (agile, trip), **Damage** 1d6+2 slashing
Ranged ❖ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4+2 piercing
Change Shape ❖ (concentrate, polymorph, primal) The tanuki takes on the form of a mundane raccoon dog (page 360). This makes them Tiny and gives them a +2 status bonus to their Stealth modifier, but they can't make Strikes.
Tricky Throw ❖❖ (polymorph) The tanuki winds up and puts their everything into a throw. They make a dart Strike at one enemy within 40 feet. If the Strike is unsuccessful, the tanuki falls prone. If the Strike is successful, they really did put everything into the throw, having transformed into the dart the moment they threw it. The tanuki disappears from the space they threw from, appears in a space adjacent to the enemy and makes a kama Strike against said enemy, who's off-guard to the attack.

TRANSFORMATION DUELS

Tanuki often settle disputes with transformation contests. The competitors' objective is to fool their opponent with a combination of assumed form and clever ruse. Legends tell of rivals transforming into flotillas of ships or imperial processions, or cunningly tricking their opponent into thinking they did.



TANUKI VILLAGE HERO

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Other Tatzlwyrms

People in some regions claim to have seen creatures that appear just like tatzlwyrms in most respects—a long body, two arms, and a head—except that they have traits not of reptilian origin. Travelers on a savanna should beware a furry, lion-headed tatzlwyrm protecting their cubs, while those in the mountains might be attacked by a feathered (but wingless) variant with the head of an eagle.

Tatzlwyrm

Tatzlwyrms resemble human-sized snakes with two arms and a dragon's head. Distant relatives of dragons, tatzlwyrms possess only a meager level of intelligence. They can speak Draconic (with a thick, hissing accent), but their ability to reason is limited, and they can't use magic. They do possess a level of cunning, however, and some have been known to build rudimentary traps and even lairs. They aren't treasure hoarders, though, so adventurers shouldn't expect to find a tatzlwyrm sitting atop a bed of coins.

Some tatzlwyrms have managed to forge working relationships with dragons, though it's a rare occurrence. From time to time, dragons have used them as messengers (because they can speak their language, however crudely), scouts (due to their smaller size), guides (when they're familiar with a particular mountain), and even muscle (harassing foes not worthy of a dragon's direct attention).

Tatzlwyrms hibernate in cold weather, and when they feel winter approaching, they seek out underground lairs, mountain crevices, or even hay lofts. On one notable occasion, villagers reported being briefly overrun by tatzlwyrms after a conflict between spellcasters in the nearby hills caused a sudden blizzard. Local scholars still debate whether the cause of the influx stemmed from the sudden change in weather or if the creatures were drawn to one of the other magic users staying in town who were part of the same pilgrimage as those doing battle.

When confronted, tatzlwyrms are more likely to attack than retreat. Indeed, they sometimes lie in wait on purpose, taking advantage of their scales' natural camouflage and awaiting the chance to unleash their signature move: belching poisonous vapor into an opponent's face. Since this breath attack doesn't have much range, tatzlwyrms usually need to grab their foes first to bring them close to their mouth.

Tatzlwyrm — Creature 2

MEDIUM DRAGON

Perception +8; darkvision

Languages Draconic

Skills Acrobatics +7, Athletics +8, Crafting +4, Intimidation +6, Stealth +7

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

Natural Camouflage A tatzlwyrm's green, gray, and brown scales provide it natural camouflage. In areas of dense undergrowth, a tatzlwyrm can move at its full Speed when Sneaking, and it gains a +4 circumstance bonus to Hide.

AC 18; **Fort** +11, **Ref** +5, **Will** +8

HP 30; **Immunities** paralyzed, sleep

Speed 30 feet, climb 30 feet

Melee ❖ jaws +10 (magical), **Damage** 1d8+6 piercing

Melee ❖ claw +10 (agile, magical), **Damage** 1d6+6 slashing

Poison Gasp ❖ The tatzlwyrm belches a puff of poisonous vapor into the face of an adjacent creature, which must attempt a DC 15 Fortitude save; the creature takes a –2 circumstance penalty to this save if it's grabbed or off-guard. The tatzlwyrm can't use Poison Gasp again for 2 rounds.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target takes 2d6 poison damage and is enfeebled 1 for 1 round.

Critical Failure The target takes 4d6 poison damage and is enfeebled 1 for 1 minute.



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Terra Carver

Even other earth elementals and creatures of stone fear the formidable terra carver. Their four arms end with sharpened stone tools that can cleave through the toughest rocks—and anything that wanders into their territory. Despite having powerful forms, their bulky upper bodies appear comically large compared to their stout legs. They lumber slowly through their territory and spend most of their time cutting stone deep in the bedrock to create elaborate networks of tunnels.

They prefer isolation, and when two terra carvers meet, it typically ends with one hewing the other. Instead of taking their enemy's territory, a terra carver collapses the tunnels, continuing elsewhere with their own designs.

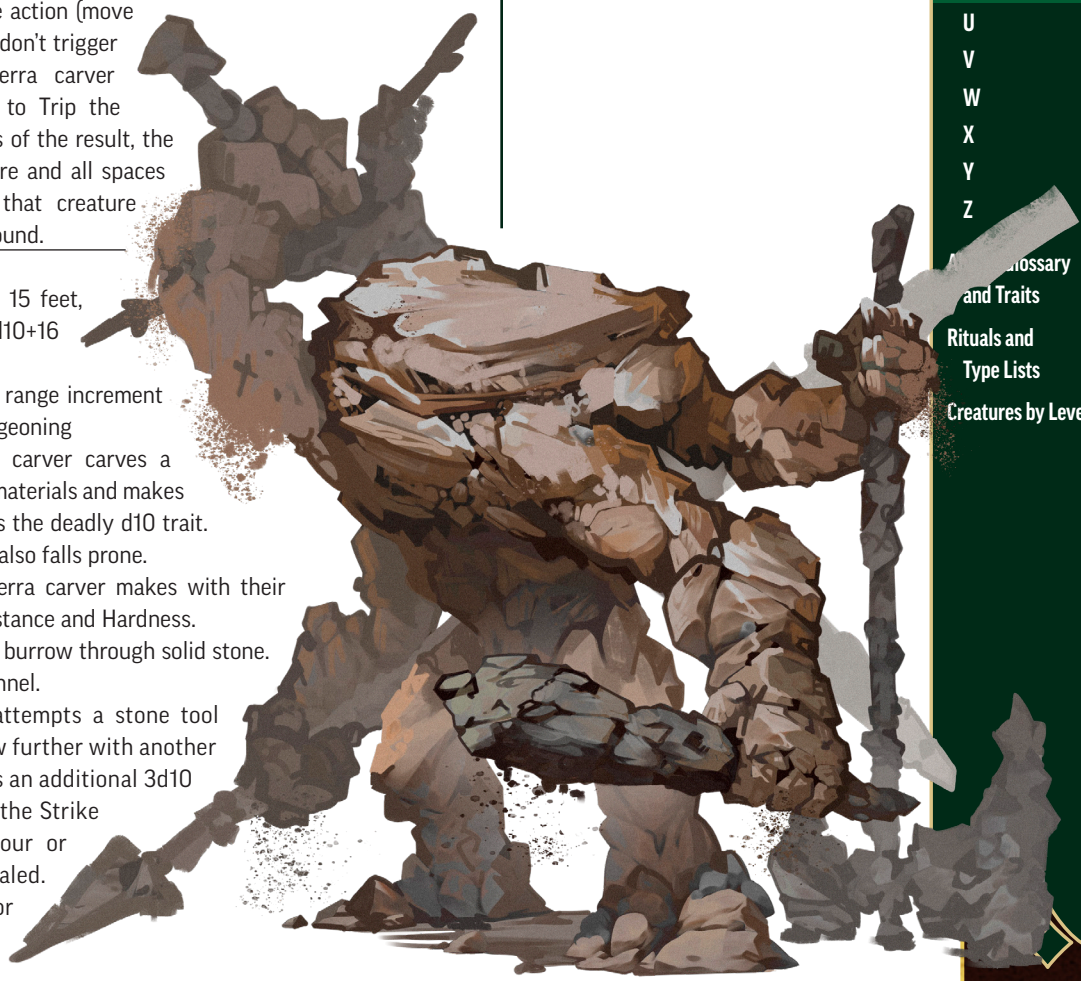
TERRA CARVER — CREATURE 13

HUGE EARTH ELEMENTAL

Perception +23; darkvision, tremorsense (imprecise) 100 feet (page 362)
Languages Petran (can't speak any language)
Skills Athletics +27, Intimidation +22, Mining Lore +25
Str +8, **Dex** –1, **Con** +6, **Int** +4, **Wis** +0, **Cha** +2
Earthbound When not touching solid ground, the terra carver is slowed 1 and can't use reactions.

AC 33; **Fort** +26, **Ref** +19, **Will** +23
HP 265; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** crashing fall
Crashing Fall Due to their size, a terra carver falls a lot harder than most creatures. When a terra carver is knocked prone or takes falling damage, they take an additional 15 bludgeoning damage in addition to any other effect.
Territorial Retaliation ↷ **Trigger** A creature within 15 feet uses a move action or leaves a square during a move action (move actions using only a fly Speed don't trigger this reaction); **Effect** The terra carver attempts an Athletics check to Trip the triggering creature. Regardless of the result, the space of the triggering creature and all spaces on the ground adjacent to that creature become difficult terrain for 1 round.

Speed 20 feet; burrow 10 feet
Melee ❖ stone tool +26 (reach 15 feet, versatile B and S), **Damage** 3d10+16 piercing plus hew stone
Ranged ❖ rock +24 (propulsive, range increment 60 feet), **Damage** 3d8+12 bludgeoning
Carve Projectile ❖❖ The terra carver carves a deadly projectile from nearby materials and makes a rock ranged Strike that gains the deadly d10 trait. On a successful hit, the target also falls prone.
Hew Stone Melee attacks the terra carver makes with their stone tool ignore physical resistance and Hardness.
Stone Tunnels A terra carver can burrow through solid stone. When they do, they leave a tunnel.
Wedge ❖❖ The terra carver attempts a stone tool Strike while wedging the blow further with another tool. If it hits, the target takes an additional 3d10 damage of the same type as the Strike and is enfeebled 2 for 1 hour or until the creature is fully healed. This counts as two attacks for the terra carver's multiple attack penalty.



VOICELESS MINERS

Terra carvers are talented miners, and their tunnels are some of the longest lasting on any plane. However, the reason for these tunnels is unknown. Scholars have theorized that their tunnels function as a form of written language for the otherwise voiceless elementals. Unfortunately, attempts to map abandoned tunnels often end where another terra carver collapsed an encroaching tunnel, and mapping active tunnels often results in the cartographer never making it back.





DIATRYMA

Diatrymas are 1st-level creatures akin to terror birds with a weak adjustment (page 7). These smaller kin of terror birds sport dark feathers and stand around 6 to 7 feet tall—smaller than terror birds but no less ferocious. Diatrymas are mostly found in drier regions and sport small, orange beaks.

Terror Bird

Terror birds aren't one species, but rather a family of deadly, flightless avian predators. All terror birds are capable of bursts of great speed and have powerful beaks that can tear apart the flesh of their prey. Most stalk large, open prairies and steppes, competing directly with other sizable predators such as big cats and wolves.

Terror Bird

Common terror birds are notable hunters. On their own, they use their great speed to catch prey unaware. In a flock, they can swarm and take down larger beasts like aurochs with their overwhelming numbers.

TERROR BIRD **CREATURE 2**

LARGE ANIMAL

Perception +6; low-light vision

Skills Acrobatics +7, Athletics +8

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

AC 17; **Fort** +11, **Ref** +9, **Will** +4

HP 30

Speed 50 feet

Melee ◆ beak +9 (reach 10 feet), **Damage** 1d8+4 piercing plus tearing clutch

Melee ◆ talon +9 (agile), **Damage** 1d6+4 piercing plus Knockdown (page 361)

Sprint ◆◆ **Frequency** once per minute; **Effect** The terror bird Strides three times in a straight line.

Tearing Clutch The terror bird's powerful beak can tear through flesh. On a successful beak Strike, the target takes 1 persistent bleed damage. This bleed damage increases to 1d4 on a critical hit.



Terror Shrike

The terror shrike is a more powerful species of terror bird. Large terror bird flocks typically have one or two terror shrikes as leaders.

TERROR SHRIKE **CREATURE 4**

LARGE ANIMAL

Perception +11; low-light vision

Skills Acrobatics +11, Athletics +12

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

AC 20; **Fort** +13, **Ref** +12, **Will** +7

HP 60

Speed 60 feet

Melee ◆ beak +12 (reach 10 feet), **Damage** 2d8+5 piercing plus tearing clutch

Melee ◆ talon +12 (agile), **Damage** 2d6+5 piercing plus Knockdown (page 361)

Sprint ◆◆ As terror bird.

Stunning Screech ◆ (auditory, emotion, fear, mental) The terror shrike unleashes a haunting screech that causes prey to freeze in fear. Each non–terror bird creature in a 30-foot emanation must attempt a DC 19 Will save. Regardless of the result, creatures are then temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature is stunned 1.

Critical Failure The creature is stunned 2.

Sudden Charge ◆◆ The terror shrike Strides twice. If it ends its movement within melee reach of one creature, it can make a melee Strike against that creature.

Tearing Clutch As terror bird, except 1d8 persistent bleed damage on a critical hit.

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Tikbalang

Tikbalangs are forest creatures that delight in leading travelers astray. They deceive and mislead with their formidable magic, leaping from tree to tree while laughing or neighing uncontrollably. While not malicious, neither are they empathetic to the plight of their victims. Tikbalangs would sooner forget about those whom they've tricked and leave these unfortunate souls to die than lead them back to their intended path through guilty altruism.

Tikbalangs' occult magic stems from the esoteric mystery of believing a lie. In the moment of crafting illusions or conjuring extradimensional spaces, tikbalangs themselves believe that what they're creating is real. This conviction makes their spells harder to resist, and this same principle also makes them very effective liars. But this readiness to believe also makes them susceptible to deceptions and illusions in turn, and they're particularly vulnerable to mind games. Lone travelers without magic of their own are advised to learn riddles, sleight of hand, or other tricks to defend against tikbalangs' oft-deadly entertainment. Other whispers suggest wearing one's shirt inside out to confuse the creatures, or passing by a tikbalang's forest quietly to avoid drawing their attention.

Unlike some illusionists, tikbalangs can also rely on their physical prowess should the need arise. They have unusually long legs that end in cloven hooves and stand as tall as ogres when upright. Skilled climbers and leapers, they're also well known as master wrestlers, where their long limbs put them at a distinct advantage over their foes. They have elongated faces that, when combined with their well-kept hair, suggest an equine appearance—although some tikbalangs have saurian or birdlike faces instead.

Tikbalang — Creature 9

UNCOMMON | LARGE | BEAST

Perception +16; low-light vision
Languages Common, Fey
Skills Athletics +20 (+22 to Grapple), Deception +21, Nature +14, Stealth +17, Survival +16
Str +5, **Dex** +4, **Con** +4, **Int** –1, **Wis** +3, **Cha** +6

AC 27; **Fort** +19, **Ref** +17, **Will** +14
HP 197; **Weaknesses** mental 10
Believe the Lie The tikbalang takes a –2 circumstance penalty to saves against illusion spells and to their Will DC against checks to Lie to them.

Speed 30 feet
Melee ❖ fist +20 (agile), **Damage** 2d6+8 bludgeoning
Melee ❖ hoof +20 (reach 10 feet), **Damage** 2d10+8 bludgeoning
Occult Innate Spells DC 29; **8th** *quandary* (once per week); **4th** *hypnotize, mirage*
Change Shape ❖ (concentrate, occult, polymorph) The tikbalang takes on the appearance of any Medium or Large humanoid (page 360). This doesn't change the tikbalang's Speed or their attack and damage modifiers with their Strikes.
Flailing Thrash ❖❖ The tikbalang makes two fist Strikes, with each Strike dealing an extra 1d6 damage against creatures grabbing or grabbed or restrained by the tikbalang. The multiple attack penalty doesn't increase until after both attacks.
Unnatural Leap ❖ The tikbalang jumps up to their Speed horizontally, or half that vertically.



Golden Strand

Why do adventurers go through the trouble of wrestling a tikbalang? Hidden among the luxurious ebony mane of the creature is a single strand of golden hair. Anyone who successfully Grabs the tikbalang can Seek (DC 29) the strand and Interact to pluck it from their head. Made of actual gold, this strand (worth 150 gp) holds magic particularly well and is highly sought after for creating magic items. A tikbalang regrows their plucked golden strand in a year.



Titan Weapons

Some titans carry a fabled *sky hammer* (*GM Core* 243). Some might use it to build, though others use it to destroy. Similar weapons include the *felling axe* of the titans, a greataxe that can be whirled to create a *punishing winds* effect.

Titan

Created by ancient deities long before the rise of mortal ancestries, titans united and attempted to overthrow their deific progenitors. The resulting war still figures prominently throughout mortal myths, in which most titans were cast down and imprisoned for eons.

Elysian Titan

Those titans who remained true to their creators, refusing to participate in their peers' rebellion, earned their freedom while the others were imprisoned. Many Elysian titans train aspiring champions of freedom, sacrifice, and selflessness.

Elysian Titan — Creature 21

RARE GARGANTUAN HUMANOID TITAN

Perception +36; darkvision, *truesight*

Languages Chthonian, Common, Empyrean; telepathy 100 feet (page 362)

Skills Acrobatics +36, Athletics +43, Crafting +37, Diplomacy +37, Intimidation +35, Religion +37, Survival +37

Str +10, **Dex** +7, **Con** +8, **Int** +6, **Wis** +8, **Cha** +6

Items *+2 greater resilient breastplate, +3 greater striking greatpick*

AC 46; **Fort** +37, **Ref** +34, **Will** +35; +4 status to all saves vs. mental

HP 400; **Immunities** death effects, disease

Impossible Stature (aura, divine, illusion, mental) 100 feet. Titans warp perception and distance around them to seem even larger and more imposing. A creature that enters or begins its turn within the emanation must succeed at a DC 44 Will save or its movement toward the titan is movement over difficult terrain (greater difficult terrain on a critical failure) for 1 round.

Speed 40 feet, fly 40 feet

Melee ❖ *greatpick* +41 (fatal d12, magical, reach 30 feet), **Damage** 4d10+20 piercing

Melee ❖ fist +38 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning

Ranged ❖ piercing flash +35 (agile, fire, light, magical, range increment 200 feet), **Damage** 3d12+10 piercing plus 2d10 fire

Divine Innate Spells DC 44; **10th** *falling stars*, *revival*; **8th** *dispel magic* (at will), *unfettered movement* (at will); **7th** *interplanar teleport* (at will); **6th** *scrying* (×3); **5th** *sending* (×3); **Constant (10th)** *truesight*

Titanic Grasp ❖ The titan makes a fist Strike against a creature affected by their impossible stature, even if it's outside of the titan's normal reach. On a hit, the titan automatically Grabs the creature and, if out of their reach, pulls it within reach.

Wide Cleave ❖❖ The titan makes a melee weapon Strike against each foe within their reach. This counts as three attacks for the titan's multiple attack penalty, but the penalty doesn't increase until all attacks have been made.



ELYSIAN TITAN

Thanatotic Titan

Thanatotic titans served as assassins in the war against the deities. They learned to sever their targets' divine connections, murdering mortal priests and divine heralds alike. Thanatotic titans were locked away in the Outer Rifts, but some have freed themselves and crept out from the Outer Rifts so they might continue their sprees of murder and mayhem. They maintain a devotion to their purpose and a grudge, and to this day, they seek out the faithful for slaughter.

THANATOTIC TITAN CREATURE 22

RARE GARGANTUAN HUMANOID TITAN

Perception +36; darkvision, *truesight*
Languages Chthonian, Common, Empyrean; telepathy 100 feet (page 362)
Skills Athletics +45, Crafting +41, Deception +36, Intimidation +38, Religion +38, Stealth +36
Str +10, **Dex** +4, **Con** +9, **Int** +8, **Wis** +6, **Cha** +8
Items *+2 greater resilient full plate, +3 greater striking halberd*

AC 46; **Fort** +37, **Ref** +34, **Will** +35; +4 status to all saves vs. mental or divine
HP 540; **Immunities** death effects, disease
Impossible Stature (aura, divine, illusion, mental) 100 feet. As Elysian titan, but DC 45.
Reactive Strike ↻ (page 361) The titan can use their Reactive Strike when a creature within their reach uses a concentrate action, in addition to its normal trigger. They disrupt actions on any hit, not just a critical hit—including triggering concentrate actions.

Speed 40 feet, fly 40 feet
Melee ◆ *halberd* +42 (magical, reach 40 feet, versatile S), **Damage** 4d10+25 piercing
Melee ◆ foot +39 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning
Ranged ◆ void chunk +39 (brutal, range increment 200 feet, void), **Damage** 3d12+10 bludgeoning plus 2d10 void and void explosion
Divine Innate Spells DC 45; **10th** *falling stars*, *massacre*; **8th** *dispel magic* (at will), *spiritual epidemic* (at will; *Player Core 2* 252), *suggestion* (at will); **7th** *spell riposte* (*Player Core 2* 252); **6th** *scrying* (×3); **5th** *sending*; **Constant (10th)** *truesight*
Divine Rituals DC 45; *planar servitor, resurrect*
Godslayer ◇ (divine) **Trigger** The titan damages a creature capable of using divine spells or abilities; **Effect** The creature must attempt a DC 45 Will save.
Critical Success The creature is unaffected.
Success The creature can't use divine spells or abilities for 1 round and is frightened 2. Only powerful non-divine magic, such as *manifestation*, can undo this effect.
Failure As success, but the duration is 1 minute.
Critical Failure As success, but the duration is unlimited.
Titanic Charge ◆◆ The titan Strides twice and makes a melee Strike. If the Strike hits, the titan can cast *earthquake* centered on the target as a free action.
Trample ◆◆◆ Huge or smaller, foot, DC 45 (page 362)
Void Explosion If the titan's void chunk Strike isn't a critical failure, the chunk explodes, dealing 10d6 void damage to all creatures in a 20-foot burst (DC 45 basic Reflex save).
Wide Cleave ◆◆ As Elysian titan.

Danava Titan

Danava titans once regulated the foundational forces that shaped reality. Rebuked by the gods for being harsh and inflexible overseers, these spurned titans joined their siblings in the failed war against their creators. Defeated, the danavas were cast into the paralyzing depths of the cosmos's seas. The few danava titans who have escaped now wield the cold, darkness, and crushing pressure of their prisons in pursuit of



THANATOTIC TITAN

OTHER TITANS

Titans vary widely, depending on what function the deities intended them to serve or their methods of waging war. They include armored fomorian titans, shapeshifting sashenji titans, and cunning citevi titans.

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DANAVA PILLARS

Some danavas, known as danava pillars, are custodians of a fundamental concept like life or knowledge—each, a crux of the universe. Destroying a danava pillar forcibly shreds their bonds and risks unraveling a portion of reality, with potentially disastrous effects.

their ancient visions of reality. Danavas split mountains, wake primordial beasts, or level whole civilizations in accordance with grand designs they forged at the dawn of time. Others hunt and harvest the balance-enforcing aeons, whom they see as usurpers of their divine responsibility.

DANAVA TITAN CREATURE 23

RARE GARGANTUAN HUMANOID TITAN WATER

Perception +41; darkvision, *truesight*, wavesense (imprecise) 100 feet (page 362)
Languages Chthonian, Common, Empyrean, Thalassic; telepathy 100 feet (page 362)
Skills Acrobatics +39, Arcana +43, Athletics +46, Crafting +43, Nature +41, Occultism +43, Religion +41, Society +43
Str +11, **Dex** +8, **Con** +10, **Int** +10, **Wis** +8, **Cha** +6
Items *+3 major striking greatclub*

AC 49; **Fort** +41, **Ref** +37, **Will** +37; +4 status to all saves vs. mental or divine
HP 470; **Immunities** death effects, disease

Hadalic Presence (divine, illusion, mental, water) Creatures that fail their Will save against the titan's impossible stature aura also experience the crushing depths and darkness of the ocean floor. Such creatures see as if in an area of *darkness* (10th rank), and the titan can use their wavesense to detect such creatures as a precise sense, even if neither are in water. On a critical failure, the creature is also immobilized.

Impossible Stature (aura, divine, illusion, mental) 100 feet. As Elysian titan, but DC 46.

Relentless The titan is as ever-moving as ocean waves. They're permanently quickened 1, and the extra action can be used only to Stride, Strike, or Sustain a Spell, or as one of the actions necessary to cast *dispel magic*.

Roiling Rebuke ↻ **Trigger** A creature within 200 feet targets the titan with or includes the titan in the area of an attack, spell, or other effect; **Effect** The titan makes a benthic wave Strike against the triggering creature. If the Strike hits, the titan disrupts the triggering action.

Speed 50 feet, fly 50 feet, swim 40 feet; *water walk*

Melee ❖ *greatclub* +43 (backswing, magical, reach 40 feet, shove), **Damage** 4d10+20 bludgeoning plus 2d12 cold

Melee ❖ foot +40 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning plus 2d12 cold

Ranged ❖ benthic wave +40 (brutal, magical, range 200 feet, water), **Damage** 4d6+20 bludgeoning plus 2d12 cold

Divine Innate Spells DC 46, attack +38; **10th** *implosion*; **9th** *control water* (at will), *dispel magic* (at will), *eclipse burst* (×3), *heal* (×3), *hydraulic push* (×3), *hydraulic torrent* (×3); **Constant (10th)** *truesight*, *water walk*

Rituals DC 46; *binding circle*, *control weather*, *resurrect*; doesn't require secondary casters

Trample ❖❖❖ Huge or smaller, foot, DC 46 (page 362)

Wide Cleave ❖❖ As Elysian titan.



DANAVA TITAN

Hekatonkheires Titan

The first three hekatonkheires were meant to guard the gates to the Outer Rifts, but they proved too terrifying and rebellious—and so, in disgust, the gods cast them into the gulfs between the planes. Hekatonkheires titans are incomplete, monstrous progeny of the original three, from whom these titans calved like icebergs.

Hekatonkheires wield interstellar darkness as a weapon and spurn the limits of physical reality, literally reaching through space with their countless arms. Filled with a drive to either discover their lost identity or create a new one, they metaphysically disembowel ancient beings and cosmic magics, using the entrails to find clues

regarding their own nature and parentage or to serve as raw materials for fueling some alien apotheosis.

HEKATONKHEIRES TITAN CREATURE 24

RARE GARGANTUAN ABERRATION TITAN

Perception +43; darkvision, *truesight*
Languages Aklo, Chthonian, Common, Empyrean; telepathy 100 feet (page 362)
Skills Acrobatics +42, Athletics +48, Intimidation +45, Occultism +41, Survival +39
Str +12, **Dex** +10, **Con** +12, **Int** +7, **Wis** +7, **Cha** +9

AC 52, all-around vision (page 360); **Fort** +44, **Ref** +40, **Will** +37; +4 status to all saves vs. mental or divine
HP 500; **Immunities** death effects, disease
Impossible Stature (aura, illusion, occult, mental) 120 feet. As Elysian titan, except DC 48.
Reactive Strike ↻ (page 361) The hekatonkheires gains 99 extra reactions on their turn that they can use only to make Reactive Strikes.

Speed 60 feet, fly 60 feet; *unfettered movement*
Melee ❖ *empty weapon* +45 (magical, reach 50 feet, versatile P and S), **Damage** 4d12+18 bludgeoning plus 2d12 force
Ranged ❖ *empty weapon* +43 (magical, thrown 200 feet, versatile P and S), **Damage** 4d12+18 bludgeoning plus 2d12 force
Occult Innate Spells DC 48; **9th** *interplanar teleport*, *phantasmagoria, seize soul*, *translocate*; **Constant (10th)** *truesight*, *unfettered movement*
Demolish Veil ◈ **Frequency** once per month; **Trigger** The titan casts *interplanar teleport*; **Effect** The titan arrives in a storm of shattered planar barriers. This has the effects of a 10th-rank *wrathful storm*.
Hundred-Dimension Grasp ❖ The titan reaches between realities to drag foes closer. They attempt an Athletics check and compare the result to the Fortitude DCs of all foes within 120 feet. On a success, a foe is teleported to any square the titan chooses within 120 feet; on a critical success, it's also paralyzed for 1 round. The titan can Grab (page 361) any foe brought within 30 feet as a free action.
Hundred-Handed Whirlwind ❖❖ The titan overwhelms opponents with blows both conventional and interplanar. They make one *empty weapon* Strike against each foe within reach. Even on a failed attack (but not a critical failure), the titan deals 24 force damage to the target. This counts as three attacks for the titan's multiple attack penalty, but the penalty doesn't increase until all attacks have been made.
Send Beyond ❖ **Requirements** The titan has a creature grabbed or restrained; **Effect** The titan thrusts the creature into a nightmare realm full of lightless hands and eyes. This has the effects of *quandary* (DC 48). The titan can't use Send Beyond for 1d4 rounds.
Shape Emptiness ◈ The titan molds a weapon from interstellar darkness. This *empty weapon* is a *+3 major striking weapon* in any form. The titan can't be disarmed of this weapon and it deals an additional 2d12 force damage. If Released, an *empty weapon* vanishes.



HEKATONKHEIRES TITAN

HEKATONKHEIRES ANATOMY

Artisans with exceptional skill can harvest a hekatonkheires's black bones before they dissolve upon the titan's death. These bones can be forged into shapeshifting weapons or refined into planar keys that allow travel to esoteric planes.

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Flesh Sculptors

Some totenmaskes craft macabre "art" by shaping the flesh of their victims, spending hours, days, or even weeks molding a victim's skin or even fusing multiple creatures together into one piece. The horrifying results of this process can take the form of furniture made from flesh that still lives and breathes, "sculptures" that in no way resemble the human form, and even more twisted and depraved things.

Totenmaske

Spawned by the same unnatural and self-destructive obsessions that drove them when they still lived, totenmaskes are the undead remnants of the most self-indulgent and sinful among mortals. Their need for indulgence proved stronger than even the grasp of death, raising them from their graves. Though unable to sate their depraved desires, these foul undead can drain the very flesh from their victims so as to wrap themselves in a perverse mockery of life that allows them to pursue their base wants. Totenmaskes' specific longings vary—one might be obsessed with food or drink, while another might be vain and desirous of an attractive form to marvel at in a mirror, while yet another could simply long for the scent of blood.

Whatever sensation the totenmaske seeks, it's always a vice taken to the extreme, for this sin helped condemn them to undeath in the first place. A totenmaske obsessed with food, for example, might find themself assaulting bakeries or breweries, while a vain totenmaske obsessed with glamor could quickly grow bored of each new look and switch their victims out daily, or even hourly.

TOTENMASKE **CREATURE 7**

MEDIUM UNDEAD UNHOLY

Perception +15; darkvision

Languages Common, Necril

Skills Acrobatics +15, Deception +17, Stealth +17, Thievery +15

Str +4, **Dex** +6, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3

AC 24; **Fort** +15, **Ref** +17, **Will** +13

HP 130, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

Speed 40 feet

Melee ❖ jaws +18 (finesse, magical), **Damage** 2d6+7 piercing plus 2d6 void

Melee ❖ claw +18 (agile, finesse, magical), **Damage** 2d8+7 slashing

Drink Flesh ❖ (divine) **Requirements** The totenmaske hit the same creature with two claw Strikes this turn and is still adjacent to it; **Effect** The totenmaske drains flesh from the creature's body. The creature becomes sickened 2 and drained 1 unless it succeeds at a DC 25 Fortitude save (sickened 2 and drained 2 on a critical failure).

Living Form ❖ (concentrate, divine, polymorph) The totenmaske takes the appearance of a Medium or smaller humanoid creature. This is either their form from before they became undead or the form of the last creature they successfully drained with Drink Flesh. This doesn't change the totenmaske's Speed or the attack and damage bonuses for their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Shape Flesh (curse, divine) After spending 1 minute in contact with a paralyzed, unconscious, or willing creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target can attempt a DC 25 Fortitude save to resist; a critical success grants temporary immunity to Shape Flesh for 24 hours. Each time the totenmaske Shapes Flesh, they choose one feature: ears (target becomes deafened), eyes (target becomes blinded), mouth (target can't speak or eat), or nose (target can't smell). A creature with both its nose and mouth sealed can't breathe and begins to suffocate (*Player Core* 437). Changes are permanent until reversed by removing this curse, but the sealed flesh can be surgically opened with a successful DC 25 Medicine check that takes 1d4 rounds and deals 1d6 slashing damage per round.



Totum Font

Before mortals, fey, or even genies, totum fonts were the first creatures born of six elements undivided and harmonious. From the fonts sprung new elemental children, and they aided the gods in the many acts of creation that would follow.

TOTUM FONT — CREATURE 15

LARGE | AIR | EARTH | ELEMENTAL | FIRE | METAL | WATER | WOOD

Perception +30; all-around vision (page 360), darkvision

Languages Muan, Petran, Pyric, Sussuran, Talican, Thalassic; *truespeech*

Skills Acrobatics +25, Arcana +30, Athletics +29, Crafting +30, Elemental Lore +33, Nature +31

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

Items *moderate sturdy shield* (Hardness 13, HP 104, BT 52)

AC 35 (37 with shield raised); **Fort** +26, **Ref** +23, **Will** +29

HP 325

Elemental Attunement A totum font is always attuned to a single element (air, earth, fire, metal, water, or wood), represented by which of their faces points forward. They can change this attunement to the element of their choice as a single action, or as a free action when they roll initiative.

Reactive Strike ↻ (page 361) **Requirements** The font is attuned to air, fire, or water.

Shield Block ↻ (page 361) **Requirements** The font is attuned to earth, metal, or wood.

Speed 25 feet, fly 60 feet

Melee ◆ tendril +30 (magical, reach 10 feet), **Damage** 3d8+16 bludgeoning

Primal Innate Spells DC 33; **Constant (5th)** *truespeech*

Briar's Hold ◆◆ (concentrate, incapacitation, primal, wood) **Requirements** The font is attuned to wood; **Effect** Each creature within 20 feet must succeed at a DC 36 Fortitude save or become slowed 1 for 1 minute. When a creature already slowed by Briar's Hold fails its Fortitude save, it becomes petrified for 1 minute but is turned to wood instead of stone.

Brilliance of Flame ◆◆ (fire, primal) **Requirements** The font is attuned to fire; **Effect** The font flies 30 feet and explodes in a fiery Elemental Eruption.

Elemental Eruption ◆◆ (primal) The font explodes in a cacophony of color and energy. Each creature in a 20-foot emanation takes 9d6 damage (DC 36 basic Reflex save). The explosion deals bludgeoning damage unless the font is attuned to air (electricity damage), fire (fire damage), metal (slashing damage), or wood (piercing damage). Elemental Eruption gains the trait matching the element the font is attuned to.

Entomb ◆ (earth) **Requirements** The font is attuned to earth, and its last action was a successful tendril Strike; **Effect** The font attempts an Athletics check to Grapple the target of the Strike.

Overflowing Tide ◆◆ (primal, water) **Requirements** The font is attuned to water; **Effect** Elemental waves surge around the font, creating a torrential Elemental Eruption and pushing creatures in the area 20 feet (or 10 feet on a successful saving throw).

Serrated Flurry ◆ (metal) **Frequency** once per round; **Requirements** The font is attuned to metal; **Effect** The font lashes out with two tendril Strikes, each targeting a different creature within their reach. These Strikes deal slashing damage.

Tempest Charge ◆ (air) **Requirements** The font is attuned to air; **Effect** The font Flies 60 feet and makes a tendril Strike against a creature it hasn't attacked this turn.



WELLSPRINGS OF ONE

Without access to the balance of all six elemental planes, a totum font becomes fractured and inundated in a single element. Most were healed when the Planes of Metal and Wood returned, but some of these so-called "wellsprings of one" still wander the universe, agitated and confused.



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Tremendous Variety

Scholars of the sea have identified thousands of varieties of trilobites, each distinguished by appearance, habitat, size, and diet. The smallest trilobites are an inch or two long, while individuals measuring almost 2 feet long have been found in the depths of the ocean. Some hide in silt, using tall eyestalks to spot prey, while others have wide, sweeping, winglike heads; certain kinds are even covered in spines. This variety in appearance has led to distinctive jewelry in seaside villages that imitates local trilobite populations.

Trilobite

Often overlooked as little more than water-dwelling pests, trilobites are a varied class of arthropods found throughout the seas and oceans of Golarion. So ancient and widespread are these critters that trilobite fossils are as commonly found as living specimens.

Trilobites vary wildly in both size and diet, with the largest reaching up to 28 inches long. Fossil record shows that trilobites were even more diverse and prevalent in ancient times than they are today, but their species entered a decline due to the devastation of Earthfall.

Trilobite

Trilobites have segmented, chitinous bodies that provide armor but also enough flexibility for them to roll up and protect their vulnerable undersides from attack. Instead of jaws, trilobites have specialized structures called gnathobases at the base of some of their legs. These serrated and jagged structures grind and masticate any prey the trilobite latches onto, enabling the creatures to feed on anything from hard-shelled clams to soft-bodied creatures. While not particularly fast on their own, they can employ scuttling bursts of speed to dart into ocean silt or seaweed beds to escape predators.

Oceanic wizards of many types employ trilobites as familiars. In addition to trilobites' durability, their ubiquity means they make capable spies for their masters as they travel unnoticed throughout the depths.

TRILOBITE **CREATURE -1**

TINY ANIMAL AQUATIC

Perception +8; darkvision, wavesense (imprecise) 30 feet (page 362)
Skills Athletics +4, Stealth +5, Survival +4
Str +1, **Dex** +3, **Con** +2, **Int** –5, **Wis** +2, **Cha** +0

AC 15; **Fort** +4, **Ref** +7, **Will** +4
HP 7
Curl Up ↻ **Trigger** The trilobite takes damage; **Effect** The trilobite gains a +2 circumstance bonus to AC until the start of its next turn.

Speed swim 25 feet
Melee ❖ gnathobase +7 (agile, finesse), **Damage** 1d4+1 slashing
Quick Escape ❖❖ The trilobite Swims up to double its Speed and attempts to Hide.

Trilobite Swarm

Trilobites typically live in close proximity to others of their kind. On rare occasions, particularly when the most common prey around is larger than what a single trilobite can take down, they form swarms that seem to actively cooperate with each other. These swarms latch onto their prey, and the combined efforts of so many trilobites at once make escape difficult.

TRILOBITE SWARM **CREATURE 3**

LARGE ANIMAL AQUATIC SWARM

Perception +9; darkvision, wavesense (imprecise) 60 feet (page 362)
Skills Athletics +8, Stealth +9, Survival +7
Str +1, **Dex** +4, **Con** +3, **Int** –5, **Wis** +2, **Cha** +0

AC 18; **Fort** +10, **Ref** +9, **Will** +7
HP 30; **Immunities** precision, swarm mind (page 362); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 3, piercing 3, slashing 5

Speed swim 25 feet
Clinging Bites ❖ The trilobites in the swarm latch onto creatures and gnaw at them. Each enemy in the swarm's space takes 2d6 slashing damage (DC 18 basic Reflex save).



TRILOBITE

Tripkee

Tripkees make their homes in the treetops of jungles and forests. These frog-like humanoids are uniquely adapted to their environment, with oversized eyes that give them keen vision in both light and dark and large toes that allow them to easily scale trees. Tripkees vary widely in physical appearance, with their physiologies influenced by their surrounding environment. Typical tripkees stand just over 2 feet tall and weigh approximately 30 pounds.

Whatever region they come from, tripkees tend to be peaceful hunter-gatherers. They cultivate mushroom patches and gather a wide array of fruits from the surrounding wilderness.

Tripkee Scout

Tripkee scouts typically keep watch on the outskirts of tripkee settlements.

TRIPKEE SCOUT — CREATURE 1

SMALL HUMANOID TRIPKEE

Perception +8; darkvision
Languages Common, Tripkee
Skills Acrobatics +7, Athletics +4, Nature +6, Stealth +7 (+9 in forests), Survival +6
Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** –1
Items dart (5), leather armor, net, sickle

AC 16; **Fort** +7, **Ref** +9, **Will** +6
HP 20

Speed 25 feet, climb 20 feet; jungle passage
Melee ❖ sickle +9 (agile, finesse, trip), **Damage** 1d4+1 slashing
Ranged ❖ dart +9 (agile, thrown 20 feet), **Damage** 1d4+1 piercing
Hurl Net ❖ **Requirements** The tripkee is wielding a net in two hands; **Effect** The tripkee makes a ranged Strike (with a +9 attack modifier) against a Medium or smaller creature within 20 feet. On a hit, the target is off-guard and takes a –10-foot circumstance penalty to its Speeds. On a critical hit, the creature is restrained instead. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it.
Jungle Passage Tripkees ignore difficult terrain in forests and jungles.

Tripkee Rain-Caller

Influential within their communities, these wise druids hold power over water and weather.

TRIPKEE RAIN-CALLER — CREATURE 4

SMALL HUMANOID TRIPKEE

Perception +12; darkvision
Languages Common, Tripkee
Skills Acrobatics +10, Athletics +8, Jungle Lore +10, Nature +12, Stealth +10 (+12 in forests), Survival +12
Str +1, **Dex** +3, **Con** +2, **Int** +1, **Wis** +5, **Cha** +0
Items dart (4), staff

AC 20; **Fort** +8, **Ref** +11, **Will** +14
HP 60

Speed 25 feet, climb 20 feet; jungle passage
Melee ❖ staff +9 (two-hand d8), **Damage** 1d4+4 bludgeoning
Ranged ❖ dart +12 (agile, thrown 20 feet), **Damage** 1d4+4 piercing
Prepared Primal Spells DC 21, attack +14; **2nd** *mist*, *summon elemental* (water only), *water walk*; **1st** *gust of wind*, *hydraulic push*, *thunderstrike*; **Cantrips (2nd)** *electric arc*, *guidance*, *know the way*, *stabilize*
Druid Focus Spell DC 21, 1 Focus Point; **2nd** *tempest surge* (*Player Core* 382)
Jungle Passage Tripkees ignore difficult terrain in forests and jungles.

A HISTORY OF NEUTRALITY

Tripkee villages rarely get involved in the conflicts of other communities despite various trade-based alliances, preferring to focus on maintaining relative peace within their own small societies. Legends explain this attitude with a tale of a tripkee champion who dragged his people into a war between humans and charau-ka. The stories differ as to which side the tripkees took, but every version ends with the bloody deaths of the hero and his family. Since that time, village elders claim, tripkees have done their best to remain far from the conflicts of others.



TRIPKEE RAIN-CALLER

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Mixing Variations

Cavern trolls and ice trolls spawn their own jotund trolls, two-headed trolls, and warleaders (*Monster Core* 331). In these cases, change their immunity, regeneration, and weaknesses to match their origin. You can also update their reaction's trigger and its persistent damage removal to match those weaknesses.

Troll

Towering brutes with slavering jaws and razor-sharp claws, trolls are voracious predators. A connection to the land not only rebuilds their bodies but creates countless varieties of trolls, each a reflection of the terrain that they draw upon. Trolls who migrate into new areas slowly transform as each body part is regenerated, leading to aberrant growth as new flesh tangles with the old.

Ice Troll

Ice trolls are nightmarish frozen monsters of rime-stained claws and hoarfrost teeth who haunt glaciers, mountains, and tundras. Their unceasing hunger drives them to pursue elk herds, seal colonies, and human villages. Ones that regenerate while sealed within ice floes or permafrost can be birthed from the ice during a thaw after being trapped for months, years, or even decades of unceasing hunger before they can finally break free.

ICE TROLL **CREATURE 4**

LARGE COLD GIANT HUMANOID TROLL

Perception +10; darkvision
Languages Jotun
Skills Athletics +10, Intimidation +10, Survival +10
Str +5, **Dex** +2, **Con** +5, **Int** –2, **Wis** +2, **Cha** –2
Easily Misled The ice troll takes a –4 circumstance penalty to their Perception DC against Deception checks.
Items hatchet

AC 19; **Fort** +13, **Ref** +10, **Will** +8
HP 90, regeneration 15 (deactivated by fire or sonic; page 362); **Immunities** cold; **Weaknesses** fire 10, sonic 10
Furious Carve ↻ **Trigger** The ice troll takes fire or sonic damage; **Effect** The troll makes a hatchet or claw Strike against a random creature within reach. If the ice troll has persistent fire damage, they attempt a DC 15 flat check to remove it.

Speed 30 feet; ice passage
Melee ❖ jaws +13 (reach 10 feet), **Damage** 2d8+5 piercing
Melee ❖ hatchet +13 (agile, reach 10 feet, sweep), **Damage** 2d6+5 slashing
Melee ❖ claw +13 (agile, reach 10 feet), **Damage** 2d4+5 slashing
Ranged ❖ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 2d6+5 slashing
Brutal Sweep ❖❖❖ **Requirements** The ice troll is wielding a hatchet; **Effect** The troll sweeps their hatchet in a large arc, dealing 3d6 slashing damage to all creatures in a 5-foot emanation (DC 18 basic Reflex save).
Ice Passage An ice troll isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.
Rend ❖ claw (page 361)



ICE TROLL

Cavern Troll

Insatiable scavengers, cavern trolls stalk the eternal gloom of the Darklands, consuming all in their path—even rocks and minerals. These rocky goliaths can tunnel through stone with their iron-sharp claws.

Despite a debilitating vulnerability to sunlight that petrifies them on sustained contact, hungry cavern trolls are often drawn

to the comparatively lush surface world. Even when petrified, the immobile trolls are often mistaken for boulders or other natural phenomenon, leaving them free to hunt once night falls again.

As cavern trolls age, their flinty skin becomes studded with small crystals and stones of various composition. Paragons of their kind have toothy maws replete with large crystalline fangs.

CAVERN TROLL CREATURE 6

LARGE EARTH GIANT HUMANOID TROLL

Perception +14; darkvision
Languages Jotun, Sakvroth
Skills Athletics +16, Intimidation +14
Str +6, **Dex** +2, **Con** +6, **Int** –2, **Wis** +2, **Cha** –2
Easily Misled As ice troll.

AC 22; **Fort** +16, **Ref** +13, **Will** +9
HP 135, regeneration 20 (deactivated by acid or sonic, page 362); **Immunities** bleed; **Weaknesses** acid 10, sonic 10
Sunlight Petrification If exposed to direct sunlight, a cavern troll immediately becomes slowed 1 and can't use reactions. The slowed value increases by 1 each time the cavern troll ends its turn in sunlight. If the cavern troll's actions are reduced to 0 in this way, they become petrified until they spends at least 1 minute in darkness. Spells like *sunburst* that create magical sunlight can't petrify a cavern troll, but the troll is slowed 1 for 1d4 rounds after being exposed to such an effect.
Furious Throw ↻ **Trigger** The cavern troll takes acid or sonic damage; **Effect** The troll uses Throw Rock targeting a random enemy within their first range increment. If the cavern troll has persistent acid damage, they attempt a DC 15 flat check to remove it.

Speed 25 feet, burrow 20 feet, climb 20 feet
Melee ❖ jaws +16 (reach 10 feet), **Damage** 2d10+8 piercing
Melee ❖ claw +16 (agile, reach 10 feet), **Damage** 2d6+8 slashing
Ranged ❖ rock +16 (brutal, range increment 120 feet), **Damage** 1d12+8 bludgeoning
Rend ❖ claw (page 361)
Rock Tunneler A cavern troll can burrow through solid stone at a Speed of 10 feet. They can leave a tunnel if they desire.
Throw Rock ❖ (page 362)

Two-Headed Troll

After a particularly severe head injury, a troll might regrow two heads, with each taking on fragments of the old personality and its responsibilities over the body. As separated parts of a whole, the heads find it difficult to agree on any but the most basic tasks. These tasks usually involve gathering food to satisfy two mouths, even if they share a single cavernous stomach.

Dread tales of two-headed trolls' ravenous appetites are whispered of in homesteads throughout the lands of the Inner Sea. It's a custom for parents to invoke the two-headed troll as a warning to misbehaving children. "Finish your chores," a parent might say to a stubborn child, "or a two-headed troll will snatch you away at night and swallow you whole!" It's unclear why such a morbid tradition gained traction, but it's an undeniable fact that two-headed trolls have an appetite for "nibbles"—creatures small enough to devour with one bite.



CAVERN TROLL

DERO HOSTS

Although it's difficult for a cavern troll to find sufficient food in the Darklands, dero magisters (*Monster Core* 85) will buy cavern trolls' patience with tremendous piles of fungus and meat. These troll "guests" serve as heavy labor and enforcers between magister experiments to understand their petrification.

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Severed Spiral

Although most two-headed trolls have difficulty seeing past their confusion and rage, some have founded a nuanced faith emulating the dualistic gods Gozreh, Nethys, and Pharasma. The obscure philosophy seeks enlightenment at menhirs of black and white stones, most notably the Severed Spiral in Mendev.

Two-Headed Troll

Creature 8

UNCOMMON | LARGE | GIANT | HUMANOID | TROLL | WOOD

Perception +16; darkvision

Skills Athletics +18, Intimidation +17

Languages Jotun

Str +6, **Dex** +1, **Con** +6, **Int** –2, **Wis** +4, **Cha** +3

Easily Misled As ice troll.

Independent Brains Each of a two-headed troll's heads rolls their own initiative and has their own turn. Neither head can Delay. At the start of a head's turn, that head gets 2 actions and 1 reaction. Each brain controls one arm, but both can move the legs. Any ability or item that would sever a two-headed troll's head (such as a *vorpal* weapon) doesn't cause the two-headed troll to die if they still have their other head, but does cause them to lose the turns, actions, and reactions of the severed head. Mental effects that target a single creature affect only one of the troll's heads.

Items club

AC 24; **Fort** +19, **Ref** +15, **Will** +14

HP 190, regeneration 20 (deactivated by electricity or fire, page 362); **Weaknesses** electricity 10, fire 10

Head Regrowth A two-headed troll's regeneration can regrow a severed head. After regaining Hit Points from regeneration, the two-headed troll attempts a DC 10 flat check. On a success, a missing head is fully restored. If a two-headed troll loses their last remaining head, they die immediately.

Reactive Strike ↻ (page 361)

Speed 30 feet

Melee ❖ jaws +18 (reach 10 feet), **Damage** 2d12+8 piercing

Melee ❖ claw +18 (agile, reach 10 feet), **Damage** 2d8+8 slashing

Melee ❖ club +18 (reach 10 feet), **Damage** 2d6+8 bludgeoning

Ranged ❖ club +13 (thrown 10 feet), **Damage** 2d6+8 bludgeoning

Collaborative Chomp ❖❖ The troll makes a claw Strike and Grabs a single target. If both are successful, the other head can use their reaction to make a jaws Strike against that creature.



TWO-HEADED TROLL

Jotund Troll

Jotund trolls are gigantic, nine-headed horrors who prowl frigid moors, marshes, and wastelands, often alone and always ravenous. While each of the jotund troll's nine heads possess their own brains and senses, they bicker with each other much less than the heads of a two-headed troll. Yet the heads still argue, particularly over which of them gets to eat. The fact that all nine maws lead to the same shared stomach makes little difference in such culinary disagreements.

Many scholars echo a story that jotund trolls resemble the first trolls, titans cast out of Elysium and cursed for their crimes against the gods. The jotund trolls themselves make no claims to such a heritage, however, and those concerned with such matters claim the father of all trolls arose in the Outer Rifts. Individual jotund trolls either begin their life as a common troll or, far more rarely, are born to a jotund troll parent. To the jotund trolls, their

nine heads are a crown of rule that marks them as above the natural order and free from its laws.

JOTUND TROLL CREATURE 15

RARE HUGE GIANT HUMANOID MUTANT TROLL WOOD

Perception +26; darkvision
Languages Jotun
Skills Athletics +29, Intimidation +27
Str +8, **Dex** +4, **Con** +8, **Int** –1, **Wis** +6, **Cha** +4

AC 35, all-around vision (page 360); **Fort** +31, **Ref** +24, **Will** +23
HP 360, regeneration 40 (deactivated by electricity or fire, page 362); **Weaknesses** electricity 15, fire 15

Head Regrowth A jotund troll's regeneration can regrow severed heads. After regaining Hit Points from regeneration, the jotund troll attempts a DC 8 flat check. On a success, one missing head is fully restored; on a critical success, two missing heads are fully restored. If a jotund troll loses their last remaining head, they die immediately.

Reactive Heads A jotund troll gains an extra reaction per round for each of their heads beyond the first, which they can use only to make Reactive Strikes with their jaws or to Fast Swallow. They can't use more than 1 reaction for the same triggering action, even if a creature leaves several squares within their reach, and must use a different head for each Reactive Strike. Whenever one of the jotund troll's heads is severed, the troll loses 1 of their extra reactions per round.

Furious Roar ↻ **Trigger** The jotund troll takes electricity or fire damage; **Effect** The jotund troll uses their Cacophonous Roar and, if they're aware of the damage's source, can Stride toward it. If the jotund troll has persistent fire damage, they attempt a DC 15 flat check to remove it.

Reactive Strike ↻ (page 361)

Speed 30 feet, climb 20 feet

Melee ❖ jaws +29 (reach 15 feet), **Damage** 3d12+14 piercing plus Grab (page 361)

Melee ❖ claw +29 (agile, reach 15 feet), **Damage** 3d10+14 slashing

Cacophonous Roar ❖ (auditory, emotion, incapacitation, mental, occult, primal) The jotund troll roars from all their heads, mystically distorting the listener's mind. Each non-troll creature in a 100-foot emanation must attempt a DC 34 Will save.

- **Critical Success** The creature is unaffected and is temporarily immune for 24 hours.
- **Success** The creature is stupefied 1 for 1 round.
- **Failure** The creature is stupefied 2 for 1 round.
- **Critical Failure** The creature is confused for 1 round.

Fast Swallow ↻ **Trigger** The jotund troll Grabs a creature with their jaws; **Effect** The troll uses Swallow Whole.

Ravenous Jaws ❖❖ The jotund troll makes a number of jaws Strikes up to their number of heads, each against a different target. These attacks count toward the troll's multiple attack penalty, but the penalty doesn't increase until after the jotund troll makes all of these attacks.

Rend ❖ claw (page 361)

Swallow Whole ❖ (attack) Medium, 3d12+8 bludgeoning, Rupture 36 (page 362)

RAVENOUS MUTANTS

Jotund trolls arise with distressing regularity, particularly in areas like the magic-warped Mana Wastes and the radiation-wracked badlands of Numeria. Although they generally consume other trolls along with everything else, voracious jotund troll families haunt particularly desolate lands. The presence of a single jotund troll can lead an area to blight and ruin, beyond even the damage caused by its terrifying hunger.



JOTUND TROLL

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Trollhound Genesis

The first trollhound was the result of a clash between a starving warg and an enraged forest troll. Though the warg was no match for the troll, it landed several bites before retreating into the nearby woods. The regenerative chunks of troll flesh within the warg's bleeding maw infected the warg's body, slowly and painfully transforming the beast into a proto-trollhound. Stripped of cunning and intelligence, the altered warg attacked an approaching pack of wargs, spreading the unusual infection. Soon, trollhounds became their own species, and successive generations of the beasts have been discovered hunting alongside trolls, sharing an instinctual bond with the lumbering giants. Many modern-day wargs hold a deep-seated animosity toward trollhounds because of this past. This antagonism is exacerbated by the fact that, in rare cases, a warg who reaches stage 5 of bloodfire fever might transform into a trollhound.

Trollhound

Trollhounds are squat, slavering beasts akin to trolls in canine form. With a similar nigh-insatiable hunger stoked by their regenerative metabolisms, packs of wild trollhounds prowl the foothills of regions where trolls dwell to hunt for vast quantities of meat. In some regions, trolls breed trollhounds as pets, utilizing the trollhounds' keen sense of smell to aid in the hunt.

Covered in fetid, weeping sores, trollhounds are carriers of a debilitating contagion known as bloodfire fever. Creatures that contract the disease through the bite of a trollhound experience deep internal pain, as if their blood were on fire. Additional symptoms include loss of muscle coordination, pus-filled blisters, and overall lethargy and fatigue. Other than living with the pain from skin irritation, both trolls and trollhounds are immune to the major effects of the disease.

Trollhounds are fearless on the hunt and in combat, relying on their ability to regenerate to carry them through. Not even the threat of fire is enough to repel them, as the beasts don't recognize the danger it represents. Nevertheless, fire is one of the most effective tools in combating trollhounds; canny hunters know to burn every last remnant of a supposedly slain trollhound, for their regenerative powers are potent indeed.

While trolls have had great success in domesticating, training, and even befriending trollhounds, the same can't be said for other would-be masters. Whether impeded by constant exposure to trollhounds' diseased slobber, their ravenous hunger that never seems to be fully sated, or simply their foul personality and quick-to-bite temperament, most attempts to use trollhounds in place of more reliable guardians end in pain, misery, and a pack of feral trollhounds escaping into the hinterlands.

Left to their own devices, trollhounds will breed relatively quickly. It can take less than a year for a small pack to multiply into such a size that they pose a significant threat to the countryside. Best to leave the trollhounds to the trolls, as they say!

Trollhound — Creature 3

MEDIUM | BEAST | TROLL | WOOD

Perception +6; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +9, Stealth +8, Survival +6
Str +4, **Dex** +1, **Con** +5, **Int** –3, **Wis** +1, **Cha** –2

AC 17; **Fort** +14, **Ref** +8, **Will** +6
HP 65, regeneration 15 (deactivated by electricity or fire; page 361); **Weaknesses** electricity 8, fire 8



Flailing Bite ↷ **Trigger** The trollhound takes electricity or fire damage; **Effect** The trollhound makes a jaws Strike against a random creature within reach. If the trollhound has persistent fire damage, they attempt a DC 15 flat check to remove it.

Speed 35 feet
Melee ❖ jaws +11, **Damage** 1d12+4 piercing plus Knockdown (page 361) and bloodfire fever
Bloodfire Fever (disease) Trollhounds and trolls are immune to bloodfire fever; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and clumsy 1 (1 day); **Stage 4** enfeebled 2 and clumsy 2 (1 day); **Stage 5** enfeebled 2, clumsy 2, and fatigued (1 day)
Pack Attack The trollhound's Strikes deals 1d6 extra damage to creatures within reach of at least two of the trollhound's allies.

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Tupilaq

A tupilaq is an artistically crafted construct carved from animal bones (typically whale or walrus) and imbued with the express purpose of eviscerating its creator's enemies. A tupilaq manifests from hateful magic—such a thing can only be created by someone who believes they were grievously wronged. When a terrible, unforgivable crime is committed against someone with great skill at carving and who has knowledge of the proper ritual, the aggrieved can channel their grief and hate through whispered incantations to bring a tupilaq to life.

Sadly, the same emotions used to create a tupilaq often lead to even greater tragedies. Functionally immortal but built for vengeance, a tupilaq lacks the reason or discernment to do anything other than pursue the goal imbued by its creator. A wish to utterly destroy an enemy can lead a tupilaq to slaughter an entire settlement, killing until it has slain everyone even remotely related to the original offender. Many stories describe how a tupilaq ends up causing more tragedy for its creator than the crime that precipitated its creation. The most common tales feature the tupilaq eventually murdering its creator's spouse or family members due to a distant relationship to the original target that no one knew about.

A tupilaq's animating energies aren't tied to its original functions, and the creature typically long outlasts its creator, its victims, and often any who recall the reason for its creation. It might fall into a sort of hibernation once it has achieved immediate vengeance, but in many cases, the constructs reawaken to continue their rampage against unsuspecting targets ignorant of their involvement.

Spellcasters might occasionally summon these constructs. A summoned tupilaq, hauled unceremoniously from its vengeance, becomes a near-frenzied combatant, unleashing every offensive ability in its arsenal to break free. These reactions aren't strategic or considered, but an instinctual, almost programmed need to return to its true purpose. Conjurers should be wary about a tupilaq employing spells that might be turned against its summoner, such as a *fireball* "accidentally" placed such that the spell incinerates the spellcaster and returns the creatures from whence it came.

Tupilaq — Creature 7

SMALL CONSTRUCT

Perception +16; darkvision
Skills Athletics +15
Str +2, **Dex** +6, **Con** +4, **Int** –5, **Wis** +3, **Cha** –5

AC 26 (22 when broken); **Fort** +17, **Ref** +15, **Will** +12
HP 90; **Hardness** 8; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void
Construct Armor Like normal objects, a tupilaq has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a tupilaq is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, it loses its Hardness, and its Armor Class is reduced to 22.

Speed 40 feet, swim 40 feet
Melee ❖ jaws +19 (agile, finesse), **Damage** 2d8+5 piercing plus Grab (page 361)
Primal Innate Spells DC 24; **3rd** *fireball* (×3)
Carver's Curse When a tupilaq is created, the curse imparted by its creator manifests in the form of a single 3rd-rank primal spell the tupilaq can cast three times per day. The particular spell is a reflection of the creator's wish for vengeance. By default, and for a found or summoned tupilaq, this spell is *fireball*.



Relics of the Past

A tupilaq can last indefinitely once created, and it isn't uncommon for a tupilaq to be unearthed years, decades, or even centuries after its creator has passed away. Archaeologists working at northern dig sites might accidentally stumble across one of these fierce constructs, inadvertently awakening its vengeful curse.



Harbingers of the End

A tzitzimitl's arrival in a region often precedes a deadly disaster or apocalyptic event. It isn't known whether the tzitzimitl accompanies an event already fated to occur or if the undead causes such events through their own strange magic.

Tzitzimitl

Due to their affinity for darkness and apocalyptic terror, tzitzimitls are widely feared as harbingers of death and destruction. A solar eclipse marks their arrival, and they draw strange powers of darkness and electricity from these phenomena. Some sages believe tzitzimitls to be instruments of the gods, called down to destroy worlds whose times have come, while others claim they're the undead remains of stranded exiles from a far-off civilization of spacefaring giants. Such legends are ancient and fragmented, but some tell of tzitzimitls being defeated by great heroes and sealed away—though these tales imply that the enormous undead now lie buried and waiting, soon to rampage again should their tombs be breached.

Tzitzimitl — Creature 19

Uncommon | Gargantuan | Electricity | Undead | Unholy

Perception +32; darkvision, *truesight*

Languages Aklo, Chthonian, Common, Empyrean

Skills Acrobatics +33, Arcana +37, Athletics +33, Nature +37, Occultism +37, Religion +40

Str +10, **Dex** +8, **Con** +6, **Int** +5, **Wis** +7, **Cha** +8

AC 43; **Fort** +29, **Ref** +32, **Will** +35

HP 390, fast healing 15 (page 361), void healing (page 362); **Immunities** bleed, death effects, disease, electricity, paralyzed, poison, unconscious; **Weaknesses** holy 15; **Resistances** cold 15, physical 15 (except bludgeoning)

Light to Dark ↷ (divine, void) **Trigger** A creature uses an ability or spell with the vitality trait within 120 feet of the tzitzimitl; **Effect** The tzitzimitl inverts the energy used in the triggering ability or spell, causing it to lose the vitality trait and gain the void trait, and changing all instances of vitality energy or healing in the ability's description to void energy.

Speed 50 feet, fly 60 feet

Melee ❖ claw +34 (agile, magical, reach 20 feet), **Damage** 4d12+10 slashing plus 3d8 electricity and drain life

Ranged ❖ eye beam +34 (range 100 feet), **Damage** 4d12 electricity plus 10d6 force

Occult Innate Spells DC 38; **9th** *darkness* (×3), *teleport*, *wails of the damned*; **7th** *eclipse burst*, *teleport* (×3); **4th** *darkness* (×3); **3rd** *haste* (×3); **Cantrips (9th)** *detect magic*; **Constant (6th)** *truesight*

Rituals DC 38; *create undead* (9th rank)

Drain Life When a tzitzimitl's claw Strike deals damage to a living creature, the tzitzimitl gains 20 temporary Hit Points, and the target must succeed at a DC 41 Fortitude save or become drained 2. Further damage dealt by a tzitzimitl's claw Strike increases the value of the drained condition by 2 on a failed save, to a maximum of drained 4.

Eclipse ❖❖ (cold, occult) **Effect** The tzitzimitl casts *darkness* and drains the heat and warmth from the *darkness* spell's area. Each creature within the spell's area must attempt a DC 41 Fortitude save.

Critical Success The creature takes 4d8 cold damage.

Success The creature takes 8d8 cold damage and is slowed 1 for 1 round.

Failure The creature takes 16d8 cold damage and is slowed 1 for 1 minute.

Critical Failure The creature takes 16d8 cold damage, is slowed 2 for 1 minute, and is doomed 1.

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Unrisen

An unrisen is a mangled conglomeration of splintered bones, decaying organs, and rotting flesh, created when a ritual such as *resurrect* goes catastrophically wrong. Immense care must be taken, for if such a ritual fails utterly, an unrisen can be the result—as many a ritualist has learned to their horror.

Unrisen are barely intelligent, aware only of the agony constantly inflicted by their flawed creation and their resentment for the living. They tend to attack the casters involved in the botched ritual first before lashing out at everyone else around them. Though an unrisen's twisted form is unrecognizable as the intended target of the resurrection, its wordless howls are often disturbingly similar to the deceased's voice. If an unrisen is destroyed before it can rise again, it's reduced to a handful of metallic blue-green salts referred to as essential salts.

UNRISEN CREATURE 11

MEDIUM UNDEAD UNHOLY

Perception +21; darkvision, lifesense 30 feet (page 361)
Languages Common (can't speak any language)
Skills Athletics +24, Stealth +19
Str +7, **Dex** +4, **Con** +5, **Int** –2, **Wis** +6, **Cha** +3

AC 28; **Fort** +22, **Ref** +17, **Will** +21
HP 220, meant to live, void healing (page 362); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** resurrection vulnerability
Meant to Live (occult) Whenever an unrisen would take damage from vitality energy, it instead heals half that number of Hit Points.
Resurrection Vulnerability A creature with a prepared or spontaneous spell that can restore the dead to life (such as *breath of life* or *raise dead*) can expend an appropriate spell slot as a 2-action activity to destroy an unrisen within 30 feet. The attempt fails if the unrisen succeeds at a Will save against the creature's spell DC.
Rise Again (occult) If the unrisen is reduced to 0 Hit Points by means other than fire damage, disintegration, or its resurrection vulnerability, it returns to unlife at the start of its next turn. It has 100 Hit Points and is prone in the space in which it was destroyed. The unrisen can't be returned by this ability again for 1 hour.

Speed 30 feet
Melee ❖ jaws +24 (deadly d10, magical), **Damage** 3d8+13 piercing plus Grab (page 361)
Melee ❖ claw +24 (agile, magical), **Damage** 2d8+13 slashing plus Grab (page 361)
Agonized Howl ❖❖ (auditory, mental, occult) The unrisen howls in pain at its cursed existence. Creatures within a 30-foot emanation take 9d8 mental damage with a DC 30 basic Will save. The unrisen can't use Agonized Howl again for 1d4 rounds.
Awful Approach ❖ **Frequency** once per 10 minutes; **Effect** The unrisen reshapes its grotesque form to move swiftly. It Strides twice. Any living creature that can see the unrisen during this movement must succeed at a DC 28 Fortitude save or be sickened 1 (or sickened 2 on a critical failure); this is a mental and visual effect.
Death Grip ❖ (curse, occult) **Requirements** The unrisen has a living creature grabbed or restrained; **Effect** The unrisen attempts to destroy its victim's life force so it shares in the unrisen's fate. The creature must succeed at a DC 30 Fortitude save or become doomed 1. While the curse lasts, the creature regains only half as many HP from effects with both the healing and vitality traits; if it dies, any attempt to raise it from the dead causes it to return as an unrisen. The curse ends automatically if the creature's doomed value is reduced to 0.





UNRISEN SALTS

An unrisen's essential salts, formed from its remaining distilled life essence, can be used for spells and rituals such as *create undead* or *resurrect*, replacing 600 gp worth of gemstones. The existence of these essential salts doesn't damage the soul of the unrisen's source creature, but devout Pharasmins still frown on their use.



Minos-Pashat

The first urdefhans were unleashed into the depths of Golarion's Darklands in the vault of Minos-Pashat, a nation-sized cavern riddled with mazelike tangles of stalactites, stalagmites, and fissures.

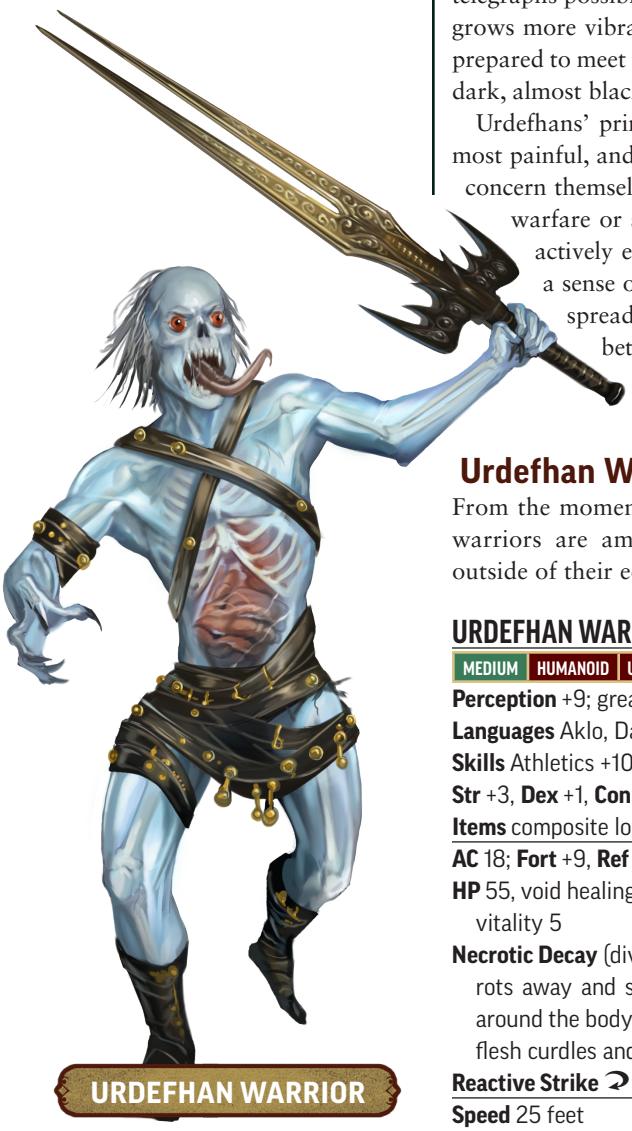
Urdefhan

The violent warmongers, occultists, and poisoners known as urdefhans dwell within the Darklands. They were created in eons past by the mysterious First Apocalypse Riders to serve as agents of the end times of the Universe. Urdefhans continue to honor their creators by worshipping the wretched beings who rule over the plane of Abaddon, and like their fiendish lieges, urdefhans exist for one reason and one reason alone: to kill.

While urdefhans are humanoid and dwell together in large groups, this is where their similarities to other ancestries end. Their visages are horrific, with transparent skin and musculature displaying their glistening entrails, gleaming bones, and perhaps worst of all, their baleful red eyes. This appearance, combined with their gaping maws full of sharp fangs, works to create the false impression that urdefhan are some sort of vampiric undead, not creatures of living flesh and blood. When an urdefhan's life comes to an end, their flesh quickly curdles and then bursts in a wave of awful corruption that spreads to the flesh of other creatures in the area. The typical urdefhan views their eventual demise as a disappointment, for once they're dead, their chances to kill will finally come to an end.

An urdefhan's translucent body allows onlookers to see the various organs and fluids within, while their blue blood often signals their mood and telegraphs possible dangers. The blood of an excited urdefhan ready to attack grows more vibrant and even glows with a faint light. When an urdefhan is prepared to meet their death and imminent soul detonation, their blood grows dark, almost black as pitch.

Urdefhans' primary concern is death and how to inflict it in the goriest, most painful, and widespread ways. Beyond this ethos of violence, urdefhans concern themselves only tangentially with matters such as formal modes of warfare or aspects of their damnable religion. When an urdefhan isn't actively engaged in violence, their giddy cruelty is tempered by only a sense of self-preservation that ensures they survive long enough to spread the "blessings" of their daemonic patrons. They pass the time between wars inventing new weapons, developing new diseases, and researching awful new magic, all in preparation for the next inevitable conflict.



URDEFHAN WARRIOR

Urdefhan Warrior

From the moment they're born, urdefhans are prepared for war. Urdefhan warriors are among the least powerful urdefhans one might encounter outside of their eerie underground cities.

URDEFHAN WARRIOR **CREATURE 3**

MEDIUM HUMANOID URDEFHAN

Perception +9; greater darkvision (page 360)
Languages Aklo, Daemonic, Sakvroth
Skills Athletics +10, Intimidation +9, Religion +7, Survival +7
Str +3, **Dex** +1, **Con** +2 **Int** +0, **Wis** +2, **Cha** +2
Items composite longbow (20 arrows), rhoka sword, studded leather

AC 18; **Fort** +9, **Ref** +8, **Will** +9
HP 55, void healing (page 362); **Immunities** death effects, disease, fear; **Weaknesses** vitality 5
Necrotic Decay (divine, void) When an urdefhan dies, their translucent flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 3d6 void damage to creatures in this area as their flesh curdles and rots (DC 17 basic Fortitude save).
Reactive Strike ↻ (page 361)

Speed 25 feet

Melee ❖ rhoka sword +12 (deadly d8, two-hand d10), **Damage** 1d8+6 slashing
Melee ❖ jaws +12, **Damage** 1d6+6 piercing plus Wicked Bite
Ranged ❖ composite longbow +10 (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+4 piercing
Divine Innate Spells DC 17; **2nd** *darkness*; **1st** *enfeeble*, *gentle landing* (at will, self only)
Ravenous Attack ❖❖ The urdefhan makes one rhoka sword Strike and one jaws Strike against a single creature. Their multiple attack penalty doesn't increase until after both attacks.
Wicked Bite ❖ **Requirements** The urdefhan damaged a creature with a jaws Strike on their last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The target must succeed at a DC 20 Fortitude save or be affected by drain blood or drain vitality (the urdefhan's choice). If the jaws Strike was a critical hit, the creature is affected by both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

Urdefhan Tormentor

Urdefhan spellcasters with a knack for the divine are invariably unholy worshippers of daemonkind, typically taking on one of Abaddon's Four Apocalypse Riders as their patron deity. With their unholy gifts, these urdefhan tormentors summon daemons into battle and bolster their allies with profane magic, preferring to stick to the sidelines rather than enter the fray directly.

URDEFHAN TORMENTOR — CREATURE 5

MEDIUM | HUMANOID | UNHOLY | URDEFHAN

Perception +13; greater darkvision (page 360)
Languages Aklo, Daemonic, Sakvroth
Skills Acrobatics +8, Crafting +9, Intimidation +11, Occultism +12, Religion +13
Str +3, **Dex** +1, **Con** +3, **Int** +2, **Wis** +4, **Cha** +2
Items warhammer

AC 21; **Fort** +11, **Ref** +10, **Will** +15
HP 75, void healing (page 362); **Immunities** death effects, disease, fear; **Weaknesses** vitality 5
Necrotic Decay (divine, void) As urdefhan warrior, but DC 21 and 5d6 void damage.

Speed 25 feet
Melee ❖ warhammer +12 (shove), **Damage** 1d8+5 bludgeoning
Melee ❖ jaws +14, **Damage** 2d6+5 piercing plus Wicked Bite
Divine Innate Spells DC 23; **3rd** *harm*, *paralyze*; **2nd** *darkness*, *false vitality*, *harm*, *see the unseen*; **1st** *enfeeble*, *gentle landing* (self only), *grim tendrils*, *harm*
Rituals DC 23; *daemonic pact* (page 367)
Stoke the Fervent ❖❖ (auditory, divine, emotion, mental) **Frequency** once per day; **Effect** The urdefhan lets out a battle cry, sending themself and their allies into a fanatical frenzy. The tormentor and each ally that hears the call gains a +1 status bonus to attack rolls, damage rolls, and saving throws, and takes a –1 status penalty to AC. Affected creatures must use at least one of their actions to Strike each round, if they're able (even if it means attacking an ally, object, or thin air). This lasts for 2d4 rounds.
Wicked Bite ❖ As urdefhan warrior, but DC 22.

RHOKA SWORDS

The rhoka sword is the preferred weapon among urdefhans, and all of their kind know how to wield these instruments of war. These uncommon advanced weapons cost 4 gp, deal 1d8 slashing damage, have 2 Bulk, and require 1 hand to use. Rhoka swords are in the sword group and have the deadly d8 and two-hand d10 traits.



URDEFHAN TORMENTOR

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Building a Nosferatu

Though nosferatus can't create more of their kind, many of these ancient vampires lurk in the world's various shadows, taking a variety of forms. If you have time, it's more effective to build a new nosferatu from the ground up using the standard monster creation rules, which were used to create the nosferatu thrall, nosferatu malefactor, and nosferatu overlord. However, you can also use the guidelines presented under Creating a Nosferatu to turn an existing creature into a nosferatu, adjusting the monster as you see fit. In either case, specific nosferatu abilities like void healing, Dominate, and Drink Blood work the same.

Vampire, Nosferatu

Nosferatus are ancient vampires born of mortals who died in great plagues of old. Perhaps because of their old age, nosferatus can't create more of their kind.

Creating a Nosferatu

You can turn an existing living creature into a nosferatu using the following steps. A creature below 8th level isn't significant enough to be a nosferatu and should likely be a regular vampire instead (*Monster Core* 334).

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead, unholy, and vampire traits.
- Increase AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase Speed by 5 feet or to 30 feet, whichever results in a higher Speed.
- Increase damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's breath), increase the damage by 2 instead.
- Reduce HP by the amount listed on the table.
- The nosferatu gains fast healing and resistance to physical damage (except magical wood) as indicated in the table. These abilities are the reason the nosferatu has fewer HP.

Starting Level	HP Decrease	Fast Healing/Resistance
8–14	–40	10
15+	–60	15

Basic Nosferatu Abilities

All nosferatus gain the following abilities. If the base creature becoming a nosferatu has any abilities that specifically come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the nosferatu's theme.

Darkvision

Void Healing (page 362)

Immunities death effects, disease, paralyzed, poison, sleep

Plagued Coffin Restoration (divine, void) Unlike other undead, a nosferatu isn't destroyed at 0 HP. Instead, they disperse into an immense number of rats heading in every direction in an attempt to return to their coffin. If even a single rat reaches the coffin, the nosferatu can recover. A nosferatu regains their strength through resting in earth taken from the grave of a creature that died of plague. If their body rests in their earth-filled coffin for 1 hour, the nosferatu gains 1 HP, after which their fast healing begins to function normally. If the coffin doesn't contain this plagued grave dirt, they instead need to rest in their coffin for 1 day before they gain 1 HP and regain their fast healing.

Nosferatu Vulnerabilities

- **Revulsion** A nosferatu can't voluntarily come within 10 feet of brandished garlic or a brandished religious symbol of a deity with a holy sanctification option. To brandish garlic or a religious symbol, a creature must Interact to do so for 1 round (similar to Raising a Shield). If the nosferatu involuntarily comes within 10 feet of an object of their revulsion, they gain the fleeing condition, running from the object of their revulsion until they end an action beyond 10 feet. After 1 round of being exposed to the subject of their revulsion, a nosferatu can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, they overcome their revulsions for 1d6 rounds (or 1 hour on a critical success).
- **Stake** A magical wooden stake (such as one affected by a weapon *potency rune*, *runic weapon*, or similar magic) driven through the nosferatu's heart drops the nosferatu to 0 HP and prevents them from healing above 0 HP, even in their coffin. Staking a nosferatu requires 3 actions and works only if the nosferatu is unconscious. If the stake is removed, the nosferatu can heal above 0 HP again,

and if they're in their coffin, the 1-hour rest period begins once the stake is removed. If the nosferatu's head is severed and anointed with *holy water* while the stake is in place, the nosferatu is destroyed.

- **Sunlight** If exposed to direct sunlight, a nosferatu immediately becomes slowed 1. The slowed value increases by 1 each time the nosferatu ends their turn in sunlight, and the condition ends when they're no longer in sunlight. If the nosferatu loses all their actions in this way, they're destroyed.

Claws If the creature had hands, their fingernails thicken and grow, granting them an unarmed claw Strike that deals slashing damage and has the agile trait. If the creature had any agile attacks, the damage dealt by their claws should be roughly the same as the damage dealt by those attacks. If they had only non-agile attacks, their claws should deal three-quarters that damage. A creature struck by a nosferatu's claw Strike is also exposed to plague of ancients (see below).

Fangs If the creature had teeth, their canines grow long and pointy, granting them an unarmed fangs Strike that deals piercing damage. This attack deals moderate to high damage for the nosferatu's level (*GM Core* 120).

Divine Innate Spells The nosferatu can cast *telekinetic haul* (heightened to half their level rounded up) three times per day as a divine innate spell. They use a high DC for their level (*GM Core* 121).

Change Shape ❖ (concentrate, divine, polymorph) The nosferatu transforms into a swarm of pale-gray rats. They gain a land Speed of 30 feet and a climb Speed of 10 feet, and they become Large. In this swarm form, the nosferatu can take an action to deal each enemy in the swarm's space 2d10 piercing damage with a basic Reflex save, with a high DC for the nosferatu's level (*GM Core* 121). A creature that fails its save is also exposed to plague of ancients (see below).

Command Thrall ◈ (auditory, divine, mental) **Requirements** One of the nosferatu's thralls is present and can hear the nosferatu; **Effect** The nosferatu gives a single command to one of their thralls, which the thrall follows to the best of its ability during its next turn.

Dominate ❖❖ (divine, incapacitation, mental, visual) The nosferatu can cast *dominate* at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. The save DC uses a high DC for the nosferatu's level (*GM Core* 121), and a creature that succeeds is temporarily immune to that nosferatu's Dominate for 24 hours. Fully destroying the nosferatu ends the domination, but merely reducing the nosferatu to 0 HP is insufficient to break the spell.

Drink Blood ❖ (divine) **Requirements** The nosferatu's last action was a successful fangs Strike; **Effect** The nosferatu sinks their fangs into the targeted creature to drink its blood. This requires an Athletics check against the creature's Fortitude DC. On a success, the creature becomes drained 1, and the nosferatu regains HP equal to 10% of their maximum HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the nosferatu but increases the creature's drained condition value by 1, killing the victim when it reaches drained 5. A nosferatu can also consume blood that's been emptied into a vessel for sustenance, but they gain no HP from doing so.

The target creature's drained condition value decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained value by 1 after 10 minutes.

Plague of Ancients (disease, virulent) **Saving Throw** Fortitude (use a high DC for the nosferatu's level [*GM Core* 121]); **Onset** 1 day; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and enfeebled 2 (1 day); **Stage 3** doomed 1, drained 3, and enfeebled 3 (1 day); **Stage 4** doomed 2, drained 3, and enfeebled 3 (1 day); **Stage 5** unconscious (1 day); **Stage 6** death

Nosferatu Overlord Abilities

A truly primeval nosferatu can gain extraordinary powers. Creatures must have lived for millennia and be 14th level or higher to become a nosferatu overlord.

BUILDING A NOSFERATU THRALL

While a nosferatu can't turn a living creature into another nosferatu, they can create a thrall through a 1-day ritual. They can maintain a number of thralls up to their Charisma modifier; creating new thralls beyond this limit releases earlier thralls from service. You can convert any non-mindless living creature into a nosferatu thrall by applying the nosferatu thrall abilities and increasing its level by 1. A creature that's immune to mental effects can't become a nosferatu thrall. You can also build a nosferatu thrall from scratch using the monster creation rules in *GM Core* and applying the above modifications.



NOSFERATU THRALL

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MONSTER OF LEGEND

The word nosferatu has appeared in print since the mid–18th century, purported by Western European writers to be a Romanian word for vampire, inspiring some of horror fiction's best minds. No clear etymology exists, and while it's unknown whether the word's roots are actually Romanian, the vampire itself is an enduring element of Romanian folklore.

Air of Sickness (aura) 30 feet. A creature entering or starting its turn in the aura must attempt a Fortitude save with a moderate DC for the nosferatu's level (*GM Core* 121). On a failure, the creature is sickened 1 and takes a –2 status penalty to saves to resist diseases and remove the sickened condition for 1 hour.

Divine Innate Spells As nosferatu, but they can also cast *vampiric exsanguination* twice per day as a divine innate spell.

Paralytic Fear ❖ (divine, emotion, fear, incapacitation, mental) **Requirements** The nosferatu overlord's last action was a successful claw Strike; **Effect** The nosferatu drags the target of the Strike close and freezes its mind in terror. The target must attempt a Will save with a moderate DC for the nosferatu's level (*GM Core* 121).

Critical Success The target is unaffected.

Success The target is immobilized by fear until the end of the nosferatu's next turn.

Failure The target is restrained and takes a –2 circumstance penalty to its Fortitude DC against the nosferatu's Drink Blood ability until the end of the nosferatu's next turn.

Critical Failure As failure, and the target is frightened 2.

Nosferatu Thrall Abilities

Any creature under a nosferatu's thrall gains the following abilities.

Fast Healing A thrall gains fast healing 5 from being sustained by their master's blood.

Weaknesses The strain of being controlled wears on the thrall's mind, giving them weakness 10 to mental damage.

Mindbound (divine) A nosferatu master exerts a fierce hold over their thrall's mind. If any creature other than the thrall's master targets them with an effect that would give them the controlled condition, the thrall's master rolls a counteract check against it using their Dominate DC – 10 as the counteract check modifier.

Mortal Shield ↷ **Trigger** The thrall's master would take damage from a Strike or spell attack and is in an adjacent square; **Effect** The thrall throws themself in front of their master, taking half the damage of the attack (before applying any weaknesses or resistances). The thrall's master takes the remaining damage, applying any weaknesses or resistances as normal.

Rally ↷ **Trigger** The thrall ends their turn more than 30 feet away from their master; **Effect** The thrall Strides up to their Speed toward their master.



NOSFERATU MALEFACTOR

Nosferatu Thrall

Nosferatu thralls are mortals bound to a nosferatu's will. While thralls aren't undead, they stay alive by feeding on the blood of their masters.

NOSFERATU THRALL **CREATURE 8**

UNCOMMON | MEDIUM | HUMAN | HUMANOID | UNHOLY

Perception +16

Languages Common

Skills Acrobatics +13, Athletics +14, Deception +15, Religion +14

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

Items *+1 striking greatclub*

AC 26; **Fort** +16, **Ref** +17, **Will** +14

HP 135, fast healing 5 (page 361); **Weaknesses** mental 10

Mindbound

Mortal Shield ↷

Rally ↷

Speed 25 feet

Melee ❖ *greatclub* +19 (backswing, magical, shove), **Damage** 2d10+10 bludgeoning

Melee ❖ fist +18 (agile, nonlethal), **Damage** 2d6+10 bludgeoning

Swing Back ❖ **Frequency** once per round; **Requirements** The nosferatu thrall's last action was a greatclub Strike that missed; **Effect** The nosferatu thrall makes another greatclub Strike against the same target, using the previous Strike's multiple attack penalty.

Nosferatu Malefactor

Nosferatu malefactors spread plague in their wake and yearn for mortal blood.

NOSFERATU MALEFACTOR — CREATURE 10

UNCOMMON MEDIUM UNDEAD UNHOLY VAMPIRE

Perception +19; darkvision
Languages Aklo, Common, Necril; telepathy 60 feet (page 362)
Skills Acrobatics +21, Arcana +21, Athletics +19, Deception +17, Intimidation +19, Stealth +23
Str +5, **Dex** +7, **Con** +3, **Int** +7, **Wis** +5, **Cha** +3

AC 30; **Fort** +17, **Ref** +21, **Will** +19
HP 135, fast healing 10 (page 361), plagued coffin restoration, void healing (page 362); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 10 (except magical wood)
Nosferatu Vulnerabilities

Speed 30 feet, climb 25 feet
Melee ❖ claw +23 (agile, finesse), **Damage** 2d10+11 piercing plus plague of ancients
Melee ❖ fangs +23 (finesse), **Damage** 2d12+11 piercing plus Drink Blood
Divine Innate Spells DC 29; **5th** *telekinetic haul* (×3)
Change Shape ❖ (concentrate, divine, polymorph) DC 29
Command Thrall ❖ (auditory, divine, mental)
Dominate ❖❖ (divine, incapacitation, mental, visual) DC 29
Drink Blood ❖ (divine) When Drinking Blood, the nosferatu malefactor regains 13 HP.
Plague of Ancients (disease, virulent) DC 29

Nosferatu Overlord

Millennia of feeding on the living can turn the most powerful nosferatus into creatures of indomitable will and walking terror.

NOSFERATU OVERLORD — CREATURE 15

RARE MEDIUM UNDEAD UNHOLY VAMPIRE

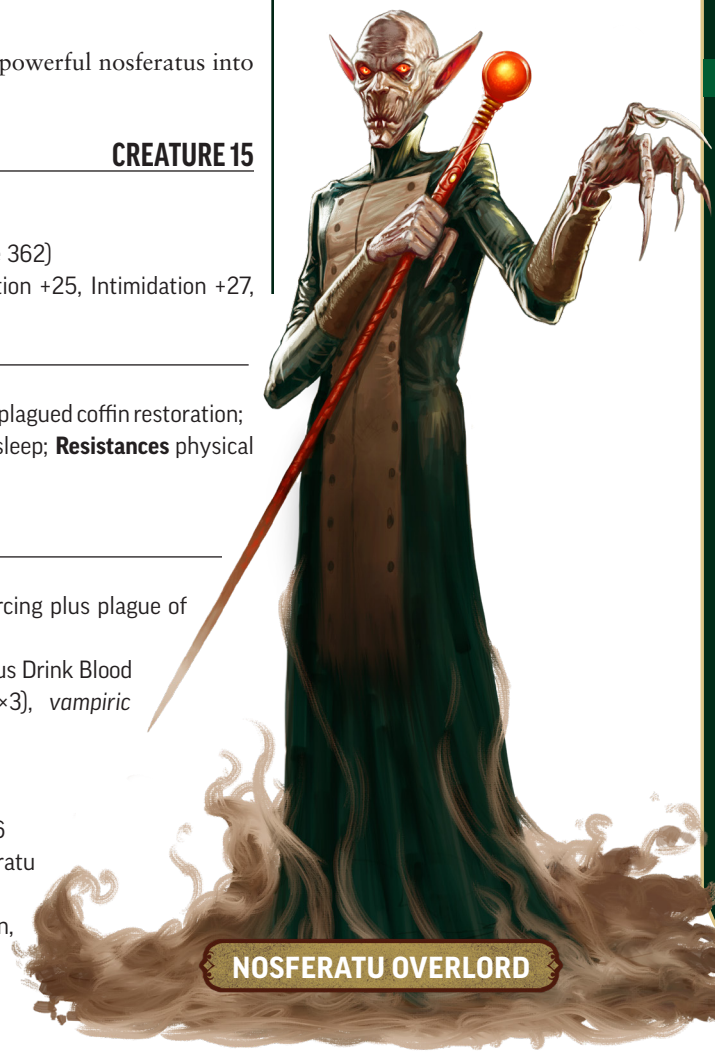
Perception +27; darkvision
Languages Aklo, Common, Necril; telepathy 60 feet (page 362)
Skills Acrobatics +29, Arcana +31, Athletics +27, Deception +25, Intimidation +27, Stealth +31
Str +6, **Dex** +8, **Con** +4, **Int** +8, **Wis** +6, **Cha** +4

AC 37; **Fort** +23, **Ref** +27, **Will** +29
HP 215, fast healing 15 (page 361), void healing (page 362), plagued coffin restoration; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 15 (except magical wood)
Air of Sickness (aura) 30 feet, DC 33
Nosferatu Vulnerabilities

Speed 30 feet, climb 25 feet
Melee ❖ claw +30 (agile, finesse), **Damage** 3d10+12 piercing plus plague of ancients
Melee ❖ fangs +30 (finesse), **Damage** 3d12+12 piercing plus Drink Blood
Divine Innate Spells DC 36; **8th** *telekinetic haul* (×3), *vampiric exsanguination* (×2)
Change Shape ❖ (concentrate, divine, polymorph) DC 36
Command Thrall ❖ (auditory, divine, mental)
Dominate ❖❖ (divine, incapacitation, mental, visual) DC 36
Drink Blood ❖ (divine) When Drinking Blood, the nosferatu overlord regains 21 HP.
Paralytic Fear ❖ (divine, emotion, fear, incapacitation, mental) DC 33
Plague of Ancients (disease, virulent) DC 36

AMONG THE LIVING

Though terrifying in appearance, nosferatus typically dwell among mortals. They might reside in a decrepit manor nestled in a quiet neighborhood. They can also occupy an abandoned castle, preying on weary travelers who mistake their lair as a haven from the elements.



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THE HERO AND THE KING

Legend says a human hero beseeched a vanara army to help defeat an immortal rakshasa. After the enemy fell, the hero made a pact with the vanaras' king that should either of their peoples ever be threatened again by rakshasas, the other would come to their aid.

Vanara

Vanaras are monkey-like humanoids who dwell in treetop villages high in the canopies of lush jungles and verdant forests. Like the monkeys they resemble, vanaras manifest a wide variety of different fur colors, body types, and facial features, but they all have in common long, dexterous fingers and toes as well as nimble and curious minds. Many of them learn to use their tails to capably manipulate objects.

Vanaras have a friendly culture, with most individuals seeking balance or enlightenment in their lives. Their propensity for mischief and history of fighting evil has earned them many ancestral enemies, and thus they usually make their homes far from urban areas. The majority of vanara settlements are found in southeastern Casmaron, among the lush jungles where they first originated. Devotion to monastic training and religious study has led to secondary populations forming in the Impossible Kingdom of Jalmeray, eastern Katapesh, Tian Xia, and northeastern Nex. Nonetheless, young vanaras seized by wanderlust might roam far across the world, and travelers from many distant lands might in turn visit vanara communities in search of the wisdom of their elders and sages.

Vanara culture often pits their inborn desire for trickery with a desire to transcend such origins, leading to many vanaras studying monastic practices. They also value tales of heroic vanaras from the past, looking to such icons for inspiration in their own lives. Most vanaras are quick to offer aid to those in distress and rarely hesitate in the face of evil, no matter the danger it presents. The leaders of vanara villages tend to be religious figures, or occasionally others possessing similar values and experience. Vanaras venerate Ragdya, the Sage of the Mountain, who encourages seeking enlightenment through worldly action and sees the virtues of pranks and humor.

Vanara Disciple

Many young vanaras travel, both to see the world and to search for a path that might lead to enlightenment.



VANARA DISCIPLE **CREATURE 1**

UNCOMMON MEDIUM HUMANOID VANARA

Perception +6; low-light vision

Languages Common, Fey, Vanara

Skills Acrobatics +7, Athletics +4, Religion +4, Stealth +7

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

Items bo staff, javelins (3)

Prehensile Tail The vanara can use their long, flexible tail to perform Interact actions requiring a free hand, even if both hands are otherwise occupied. Their tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and they can't use it to hold items.

AC 19; **Fort** +5, **Ref** +9, **Will** +8

HP 16

Speed 25 feet, climb 15 feet

Melee ❖ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+1 bludgeoning

Melee ❖ bo staff +4 (parry, reach 10 feet, trip), **Damage** 1d8+1 bludgeoning

Ranged ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+1 piercing

Divine Innate Spells DC 13; **1st** *pest form* (monkey only)

Flurry of Blows ❖ **Frequency** once per round; **Effect** The vanara disciple makes two fist Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Spring Up ❖❖ **Requirements** The vanara disciple is prone; **Effect** The vanara Stands, then can immediately Step twice. The Stand action doesn't trigger reactions.

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Vaspercham

Vasperchams are aquatic horrors who delight in violence, lurking in the shallows near shorelines. Once a vaspercham settles on a home, they stubbornly stay there, regardless of any communities dwelling nearby. A vaspercham's physical might and magic-warping abilities make them incredibly hard to dislodge once entrenched. Vasperchams respond only to strength, so one must best them in combat to gain their begrudging cooperation. But once a vaspercham recovers their strength, they inevitably betray any temporary alliance.

VASPERCHAM — CREATURE 17

HUGE ABERRATION AQUATIC

Perception +30; darkvision, *see the unseen*
Languages Aklo
Skills Arcana +33, Athletics +33, Deception +31, Intimidation +29, Sea Lore +33
Str +8, **Dex** +4, **Con** +6, **Int** +8, **Wis** +5, **Cha** +6

AC 41; **Fort** +31, **Ref** +25, **Will** +32; +1 status to all saves vs. magic
HP 335; **Weaknesses** fire 15; **Resistances** cold 10, electricity 10

Magic-Warping Aura (arcane, aura) 30 feet. A vaspercham's shell distorts nearby magic. Any creature in the aura who Casts a Spell must attempt a DC 37 Will save.
- **Critical Success** The spell is unaffected, and the caster is temporarily immune to the magic-warping aura for 1 minute.
- **Success** The spell is unaffected, but if the spell allows a saving throw, the vaspercham gains a +1 circumstance bonus to save against it.
- **Failure** If the spell has a target and there are one or more viable targets within its range, the spell's target changes, determined randomly by the GM. If there's no other possible target within range or the spell has no target, the spell is disrupted.
- **Critical Failure** The caster instead Casts another Spell, choosing randomly from their spell repertoire, prepared spells, or available focus spells (as appropriate) and selecting any targets at random.

Speed 20 feet, swim 50 feet
Melee ❖ tentacle +33 (agile, magical, reach 20 feet), **Damage** 3d10+16 bludgeoning plus hallucinatory brine
Ranged ❖ water blast +33 (brutal, magical, range increment 100 feet, water), **Damage** 2d8+16 bludgeoning plus hallucinatory brine
Arcane Innate Spells DC 41; **9th** *dispelling globe, howling blizzard*; **8th** *lightning bolt*; **7th** *regenerate*; **6th** *spellwrack* (×3); **5th** *control water* (at will); **Constant (7th)** *see the unseen*
Hallucinatory Brine (arcane, illusion, mental) A creature hit by the vaspercham's Strikes or Mindwarping Tide must attempt a DC 38 Fortitude save. On a failure, the creature is overwhelmed with phantasmal visions, becoming confused for 1 round (1 minute on a critical failure).
Mindwarping Tide ❖ (concentrate) The vaspercham releases an effusion of noxious water from its shell. Creatures within a 15-foot emanation must save against the vaspercham's hallucinatory brine.
Whipping Tentacles ❖❖ The vaspercham makes four tentacle Strikes, each against a different target. These attacks count toward the vaspercham's multiple attack penalty, but the multiple attack penalty doesn't increase until after the vaspercham makes all of their attacks.

FORBIDDEN ARMOR

After a devastating battle with a vaspercham, many legendary heroes have tried to forge armor or weapons from the sea beast's magical shell, but all have failed thanks to the powerful curse that suffuses the opaline material. If one were able to dispel the curse of a vaspercham's shell—or somehow twist the curse to their own benefit—they would be able to craft an incredible suit of *+2 antimagic greater resilient plate mail*.





Check with Players

Velstracs are creatures of pain and mutilation. Encounters with velstracs often delve into the realm of body horror, which could be overly disturbing to some players, leading to unintentional effects on your game and your friends. Before introducing velstracs into your game, talk with your players to learn about any particular phobias or limits to determine what content you bring to the table, and consider that on your own behalf as well. Some specific elements to be aware of are velstrac themes around cutting flesh and drawing blood, especially the eremite's abilities to remove the flesh of others and graft it to themself.

Velstrac

The shadow-dwelling fiends known as velstracs all share a horrifying preoccupation with the search for ultimate sensation through self-mutilation. Velstracs transcend their stoic detachment only when inflicting pain and terror upon their victims, practicing new forms of torture, or turning their agonizing practices back on themselves. They consider themselves enlightened beings, transcending such limitations as morality or mortal taboos, but their victims know them as emotionless tormentors who inflict sadistic suffering. These fiends claim to seek perfection in thought, form, and action, although they don't recognize any refinement that doesn't require the painful excision of the flesh or spirit.

Velstracs manifest from the souls of the most extreme masochistic or sadistic mortals who are judged and sent on to the Netherworld. They take on forms that suit their vile predilections, ranging from the low-ranking augurs to the maestros of suffering and mutilation, the eremites. The process of transformation warps the soul step by step, with other velstracs conveying their new members through untold chambers of pain among the dark reaches of the Netherworld.

Augur

These spherical knots of sinewy muscle, serrated blades, and bloody metal are the most common velstracs on the Netherworld. Each augur has only a single eye, from which they can witness the horrors inflicted by other velstracs, who train the augur to expect and appreciate pain. Augurs are 1 foot in diameter and weigh 30 pounds.



AUGUR

AUGUR — CREATURE 1

TINY FIEND UNHOLY VELSTRAC

Perception +8; greater darkvision (page 360), painsight

Languages Common, Diabolic, Shadowtongue (can't speak any language)

Skills Acrobatics +8, Deception +6, Intimidation +7, Religion +4, Stealth +8, Torture Lore +7

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

Painsight (divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions as well as the value of those conditions.

AC 17; **Fort** +4, **Ref** +10, **Will** +7

HP 15, regeneration 2 (deactivated by holy or silver); **Immunities** cold; **Weaknesses** holy 5, silver 5

Feel the Blades (aura, divine, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it feels the sharp barbs of the augur's blades on its skin. The creature must succeed at a DC 17 Will save or become frightened 1 (frightened 2 on a critical failure).

Speed 20 feet, fly 40 feet

Melee ❖ blade +8 (agile, finesse, magical, unholy, versatile P), **Damage** 1d4–1 slashing plus 1d4 persistent bleed

Divine Innate Spells DC 17; **4th** *read omens* (once per week); **2nd** *augury* (×2); **1st** *harm* (×3); **Cantrips (1st)** *telekinetic hand*

Focus Gaze ❖ (concentrate, divine, fear, mental, visual) The augur stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against feel the blades. After attempting this save, the creature is then temporarily immune to Focus Gaze until the start of the augur's next turn.

Whirling Slice ❖❖ The augur Flies or Strides, whirling as they move. The augur deals the damage of their blade Strike to each creature whose space they enter (DC 16 basic Reflex save). Each creature is affected only once, even if the augur moves through its space multiple times.

Ostiarius

Ostiariuses, as emissaries of the velstracs, tend to the portals between the Netherworld and the Universe. They not only escort other velstracs into the world of mortals but also work to entice mortals into the realms of the velstracs—from which most mortals never leave. Among the most pleasant and persuasive of the velstracs, ostiariuses are prepared to converse for hours upon any topic, and they're skilled at returning, again and again, to the subject of the delights found in their perverse philosophies. Ostiariuses stand over 6 feet tall, and individuals range from skeletally thin to hugely bulky.

OSTIARIUS — CREATURE 5

MEDIUM FIEND UNHOLY VELSTRAC

Perception +15; greater darkvision, painsight, sense portal

Languages Common, Diabolic, Shadowtongue; telepathy 100 feet

Skills Acrobatics +13, Deception +12, Diplomacy +12, Intimidation +16, Religion +11, Torture Lore +11

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

Painsight (divine) As augur.

Sense Portal (divine) The ostiarius always knows the direction and distance to the closest portal between the Netherworld and the Universe. This sense functions only on these two planes.

AC 21; **Fort** +9, **Ref** +15, **Will** +13; +1 status to all saves vs. magic

HP 65, regeneration 5 (deactivated by holy or silver); **Immunities** cold; **Weaknesses** holy 5, silver 5

Whispering Wounds (aura, divine, mental, visual) 30 feet. When a creature ends its turn in the aura, it hears the wounds on the ostiarius's body whisper obscene truths. The creature must succeed at a DC 21 Will save or become sickened 1.

Speed 25 feet

Melee ❖ claw +13 (agile, finesse, magical, unholy), **Damage** 2d6+2 slashing plus 2d6 persistent bleed

Divine Innate Spells DC 24; **3rd** *enthrall*, *safe passage*; **2nd** *calm* (at will), *darkness*, *silence*; **Cantrips (3rd)** *shield*

Rituals DC 22; *inveigle* (*Player Core 2* 268)

Compel Courage ❖ (auditory, divine, emotion, linguistic, mental) The ostiarius inspires their willing allies and themself by whispering words of courage from their wounds. The ostiarius and their allies in a 50-foot emanation gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects. The ostiarius can Sustain Compel Courage. Non-velstracs who accept this compelled courage find bleeding wounds opening on their own bodies to whisper in thanks. They take 1 persistent bleed damage and can't attempt a flat check to end this damage as long as they're compelled.

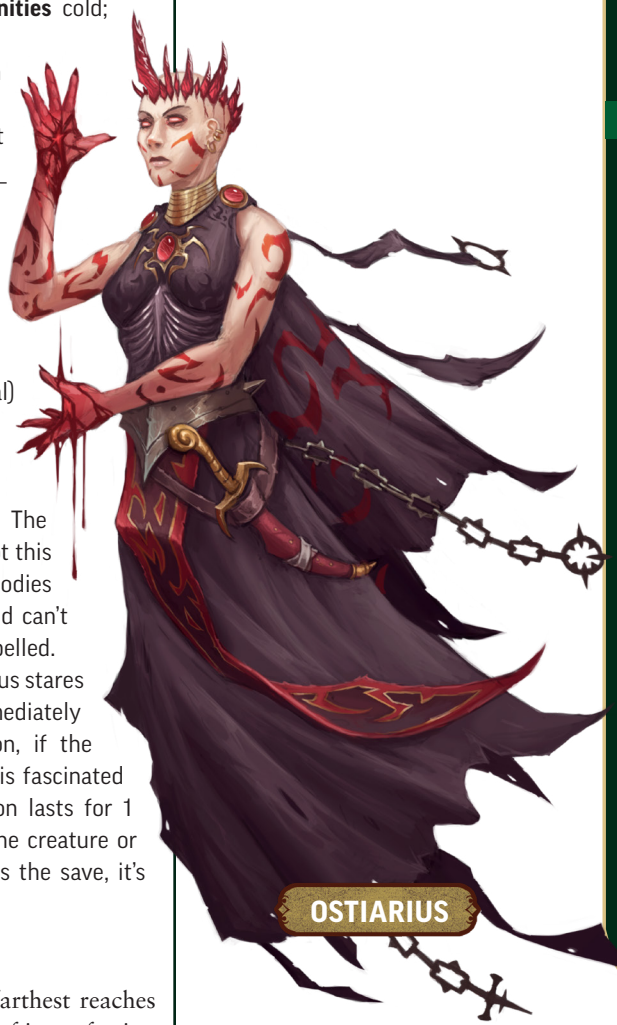
Focus Gaze ❖ (concentrate, divine, fear, mental, visual) The ostiarius stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against whispering wounds. In addition, if the creature was already sickened and fails its save, the creature is fascinated by the ostiarius and can't use hostile actions. This fascination lasts for 1 round or until the ostiarius takes any hostile action against the creature or the creature's allies. Whether the creature succeeds at or fails the save, it's temporarily immune to Focus Gaze for 1 hour.

Evangelist

Evangelists, the velstracs' unofficial ambassadors, roam the farthest reaches of the planes to spread the word of their kind's abhorrent belief in perfection

VELSTRAC DIVINITIES

The most powerful velstracs are unique divinities known collectively as velstrac demagogues—powerful creatures worshipped by those mortals who seek to experience agonizing new revelations and gain power by enhancing the body through pain.



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DESPICABLE ORIGINS

Velstracs originated with the first debased thoughts of mortals, which divine beings found so deplorable that they locked all velstracs away in Hell. It wasn't long, however, before the newly formed beings escaped their infernal prison to the Netherworld.

through pain. They're therefore the most frequently encountered velstracs in the Universe, leading covens of hedonistic mortal flesh-sculptors or serving as wardens of horrific dungeons. In regions ruled by infernal powers, evangelists might serve as lieutenants or advisors, whispering secret paths to power in exchange for mortals' souls or choice mortal flesh. Evangelists are the same size as humans, although with their flesh transformed into something resembling a mockery of aristocratic raiments, and they often weigh 350 pounds or more.

EVANGELIST CREATURE 6

MEDIUM FIEND UNHOLY VELSTRAC

Perception +13; greater darkvision (page 360), painsight
Languages Common, Diabolic, Shadowtongue
Skills Acrobatics +13, Athletics +15, Crafting +10, Intimidation +15, Religion +11, Torture Lore +12
Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1
Painsight (divine) As augur.

AC 24; **Fort** +15, **Ref** +14, **Will** +11; +1 status to all saves vs. magic
HP 90, regeneration 10 (deactivated by holy or silver); **Immunities** cold; **Weaknesses** holy 5, silver 5
Unnerving Gaze (aura, divine, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of the evangelist's face. The creature must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure).
Reactive Strike ↻ (page 361)

Speed 25 feet
Melee ❖ *morningstar* +17 (magical, unholy, versatile P), **Damage** 2d6+7 bludgeoning plus 1d6 persistent bleed and grievous wound
Focus Gaze ❖ (concentrate, divine, fear, mental, visual) The evangelist stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against unnerving gaze. In addition, if the creature was already frightened, on a failed save, the evangelist is concealed from the creature for as long as the creature remains frightened. After attempting this save, the creature is then temporarily immune to Focus Gaze until the start of the evangelist's next turn.
Grievous Wound When the evangelist critically hits with a morningstar Strike, the target's wound is particularly gruesome and disorienting. The creature becomes clumsy 1, and the DC to recover from its persistent bleed damage is 17 (DC 12 when receiving especially appropriate assistance). The clumsy condition doesn't end until the creature recovers from its persistent bleed.
Unleash Weapon ❖❖ The evangelist releases their morningstar and commands the augur trapped within to attack. The weapon flies off and the evangelist makes up to two morningstar Strikes, each against a different target within 20 feet. These attacks count against the evangelist's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks. The morningstar then returns to the evangelist's hand.



Sacristan

Sacristans are failures among the velstracs, creatures whose bodies and minds have been utterly broken by the velstracs' torments. These unfortunates are assembled from scrap metal, nerveless flesh, and bits of darkness into loyal agents who take ecstatic pleasure in serving other velstracs. Sacristans are empowered by a miniature gateway to the Netherworld deep in their mouths. By distending their jaws, they can howl with the shrieks and windstorms of that plane. Sacristans vary in appearance but are the size of average, if maimed, humans. Their features are redundant or absent, and barbed and rusted chains wrap around them.

SACRISTAN CREATURE 10

MEDIUM FIEND UNHOLY VELSTRAC

Perception +19; greater darkvision (page 360), painsight
Languages Common, Diabolic, Shadowtongue
Skills Acrobatics +19, Athletics +22, Intimidation +18, Stealth +21, Torture Lore +16
Str +6, **Dex** +5, **Con** +6, **Int** +0, **Wis** +3, **Cha** +2
Painsight (divine) As augur.

AC 30; **Fort** +22, **Ref** +19, **Will** +17; +1 status to all saves vs. magic
HP 175, regeneration 10 (deactivated by holy or silver); **Immunities** cold; **Weaknesses** holy 10, silver 10
Staggering Servitude (aura, divine, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees a vision of the sacristan groveling in pitiable servitude. The creature must succeed at a DC 27 Will save or become stunned 1.
Reactive Strike ↻ (page 361)

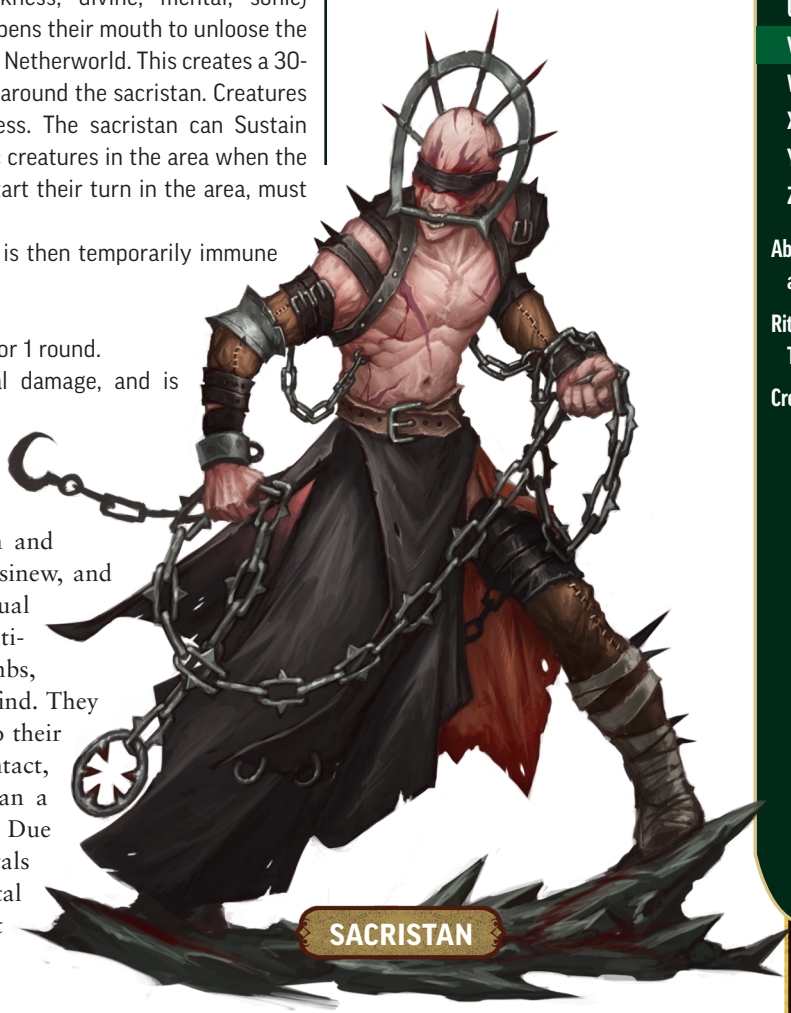
Speed 25 feet
Melee ❖ *barbed chain* +22 (magical, reach 10 feet, trip, unholy, versatile S), **Damage** 2d8+9 piercing plus 1d6 spirit and 2d6 persistent bleed
Divine Innate Spells DC 29; **5th** *chilling darkness*; **3rd** *fear*
Focus Gaze ❖ (concentrate, divine, fear, mental, visual) The sacristan eerily stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against staggering servitude. In addition, if the creature was already stunned, on a failed save, its revulsion toward the sacristan's presence causes it to be stupefied 2 for 1 minute. After attempting this save, the creature is then temporarily immune to Focus Gaze until the start of the sacristan's next turn.
Shadow Scream ❖❖❖ (aura, concentrate, darkness, divine, mental, sonic) **Frequency** once per hour; **Effect** The sacristan opens their mouth to unloose the wailing howls and mind-twisting darkness of the Netherworld. This creates a 30-foot emanation of darkness and wailing sounds around the sacristan. Creatures with darkvision can't see through this darkness. The sacristan can Sustain Shadow Scream for up to 1 minute. Non-velstrac creatures in the area when the ability is used, as well as those who enter or start their turn in the area, must attempt a DC 28 Will save.
Critical Success The creature is unaffected and is then temporarily immune for 24 hours.
Success The creature is deafened for 1 round.
Failure The creature is confused and deafened for 1 round.
Critical Failure The creature takes 20 mental damage, and is confused and deafened for 1 round.

Interlocutor

Interlocutors are the most talented surgeon-sculptors of the velstracs, carving away flesh and replacing it with new body parts of muscle, sinew, and metal. Each interlocutor structures their individual appearance carefully, but all are towering, multi-limbed amalgamations of the strongest limbs, densest bones, and sharpest metals they can find. They continually search for new material to graft to their forms, and their slain foes are rarely found intact, as little is more valuable to interlocutors than a powerful opponent's legs, eyes, or even brain. Due to their unique properties, deposits of skymetals sometimes draw interlocutors to the mortal Universe. Interlocutors average 9 feet in height and weigh approximately 800 pounds.

THE SHADOW FORGE

Many velstracs outsource the forging of their chains to unique velstracs known as almoners. These six-armed, legless humanoids toil endlessly at a great burning foundry called the Shadow Forge. Almoners operate under mysterious strictures and are just as likely to turn a velstrac away empty-handed as not.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Velstracs on Golarion

Velstracs are most often encountered in the shadowy realm of Nidal, where the state worship of Zon-Kuthon is rigidly enforced. Indeed, many velstracs are created from the souls of Joyful Things, devotees of Zon-Kuthon who have had their limbs amputated to focus their minds on the veneration of pain, sacrifice, and torment.

Interlocutor — Creature 12

LARGE FIEND UNHOLY VELSTRAC

Perception +24; greater darkvision (page 360), painsight

Languages Common, Diabolic, Shadowtongue

Skills Athletics +25, Crafting +22 (+24 sculpting flesh), Intimidation +25, Medicine +26, Religion +22, Stealth +19, Torture Lore +20

Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +6, **Cha** +5

Painsight (divine) As augur.

AC 33; **Fort** +23, **Ref** +21, **Will** +26; +1 status to all saves vs. magic

HP 215, regeneration 20 (deactivated by holy or silver); **Immunities** cold; **Weaknesses** holy 15, silver 15

Glimpse of Stolen Flesh (aura, divine, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees pieces of its own body amid the interlocutor's form. The creature must succeed at a DC 29 Will save or become stunned 1.

Reactive Strike ↻ (page 361)

Shadow Siphon ↻ (divine, shadow) **Trigger** The interlocutor would take damage from a spell or magical effect; **Effect** The interlocutor takes half the triggering damage instead.

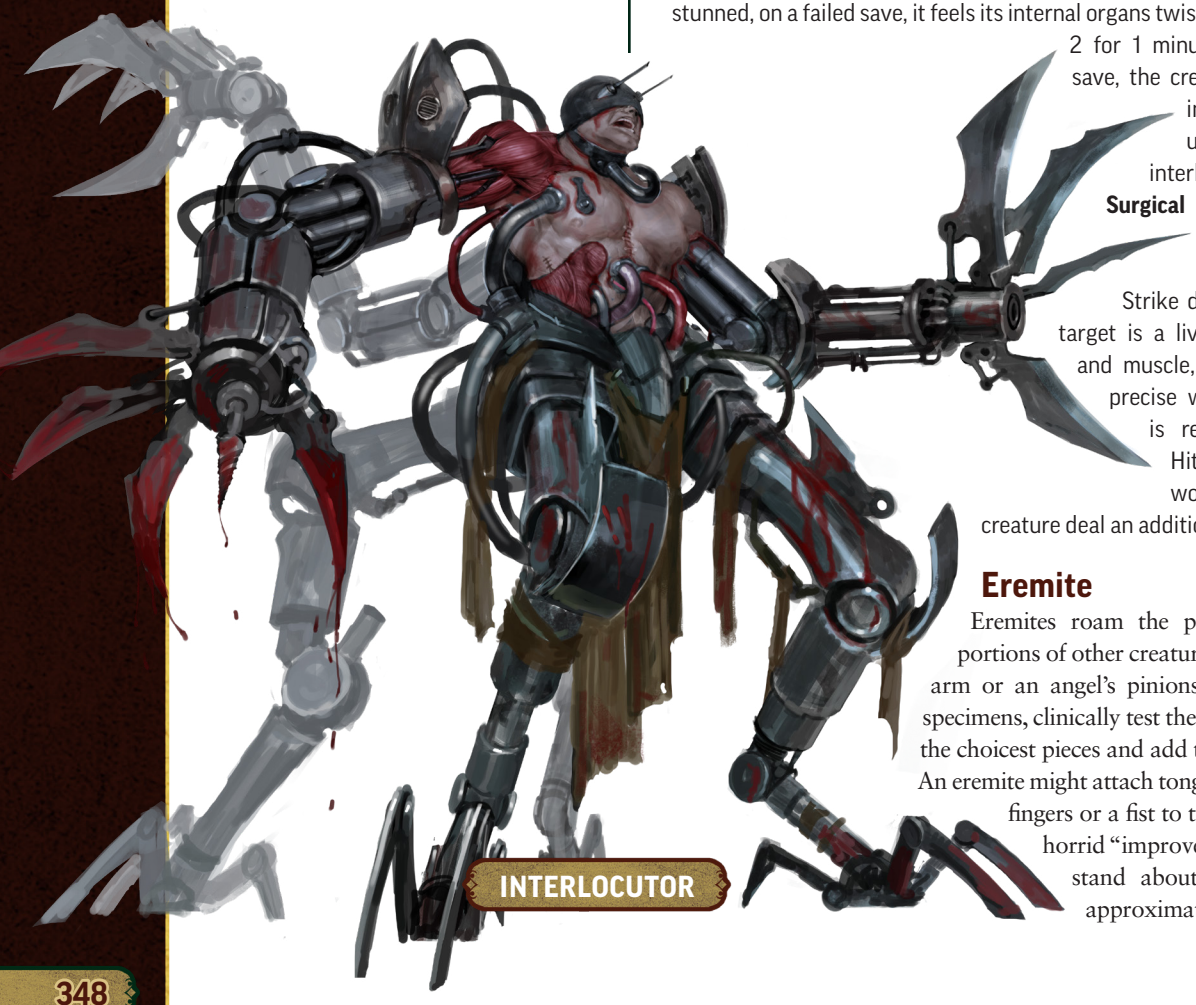
Speed 40 feet

Melee ❖ claw +25 (deadly 2d10, magical, reach 10 feet, unholy), **Damage** 3d10+13 slashing plus 2d6 persistent bleed

Divine Innate Spells DC 33; **7th** *interplanar teleport* (self only, to the Netherworld or the Universe only); **5th** *breath of life*; **4th** *heal* (×2), *sound body* (×2); **Cantrips (6th)** *stabilize*

Focus Gaze ❖ (concentrate, divine, fear, mental, visual) The interlocutor stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against glimpse of stolen flesh. In addition, if the creature was already stunned, on a failed save, it feels its internal organs twist and writhe, and is clumsy 2 for 1 minute. After attempting this save, the creature is then temporarily immune to Focus Gaze until the start of the interlocutor's next turn.

Surgical Rend ❖ This functions as the Rend ability (page 361), dealing claw Strike damage. In addition, if the target is a living creature with organs and muscle, the interlocutor opens a precise wound. Until the creature is restored to its maximum Hit Points, thus closing the wound, Strikes against the creature deal an additional 1d6 precision damage.



INTERLOCUTOR

Eremite

Eremites roam the planes to seek out ideal portions of other creatures, such as a hero's sword arm or an angel's pinions. Eremites capture these specimens, clinically test their true limits, then harvest the choicest pieces and add them to their own bodies. An eremite might attach tongues to their hand as extra fingers or a fist to the back of their neck in a horrid "improvement." Eremites typically stand about 7 feet tall and weigh approximately 200 pounds.

EREMITE CREATURE 20

MEDIUM FIEND UNHOLY VELSTRAC

Perception +34; greater darkvision (page 360), painsight, *truesight*
Languages Common, Diabolic, Shadowtongue; telepathy 100 feet
Skills Athletics +33, Deception +38, Diplomacy +36, Intimidation +40, Medicine +36, Religion +34, Stealth +36, Torture Lore +36
Str +9, **Dex** +6, **Con** +7, **Int** +6, **Wis** +6, **Cha** +10
Painsight (divine) As augur.

AC 45; **Fort** +37, **Ref** +32, **Will** +34; +1 status to all saves vs. magic
HP 375, regeneration 25 (deactivated by holy or silver); **Immunities** cold, fear, nonlethal; **Weaknesses** holy 20, silver 20
Ignore Pain An eremite's actions can't be disrupted due to damage or Strikes (such as Reactive Strike).
Paralytic Perfection (aura, divine, fear, incapacitation, mental, visual) 30 feet. When a creature ends its turn in the aura, it feels compelled to offer pieces of its own flesh to the eremite. The creature must succeed at a DC 40 Will save or become paralyzed for 1 round.

Speed 30 feet, fly 50 feet
Melee ❖ jaws +39 (magical, unholy), **Damage** 4d8+19 piercing plus 2d6 persistent bleed and exquisite pain
Melee ❖ claw +39 (agile, magical, unholy), **Damage** 3d6+19 slashing plus 2d6 persistent bleed, exquisite pain, and Improved Grab (page 361)
Divine Innate Spells DC 42; **9th** *blessed boundary*, *harm* (×2), *heal* (×2), *seize soul*, *shadow blast*; **7th** *interplanar teleport* (to the Netherworld or the Universe only), *planar seal*, *shadow blast*, *translocate* (at will), *warp mind*; **Cantrips (9th)** *stabilize*; **Constant (9th)** *truesight*
Evisceration ❖ (attack) **Requirements** The eremite has a creature grabbed or restrained; **Effect** The eremite excises flesh or bone from a creature they've grabbed or restrained. The target takes 6d10 persistent bleed damage.
Exquisite Pain An eremite's knowledge of pressure points and pain centers is unsurpassed. A creature hit by an eremite's melee Strikes must succeed at a DC 40 Fortitude save or be stunned 2 (stunned 4 on a critical failure). A creature that critically succeeds is temporarily immune for 24 hours.
Focus Gaze ❖ (concentrate, divine, fear, mental, visual) The eremite stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against paralytic perfection. In addition, if the creature was already paralyzed, on a failed save, its unnatural longing causes it to become doomed 1. After attempting this save, the creature is then temporarily immune to Focus Gaze until the start of the eremite's next turn.
Graft Flesh ❖ **Requirements** The eremite holds a piece of flesh they collected via Evisceration; **Effect** The eremite attaches the stolen flesh to themself. They either regain 100 Hit Points; reduce the value of their clumsy, drained, enfeebled, or stupefied condition by 3; or reduce the stage of any affliction affecting them by 3.
Shadow Traveler (divine) When an eremite uses *interplanar teleport*, they arrive at exactly their intended destination.



EREMITE

OTHER VELSTRACS

There are as many different velstracs as there are ways to inflict pain. Other velstracs range in power from the relatively weak lampadariuses to the powerful phylacators.

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Viper Vine Pollen

While viper vine pollen degrades quickly after it's harvested carefully from the plant, a character who has a set of alchemical tools can gather and preserve 1d6 doses of pollen with a successful DC 33 Crafting or Nature check and 10 minutes of work. A single dose of viper vine pollen is worth 300 gp as raw materials for crafting any alchemical or magical item that creates an incapacitation effect.

Viper Vine

A voracious, flesh-eating carnivore, the viper vine has a single enormous blossom arising from a thick, leafy tangle of snakelike vines. When the plant senses the approach of suitable prey through its sensitive, shallow-buried root system, it rises up like an agitated snake and unfurls its brightly colored bloom, an act that releases a cloud of mind-numbing pollen.

Since viper vines gain nourishment by consuming creatures rather than through photosynthesis and absorbing nutrients from the soil, they have developed rudimentary locomotion and can drag themselves along the ground with tentacle-like roots. They even have a form of rudimentary sentience, allowing them to both discern differences in prey and make limited tactical decisions, while also avoiding creatures that are particularly large or dangerous looking.

The area around viper vine hunting grounds is often strewn with the partially devoured remains of victims. It's not unusual to find the rotting corpses of wild animals, ill-fated adventurers, and even giants in the plant's immediate vicinity, along with a scattering of incidental treasure left behind on the corpses. A viper vine rarely returns to the carcass of a creature it killed earlier, preferring to hunt fresh meat.

Viper Vine — Creature 13

LARGE PLANT

Perception +22; low-light vision, tremorsense (imprecise) 60 feet (page 362)
Skills Athletics +27, Stealth +24
Str +8, **Dex** +5, **Con** +7, **Int** –4, **Wis** +5, **Cha** –3

AC 33; **Fort** +26, **Ref** +24, **Will** +22
HP 270; **Resistances** poison 15
Cold Vulnerability When exposed to a cold effect, the viper vine is overwhelmed by lethargy, becoming slowed 1 for 1d4 rounds.

Speed 20 feet
Melee ❖ jaws +27 (reach 10 feet), **Damage** 3d6+11 piercing plus 3d6 poison
Melee ❖ vine +25 (agile, reach 15 feet), **Damage** 3d10+11 bludgeoning plus Grab (page 361)
Captivating Pollen ❖ (incapacitation, mental, poison) The viper vine releases a 60-foot emanation of invisible pollen that stays in the air for 5 rounds unless dispersed by a moderate or stronger wind. Each creature that enters or starts its turn in the area must succeed at a DC 33 Will save or be captivated. The viper vine can't use Captivating Pollen for 1d4 rounds.
Critical Success The creature is unaffected and is temporarily immune to Captivating Pollen for 24 hours.
Success The creature is sickened 1.
Failure The creature is fascinated, and it must spend each of its actions to move closer to the viper vine as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the viper vine, it stays still and doesn't act. It ceases to be fascinated if it's no longer in the pollen aura at the end of its turn.
Critical Failure As failure, plus the creature is stupefied 2 for 24 hours.
Constrict ❖ 3d8+8 bludgeoning, DC 33 (page 360)



Vishkanya

From a distance, vishkanyas share more than a passing resemblance to humans. However, a closer inspection reveals ophidian eyes with gold or white coloring, a forked tongue, and tiny, smooth scales set in serpentine patterns atop their skin. Even so, most onlookers assume these features to be an indicator of nephilim heritage or draconic magic, never suspecting how truly unusual the subject of their speculation is.

Among outsiders, little is known of the vishkanya ancestry other than that a vishkanya carries a potent venom within their blood and saliva, knowledge that has led to widespread fear and distrust. To avoid persecution, vishkanyas assimilate quietly into their chosen societies and maintain a culture of heavy subtlety. This clandestine life can draw vishkanyas to work that allows them to put their skills to good use, and they often take the roles of spy, mercenary, bodyguard, and even assassin. Some of the best-known guilds in the world employ vishkanyas, including the implacable Red Mantis Assassins and the famed Grand Sarret Conservatory for courtiers in the Impossible Kingdom of Jalmeray. In most cases, these employers know their employee's true identity, but not always.

Due to the measures they must take to ensure their survival, vishkanyas don't congregate openly. Instead, they meet in secret, creating support networks and advisory bodies. Leading these gatherings are the most respected of vishkanya women, who work diligently to keep their ancestry and traditions alive. These underground communities are slow to spread, and leaving them means abandoning what little social and cultural support a vishkanya has. As a result, very few vishkanyas have emigrated from their Vudran homelands into the Inner Sea region or other lands.

Vishkanya Infiltrator

These vishkanyas can meld with a crowd and slip into and out of places otherwise off-limits.

VISHKANYA INFILTRATOR — CREATURE 3

RARE MEDIUM HUMANOID VISHKANYA

Perception +10; low-light vision
Languages Common, Vishkanyan
Skills Acrobatics +9, Athletics +7, Deception +11, Diplomacy +9, Society +7, Stealth +11, Thievery +9
Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2
Items disguise kit, kukri, leather armor, shuriken (10), thieves' toolkit

AC 19; **Fort** +6 (+8 vs. poisons), **Ref** +11, **Will** +8
HP 45

Speed 25 feet
Melee ❖ kukri +11 (agile, finesse, trip), **Damage** 1d6+4 slashing
Ranged ❖ shuriken +11 (agile, thrown 20 feet), **Damage** 1d4+4 piercing
Envenom ❖ **Frequency** once per day; **Effect** Using either saliva or blood, the vishkanya applies vishkanyan venom to one weapon they're holding. To use their blood, they must be injured, or they can deal themself 1 slashing damage as part of the action.
Flexible The vishkanya is adept at dealing with tight situations. They have a +1 circumstance bonus to checks to Escape.
Proficient Poisoner The vishkanya doesn't lose the poison on a weapon due to a critically failed Strike.
Sneak Attack The vishkanya's Strikes deal an additional 1d6 precision damage to off-guard creatures.
Vishkanyan Venom (injury, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and off-guard (1 round); **Stage 3** 1d4 poison damage, off-guard, and a –5-foot penalty to Speed (1 round)

TOXICITY

Although the idea that vishkanyas are able to administer their venom at a mere touch is a myth, some powerful vishkanyas can concentrate their innate toxins, resulting in more potent venom or venoms that have different effects.



VISHKANYA INFILTRATOR

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Local Orms

People who live by the lakes inhabited by legendary water orms have a tendency to give local lake monsters names that sound somewhat homey or even adorable. As a result, such creatures are often regarded as local mascots or good luck charms—particularly in lakeside settlements that depend on fishing as a significant income source.

Water Orm

These legendary creatures lurking in remote lakes always seem to find their way into the tavern tales of lakeside communities. To some travelers, every lake of respectable size seems to be surrounded by towns full of fishers claiming to have spotted a water orm. These elusive creatures inhabit lakes mainly in cool and gloomy regions. Some claim that water orms are an offshoot of sea serpents and linnorms, but no credible link between these creatures has been found.

Water orms have many features that sea serpents don't, such as the ability to understand the rudiments of language. Their natural inclination to avoid contact and remain hidden often remains at odds with their equally compelling curiosity about those they might spy upon the shores of their lakes. Water orm sightings usually occur when they can't help but to rise up to the surface to take a peek at someone (or something) particularly unusual on the beach or floating on the water's surface.

These creatures are extremely long lived and can go for decades, or even centuries, with very little to eat. This allows water orms to subsist in lakes without surfacing for many years, even in bodies of fresh water without ample food sources. Water orms might lie in a silty lake bed for years, their elusiveness only contributing to their mythical reputation. When a pet or child goes missing near a lake, rumors might hold that the local water orm is responsible, leading to folktales that caution residents against venturing out alone near the water.

While most water orms are described as serpentine or long-necked reptiles, others look similar to bizarrely elongated seals or whales, impossibly large sea horses, or long-necked creatures with paddles resembling those of elasmosauruses.



Water Orm — Creature 10

RARE | HUGE | AQUATIC | BEAST | WATER

Perception +21; darkvision

Languages Thalassic (can't speak any language)

Skills Athletics +19, Stealth +23

Str +8, **Dex** +5, **Con** +5, **Int** –3, **Wis** +5, **Cha** +0

Slow Metabolism A water orm can go for 10 years without feeding. Beyond this limit, the water orm's hunger causes it to become slowed 1 but doesn't otherwise impact its lifespan. A water orm that's slowed as a result of starvation can remove this condition by using Swallow Whole to gulp down a meal.

Undetectable (primal) A water orm automatically tries to counteract any detection, revelation, or scrying ability attempted against it, using its Stealth modifier for the counteract check.

AC 30; **Fort** +21, **Ref** +19, **Will** +17

HP 170; **Resistances** cold 10, fire 10

Speed 20 feet, swim 50 feet

Melee ❖ jaws +24 (reach 15 feet), **Damage** 2d10+11 piercing plus Grab (page 361)

Melee ❖ tail +24 (agile, reach 15 feet), **Damage** 2d6+11 bludgeoning

Swallow Whole ❖ (attack) Large, 2d8+8 bludgeoning, Rupture 22 (page 362)

Water Travel ❖❖❖ (primal, water) A water orm can dissolve into water, appearing only as a long, dark, serpentine stretch of liquid. While in this form, a water orm's swim Speed increases to 600 feet, it automatically succeeds at Athletics checks to Swim, and it gains a +4 circumstance bonus to Stealth checks in water. A water orm can remain in this form for 8 hours, but it can't enter salt water when using this ability. A water orm can return to its normal form by Dismissing this action.

Wayang

In hushed tones, superstitious people tell their children stories of wayangs—living shadows who come out at night to eat misbehaving children. Mostly, these stories are just fictions of fearful minds, but it's true that wayangs were originally creatures of shadow, straddling the edge between light and darkness. The ancestors of modern-day wayangs set out on a great exodus some 10,000 years ago, leaving their native Netherworld to seek out a new home. On Golarion, they found a great cataclysm had blocked out the sun behind a cloud of smoke and ash, enshrouding the planet in a seemingly endless night, and here they made their new home. When the light returned, wayangs retreated into what shadowy places they could find, avoiding contact with humans and other peoples of the light, who viewed the small, gaunt beings as suspicious reminders of difficult times.

Many wayang groups are nomadic, though other groups have settled communities. Some live in homes carved out of natural caves, where they create works of art from stalagmites and other natural features. Others live in treetop villages in rainforests where sunlight barely penetrates the thick canopy of the forest. Wayangs are most populous in southeastern Tian Xia, especially in the archipelago of Minata, also known as the Wandering Isles, but their travels can sometimes take them to even further lands.

Despite their sinister reputation and secretive nature, wayangs are joyous creatures who tell stories and express their emotions through whisper-singing, dancing, and shadow puppetry, enhancing their performances with shadow magic. Similarly, they weave shadow magic into their deadly fighting styles, but wayangs aren't a violent people, usually fighting only to protect what's theirs. Wayangs decorate their stringy hair with beads and their dusky skin with tattooed white dots that form pictures, with each picture silently telling stories about their family's history or their worship of various deities of shadow.

Wayang Whisperblade

Some wayangs make use of their connections to shadows to outmaneuver their foes in combat.

WAYANG WHISPERBLADE — CREATURE 1

UNCOMMON | SMALL | HUMANOID | SHADOW | WAYANG

Perception +9; darkvision

Languages Common, Shadowtongue, Wayang

Skills Acrobatics +7, Deception +4, Netherworld Lore +6, Occultism +6, Performance +6, Stealth +7, Thievery +7

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

Items kukri (2), leather armor

AC 16; **Fort** +6, **Ref** +9, **Will** +5; +1 to all saves vs. darkness or shadow

HP 19

Speed 25 feet

Melee ❖ kukri +8 (agile, finesse, trip), **Damage** 1d6 slashing

Shadowplay ❖ (illusion, occult, shadow) **Requirements** The wayang's last action was a melee Strike that damaged their opponent; **Effect** The wayang attempts to Tumble Through the opponent's space, with a +2 circumstance bonus to the Acrobatics check. If they succeed, the wayang leaves a shadowy afterimage in their original space, which provides flanking against the opponent until the beginning of the wayang's next turn (usually making them off-guard to the wayang's melee attacks).

Sneak Attack The wayang deals an additional 1d6 precision damage to off-guard creatures.

WAYANG WHISPER-SONG

Wayangs are used to living in hiding, and their arts and culture have adapted accordingly. As a consequence, wayangs prefer quiet performances to loud ones. Regardless, they love to sing, and so have created an art form known as wayang whisper-song. Wayang musicians are skilled at singing in frequencies and registers that vary from soft tones the audience might feel only as vibrations on their skin to resonant whispers that can be heard hundreds of feet away.



WAYANG WHISPERBLADE

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Wemmuth Treasure

Wemmuths have little interest in using magical items or accumulating treasure out of a sense of greed, but they are smart enough to understand that a few well-placed trinkets and baubles work amazingly well as lures.

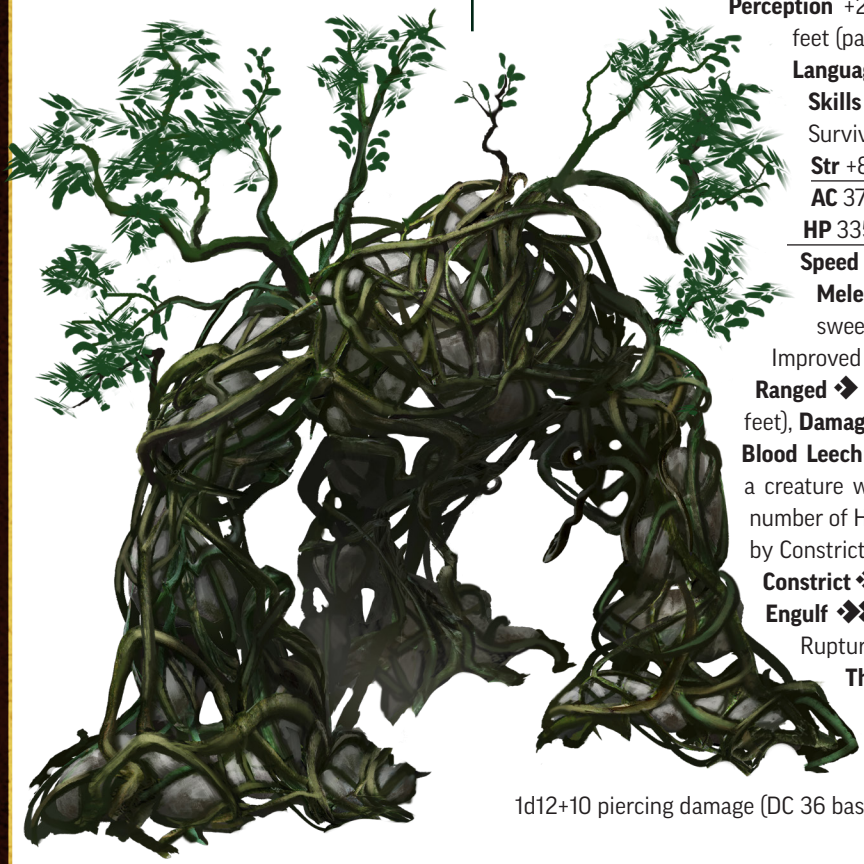
Wemmuth

Fertilized by large quantities of spilled blood, such as that found on bloodstained battlefields or in the war-torn regions surrounding besieged cities, wemmuths are vile swaths of vines that draw sustenance from mortal suffering, lapping up blood like water. They possess a rudimentary intelligence and an unquenchable thirst for blood, lying in wait for most of their lives and growing to incredible size in the bloody soil of their grisly homes. A wemmuth's body comprises vines that are scarcely thicker than rope, and a single adult wemmuth system consists of six tons of vines, enough to stretch for 6,000 feet if laid out from end to end in a single straight line. Wemmuths never orient themselves this way, however, instead preferring to wrap themselves into massive mounds approximately 15 feet across and equally thick. The creature condenses its entire mass into a sphere of sharp thorns and lashing vines, resembling a hateful tumbleweed the size of an elephant. Wemmuths commonly dig up massive boulders or entire trees from the ground and incorporate them into their rolling mass, using these objects to bolster their defense against many forms of attack or to hurl at faraway foes with terrifying precision.

Some speculate that wemmuths are a form of diabolical corruption let loose upon Golarion by House Thrune of Cheliax, perhaps as a scorched earth tactic against their rivals. Influential nobles from Nirmathas and Molthune both point fingers at one another for the wemmuth's creation, Nirmathas citing Molthune's close ties to infernal Cheliax and Molthune blaming the primal magic commonly employed by Nirmathas's many druids and rangers. Several Varisian tales describe creatures closely matching the wemmuth's description attempting to apprehend a famous folk trickster, while crusaders from Mendev adhere to the belief that the wemmuths were a blight unleashed upon Golarion by Deskari, former demon lord of locusts, before his defeat at the hands of mortal heroes.

Wemmuth — Creature 15

HUGE PLANT



Perception +25; darkvision, tremorsense (imprecise) 60 feet (page 362)

Languages Aklo, Fey (can't speak any language)

Skills Athletics +29, Deception +28, Stealth +30, Survival +27

Str +8, **Dex** +6, **Con** +6, **Int** –2, **Wis** +4, **Cha** +2

AC 37; **Fort** +27, **Ref** +27, **Will** +24

HP 335; **Weaknesses** cold 20, slashing 15

Speed 25 feet, burrow 25 feet, climb 25 feet

Melee ❖ vine +29 (deadly d12, reach 15 feet, sweep), **Damage** 4d12+10 bludgeoning plus Improved Grab (page 361)

Ranged ❖ boulder +27 (fatal d12, range increment 60 feet), **Damage** 4d10+10 bludgeoning

Blood Leech ↷ **Trigger** The wemmuth deals damage to a creature with Constrict; **Effect** The wemmuth heals a number of Hit Points equal to half the total damage dealt by Constrict.

Constrict ❖ 2d12+10 bludgeoning, DC 36 (page 360)

Engulf ❖❖ DC 36, 4d8 bludgeoning, Escape DC 33, Rupture 36 (page 360)

Thorny Mass Whenever a creature within 10 feet attempts a melee attack against a wemmuth or uses Acrobatics to Tumble Through its space, that creature takes 1d12+10 piercing damage (DC 36 basic Reflex save).

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Witchwyrd

Witchwyrds conceal most of their faces, leaving only their eyes unmasked. Their inscrutability is a boon to one of their most significant interests—mercantilism—and many haughty witchwyrds openly revel in the befuddlement inspired by their mysterious guises and mannerisms. Witchwyrds have a keen eye for new opportunities and markets, and they almost always know when someone tries to pull one over on them.

These four-armed humanoid creatures have hairless blue-gray skin, are typically 6-1/2 feet tall, and weigh 300 pounds. Their hands have three evenly sized and spaced digits in a tripod-like arrangement. When not trying to blend in with the local community, witchwyrds favor outlandish, loose-fitting clothes in bright reds or yellows and a signature conical hat. They tend to prefer the driest, warmest regions of the lands they visit—perhaps an indicator of their mysterious home world. Witchwyrds are notoriously closemouthed about details of this distant place, and with good reason: most witchwyrds on Golarion have never visited their ancestral home. To these witchwyrds, the notion of a home planet is a constant thorn in their side, and when asked, many choose to ignore the question altogether. Others are so agitated by these queries that they respond with impatience or even violence. Some scholars have theorized a connection between witchwyrds and several other four-armed creatures, but as with questions of their place of origin, witchwyrds have little to say about the topic.

Witchwyrd — Creature 6

UNCOMMON MEDIUM HUMANOID

Perception +12; darkvision
Languages Common, Draconic, one or more planar languages; *truespeech*
Skills Arcana +16, Athletics +15, Deception +15, Desert Lore +14, Diplomacy +15, Intimidation +15, one or more Lore skills related to a specific plane
Str +3, **Dex** +3, **Con** +1, **Int** +4, **Wis** +3, **Cha** +5
Items *+1 ranseur*

AC 22; **Fort** +13, **Ref** +13, **Will** +15
HP 110; **Resistances** force 5
Absorb Force ↻ (arcane, force) **Frequency** once per round; **Trigger** A *force barrage* or Force Dart (see below) is fired at the witchwyrd, and the witchwyrd is aware of it and has a free hand; **Effect** The witchwyrd "catches" one force projectile, absorbing it, preventing the damage, and causing that hand to glow while it holds this energy. A hand that's holding energy can't be used for any other purpose except to use Force Dart. The energy lasts for 1 minute or until it's released.

Speed 25 feet
Melee ❖ *ranseur* +16 (disarm, magical, reach 10 feet), **Damage** 1d10+6 piercing
Melee ❖ fist +15 (agile, nonlethal), **Damage** 1d6+6 bludgeoning plus Grab (page 361)
Arcane Innate Spells DC 23; **5th** *translocate*; **4th** *resist energy* (×2), *suggestion*; **3rd** *dispel magic*; **2nd** *blur*; **1st** *caryall* (at will; *Player Core 2* 242), *phantasmal minion* (at will); **Cantrips (3rd)** *detect magic*; **Constant (5th)** *truespeech*
Force Dart ❖ to ❖❖❖ (arcane, force) The witchwyrd fires one dart of force per action spent (dealing 1d4+1 force damage each). They can't spend more actions on this ability than they have free hands. If they use a hand that has Absorbed Force, that hand hurls two darts instead of one, expending the held energy.



Alien Allies

High-ranking or wealthy witchwyrds rarely travel the planes alone, employing bodyguards to accompany them and leading entourages composed of various strange beings they've met during their travels.



War Wraith Origins

Not every war wraith was once an individual. Many of them coalesce over time, merging from multiple wraiths where lost souls accumulate and have their spirits and consciousnesses shorn apart or undermined in some way. These war wraiths tend to think and communicate not as one potent being, but as a riot of voices—often conflicting but truly bone-chilling when they agree to work in unison. In locations where void energy focuses, such as in the Void or on the Isle of Terror, war wraiths form in this way frequently.

Wraith

These menacing spiritual remnants of wicked warlords or bloodthirsty generals are towering specters of shadow and death. Like other wraiths, war wraiths haunt the shadowy places of the world but are more likely to travel greater distances to sow terror or amass influence, often sticking to dark glades or sinister ruins when journeying across sun-dappled lands. War wraiths tend to be arrogant and rarely form a pack with others of their kind, preferring instead to dominate groups of ordinary wraiths. A particularly powerful necromancer might compel packs of war wraiths into service. However, a particularly malevolent goal—such as eradicating a bastion of light and life—might draw several war wraiths together in a common purpose.

War Wraith — Creature 9

MEDIUM | INCORPOREAL | UNDEAD | UNHOLY | WRAITH

Perception +19; darkvision, lifesense 60 feet (page 361)
Languages Common, Necril
Skills Acrobatics +19, Intimidation +21, Stealth +19
Str –5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +4, **Cha** +6

AC 27; **Fort** +16, **Ref** +19, **Will** +21; +1 status to all saves vs. vitality
HP 130, void healing (page 362); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)
Draining Presence (aura, void) 10 feet. A living creature that enters the aura must succeed at a DC 26 Fortitude save or become drained 1. It recovers after it has been out of the aura for 1 minute. A creature that succeeds at its save is temporarily immune to draining presence for 24 hours.
Sunlight Powerlessness While in sunlight, a war wraith is stunned 2 and clumsy 2.

Speed fly 60 feet
Melee ❖ wraith touch +21 (agile, divine, finesse, void), **Damage** 2d12+6 void
Absorb Wraith ❖ **Frequency** once per round; **Effect** The war wraith extends their hand toward another wraith creature within 100 feet. The target wraith dissolves and streaks toward the war wraith in a straight line, dealing 3d10 void damage to each creature along the line with a DC 28 basic Fortitude save. The war wraith absorbs the essence of the target wraith, becoming quickened for 1 minute. They can use their extra action only to Fly or Strike. An unwilling target can resist being absorbed if it succeeds at a DC 28 Will save.
Grip of Fear ❖❖ (emotion, fear, mental, nonlethal) The wraith reaches into an adjacent creature's chest, gripping its heart. The target takes 9d6 mental damage with a DC 28 basic Will save. On a critical failure, the creature is also paralyzed until the start of the wraith's next turn.
Robes of Welcome ❖ (divine, void) **Frequency** once per round; **Effect** The wraith wraps their robes around an adjacent living creature, exposing it to void's embrace. If any creature is cursed by the wraith's void's embrace, the wraith can't impose void's embrace on another creature.
Void's Embrace (curse, death, divine, void) If the victim succeeds at a saving throw against this curse while in sunlight, the curse ends. While a creature has this curse, it bypasses the resistance of the wraith that cursed it; **Saving Throw** DC 28 Will; **Stage 1** the victim is dazzled in any light (1 hour); **Stage 2** the victim gains lifesense 30 feet but is blinded in any light (1 hour); **Stage 3** as stage 2, but the creature also has void healing (1 hour); **Stage 4** the victim becomes unconscious and can't awaken (1 day); **Stage 5** the creature dies and becomes a wraith under the command of the war wraith, its body crumbling to ash



Wyrwood

Originally created as sapient magical servants, wyrwoods reclaimed the means to make more of their kind from their oppressive originators; now, they fiercely defend their freedom and autonomy. These small, nimble living machines rely on their wits and speed to evade foes and gather information. Most wyrwoods are precise and calculating, to the point that many outsiders perceive them as unfeeling, but they're also highly curious and passionate about matters that pique their interest. Regardless of personal agenda, wyrwoods prioritize the survival of their people above all else, even to the detriment of others when necessary.

Despite gaining their freedom, wyrwoods struggle to establish a home in Avistan. Some people still view wyrwoods as tools of a secretive conspiracy, while others consider them traitorous servants who turned on their creators. Fearing for their safety, many wyrwoods fled the Inner Sea region to create a new home in Arcadia. The continent's eastern coast, known as the Grinding Coast, is home to large wyrwood populations. In the coastal city of Segada, wyrwoods live in relative peace and safety, but they still prefer insular lifestyles. Various wyrwood groups are scattered along the kingdoms of the Isles of the Empty Court off the Arcadian coast. The wyrwoods of these kingdoms sometimes serve as magical advisors, as understanding of *aeon stones* and other magical relics is common among wyrwood cultures.

Given their extreme self-reliance, wyrwoods have learned a degree of adaptability that far surpasses that of other cultures. When a wyrwood community finds itself in need of a specific skill or function, a member of the community—either a volunteer or one selected communally—takes it upon themself to learn the required abilities. They don't view any task as lesser or demeaning, as hubris is foreign to a wyrwood's construct nature.

A wyrwood's soul is tied to the magical stone that serves as their heart, which sometimes survives even when their construct body perishes. Another wyrwood might take the surviving heart from a close companion and incorporate it into their own body. In some cases, multiple wyrwoods might live on in a single body.

Secrets of Creation

When the wyrwoods rebelled against their creators, they took the secret of their creation for themselves. Now, only they know how to make more of their kind. Scholars believe the process involves a lengthy, complex ritual that melds a wyrwood's wooden body with the magical focus stone that acts as their heart—but by guarding these secrets, wyrwoods ensure that none of them will ever be created in bondage again.

Wyrwood Sneak

Wyrwood sneaks specialize in moving unseen behind enemy lines, performing reconnaissance and quietly eliminating threats.

WYRWOOD SNEAK — CREATURE 1

RARE SMALL CONSTRUCT WYRWOOD

Perception +6; darkvision
Languages Common, plus one regional language
Skills Acrobatics +7, Arcana +5, Deception +7, Society +5, Stealth +7
Str +0, **Dex** +4, **Con** +0, **Int** +2, **Wis** +1, **Cha** +2
Items buckler (Hardness 3, HP 6, BT 3), shortsword

AC 16 (17 with buckler raised); **Fort** +3, **Ref** +9, **Will** +8
HP 15; **Immunities** bleed
Living Machine Though their body is an organic construct, a wyrwood is a living creature. They're not immediately destroyed when reduced to 0 HP, but rather fall unconscious and eventually die. They don't need to eat or drink. They can be targeted by effects that target living creatures or that target constructs.
No Breath A wyrwood doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Speed 20 feet
Melee ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing
Sneak Attack The wyrwood's Strikes deal an additional 1d6 precision damage to off-guard creatures.



WYRWOOD SNEAK

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Disposable Legions

With the ancient lich Tar-Baphon now released from his ages-long imprisonment, the undead within his legions have been specifically repurposed. Zombies like the ones seen here fulfill particular roles, and evil necromancers deploy them much like living or intelligent undead troops. Necromancer experiments seek to produce various abilities and mix energies, with horrifying results that don't deter their creators.

Zombie

Necromancers most often create these mindless undead as obedient, expendable servitors. Left to its own devices, a zombie seeks only to consume the living, stopping only when its rotting body can no longer hold together.

Zombie Abilities

You can modify zombies with the following zombie abilities, in addition to those found on page 356 of the *Monster Core*. Most zombies have one of these abilities; if you give a zombie more, you might want to increase its level and adjust its statistics.

Ankle Biter This zombie fights just as well on the ground as it does standing. While prone, the zombie isn't off-guard, it ignores the status penalty to its attack rolls, and it gains a +2 circumstance bonus to Athletics checks to Trip. The zombie can also move up to half its Speed when it Crawls.

Persistent Limbs The first time the zombie is critically hit with a melee or ranged Strike, a limb falls off its body and continues to attack. The limb acts on the zombie's initiative; each round it can Stride up to half the zombie's Speed and make a Strike. The limb uses and contributes to the zombie's multiple attack penalty.

Putrid Stench (aura, olfactory) 15 feet. The zombie's rotting flesh is particularly malodorous. A creature that enters the area must attempt a Fortitude save of a moderate or high DC for the zombie's level (*GM Core* 121). On a failure, the creature is sickened 1, and on a critical failure, the creature also takes a –5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a –2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all zombies' putrid stenches for 1 minute.

Unholy Speed The zombie gains a +10-foot status bonus to all its Speeds.



SULFUR ZOMBIE

Shambler Troop

This shuffling mass of decaying flesh moves with dull but singular focus.

SHAMBLER TROOP **CREATURE 4**

GARGANTUAN | MINDLESS | TROOP | UNDEAD | UNHOLY | ZOMBIE

Perception +7; darkvision

Str +5, **Dex** +0, **Con** +3, **Int** –5, **Wis** +1, **Cha** –2

Slow A shambler troop is permanently slowed 1 and can't use reactions.

AC 18; **Fort** +11, **Ref** +8, **Will** +9

HP 90 (4 segments), void healing (page 362); **Thresholds** 60 (3 segments), 30 (2 segments); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 5, vitality 5

Troop Defenses (page 362)

Speed 20 feet; troop movement (page 362)

Grave Tide The shambler troop is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

Shambling Onslaught ❖ to ❖❖ **Frequency** once per round; **Effect** The shamblers lash out at any enemies in their squares or within a 5-foot emanation (DC 18 basic Reflex save). The damage depends on the number of actions.

❖ 2d6+5 bludgeoning damage

❖❖ 2d6+9 bludgeoning damage

Sulfur Zombie

Glowing with a dull amber light, these odious creatures spawn from a

combination of baleful magic and fire. These destructive creations sow chaos and demolish fortifications, making them the bane of besieged cities.

SULFUR ZOMBIE — CREATURE 6

MEDIUM | FIRE | MINDLESS | UNDEAD | UNHOLY | ZOMBIE

Perception +12; darkvision
Skills Athletics +15, Stealth +12
Str +5, **Dex** +2, **Con** +4, **Int** –5, **Wis** +2, **Cha** –2
Slow As shambler troop.

AC 23; **Fort** +16, **Ref** +12, **Will** +10
HP 125, void healing (page 362); **Immunities** bleed, death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 7, vitality 7
Death Throes When a sulfur zombie dies, its body explodes in a 30-foot burst of fire and debris that deals 2d10 bludgeoning damage and 2d10 fire damage to each creature in the area (DC 21 basic Reflex save).

Speed 30 feet
Melee ❖ fist +17, **Damage** 2d6+5 bludgeoning plus 1d6 persistent fire and blinding sulfur
Blinding Sulfur (incapacitation) A sulfur zombie burns with putrid inner fire. A creature hit by a sulfur zombie's fist Strike must attempt a DC 22 Fortitude save. On a failure, the creature is blinded for 1 round, or for 1 minute on a critical failure.

Zombie Dragon

The rotted husk of a once great dragon, this abomination has lost all its former splendor, but none of the ferocity. Its patchy, rotted wings don't generate enough lift to keep it aloft, but the foul necromantic energies animating it still allow it to fly, albeit slowly.

ZOMBIE DRAGON — CREATURE 9

HUGE | DRAGON | MINDLESS | UNDEAD | UNHOLY | ZOMBIE

Perception +16; darkvision
Skills Acrobatics +16, Athletics +19
Str +6, **Dex** +3, **Con** +4, **Int** –5, **Wis** +3, **Cha** –2
Slow As shambler troop.

AC 27; **Fort** +19, **Ref** +18, **Will** +16
HP 210, void healing (page 362); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Speed 30 feet, fly 50 feet
Melee ❖ upper jaw +21 (reach 15 feet), **Damage** 2d10+12 piercing
Melee ❖ claw +21 (agile, reach 10 feet), **Damage** 2d8+12 slashing
Melee ❖ tail +19 (reach 20 feet), **Damage** 2d6+12 bludgeoning
Viscera Breath ❖❖ (poison) The zombie dragon breathes a wave of fetid viscera that deals 5d6 bludgeoning damage and 5d6 poison damage (DC 28 basic Reflex save). A creature that critically fails is also sickened 2. The zombie dragon can't use Viscera Breath again for 1d4 rounds.


ZOMBIE DRAGON

HOARDING INSTINCTS

Though zombies have no use for wealth—indeed, most don't understand the concept in the first place—zombie dragons retain a hint of their innate tendency to hoard. A fresher corpse might guard the hoard it gathered in life (or what remains of it), while a zombie dragon further from life might instead hoard bones, rocks, corpses, or other unusual objects. The monetary value of these hoards varies widely.

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ABILITY GLOSSARY

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

All-Around Vision This monster can see in all directions simultaneously and therefore can't be flanked.

Aquatic Ambush ❖ Requirements The monster is hiding in water and a creature that hasn't detected it is within the listed number of feet; **Effect** The monster moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the creature is in reach, the monster makes a Strike against it. The creature is off-guard against this Strike.

At-Will Spells The monster can cast its at-will spells any number of times without using up spell slots.

Aura A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn in the aura or when creatures enter the aura. If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round. The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

Change Shape ❖ (concentrate, magical tradition, polymorph) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

Constant Spells A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

Constrict The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

Coven (mental, occult) This monster can form a coven with two or more other creatures who also have the coven ability. This involves performing an 8-hour ceremony with all prospective coven members. After the coven is formed, each of its members gains elite adjustments (page 6), adjusting their levels accordingly. Coven members can sense other members' locations and conditions by spending a single action, which has the concentrate trait, and can sense what another coven member is sensing as a two-action activity, which has the concentrate trait as well.

Covens also grant spells and rituals to their members, but these can be cast only in cooperation between three coven members who are all within 30 feet of one another. A coven member can contribute to a coven spell with a single action that has the concentrate trait. If two coven members have contributed these actions within the last round, a third member can cast a coven spell on her turn by spending the normal spellcasting actions. A coven can cast its coven spells an unlimited number of times but can cast only one coven spell each round. All covens grant the 8th-rank *cursed metamorphosis* spell and all the following spells, which the coven can cast at any rank up to 5th: *augury*, *charm*, *clairaudience*, *clairvoyance*, *dream message*, *illusory disguise*, *illusory scene*, *scouting eye*, and *talking corpse*. Individual creatures with the coven ability also grant additional spells to any coven they join. A coven can also cast the *control weather* ritual (*Player Core* 392), with a DC of 23 instead of the standard DC.

If a coven member's departure or death brings the coven below three members, the remaining members keep their elite adjustments for 24 hours, but without enough members to contribute the necessary actions, they can't cast coven spells.

Darkvision A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Disease When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The level of a disease is the level of the monster inflicting the disease. The disease follows the rules for afflictions.

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Engulf ❖❖ The monster Strides up to double its Speed and can move through the spaces of any creatures in its path. Any creature of the monster's size or smaller whose space the monster moves through can attempt a Reflex save with the listed DC to avoid being engulfed. A creature unable to act automatically critically fails this save. If a creature succeeds at its save, it can choose to be either pushed aside (out of the monster's path) or pushed in front of the monster to the end of the monster's movement. The monster can attempt to Engulf the same creature only once in a single use of Engulf. The monster can contain as many creatures as can fit in its space.

A creature that fails its save is pulled into the monster's body. It's grabbed, slowed 1, and has to hold its breath or start suffocating. The creature takes the listed amount of damage when first engulfed and at the end of each of its turns while it's engulfed. An engulfed creature can get free by Escaping against the listed Escape DC. An engulfed creature can attack the monster engulfing it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is off-guard against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either method can immediately breathe and exits the engulfing monster's space.

If the monster dies, all creatures it has engulfed are automatically released as the monster's form loses cohesion.

Fast Healing A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

Ferocity ↷ **Trigger** The monster is reduced to 0 HP; **Effect** The monster avoids being knocked out and remains at 1 HP, but its wounded value increases by 1. When it's wounded 3, it can no longer use this ability.

Frightful Presence (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Grab ❖ **Requirements** The monster's last action was a successful Strike that lists Grab in its damage entry, or the monster has a creature grabbed or restrained; **Effect** If used after a Strike, the monster attempts to Grapple the creature using the body part it attacked with. This attempt neither applies nor counts toward the creature's multiple attack penalty.

The monster can instead use Grab and choose one creature it's grabbing or restraining with an appendage that has Grab to automatically extend that condition to the end of the monster's next turn.

Greater Constrict ❖ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC. A creature that fails this save falls unconscious, and a creature that succeeds is then temporarily immune to falling unconscious from Greater Constrict for 1 minute.

Improved Grab, Improved Knockdown, or Improved Push ◈ The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

Knockdown ❖ **Requirements** The monster's last action was a successful Strike that lists Knockdown in its damage entry; **Effect** The monster attempts to Trip the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty.

Lifesense Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the vitality energy animating living creatures and the void energy animating undead creatures, much as sight distinguishes colors.

Light Blindness When first exposed to bright light, the monster is blinded until the end of its next turn. After this exposure, light doesn't blind the monster again until after it spends 1 hour in darkness. However, as long as the monster is in an area of bright light, it's dazzled.

Low-Light Vision The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Push ❖ **Requirements** The monster's last action was a successful Strike that lists Push in its damage entry; **Effect** The monster attempts to Shove the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty. If Push lists a distance, change the distance the creature is pushed on a success to that distance.

Reactive Strike ↷ **Trigger** A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

Regeneration This monster regains the listed number of Hit Points each round at the beginning of its turn. Its dying condition never increases beyond dying 3 as long as its regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying any damage of a listed type, since that damage might kill the monster by bringing it to dying 4.

Rend ❖ A Rend entry lists a Strike the monster has; **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round; **Effect** The monster automatically deals that Strike's damage again to the enemy.



Scent Scent involves sensing creatures or objects by smell and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

Shield Block ↷ **Trigger** The monster has its shield raised and takes damage from a physical attack; **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

Swallow Whole ❖ (attack) The monster attempts to swallow a creature of the listed size or smaller that it has grabbed or restrained in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines the maximum. The monster attempts an Athletics check opposed by the target's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer clutch a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature captured in the monster's mouth or jaws. A swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The swallowing creature is off-guard against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the swallowed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

Swarm Mind This monster doesn't have a single mind (typically because it's a swarm of smaller creatures), and 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.

Telepathy (aura, magical, mental) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts and communicates no more information than normal speech would.

Throw Rock ❖ The monster Interacts to pick up a rock within reach or retrieve a stowed rock and throws it, making a ranged Strike.

Trample ❖❖❖ The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

Tremorsense Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It's usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

Troop Defenses Troops are composed of many individuals, represented by four "segments" on a battle grid. Each segment is 10 feet on each side and as tall as the individual members of the troop. Segments must remain contiguous. Each one has to share at least 5 feet of one of its edges with another segment—being adjacent on a diagonal isn't sufficient! You can measure flanking, cover, and the like using the center of any segment.

A troop has two Hit Point thresholds in its HP entry, and loses segments as it crosses thresholds. Typically, the higher threshold is at 2/3 of the troop's maximum Hit Points and the lower is at 1/3 of its maximum. Once the troop drops below the higher threshold, it loses one segment, leaving three segments (12 squares) remaining and setting the first threshold as the troop's new maximum Hit Points. This repeats when the troop drops below the lower threshold, leaving two segments (8 squares). At 0 Hit Points, the troop disperses entirely, with the few remaining members surrendering, fleeing, or easily dispatched, determined by the GM. Typically the creature who caused the troop to lose a segment decides which to remove, or the GM decides when a specific creature wasn't responsible. To restore lost segments and maximum Hit Points, a troop needs to spend downtime to use long-term treatment on casualties or recruit new members to replace the fallen.

Troops are typically immune to non-damaging effects that target a single creature, such as a *charm* spell or the Demoralize action. An ability that can target 5 or more creatures can target an entire segment, increasing to two segments if it can target 10 or more creatures and to the entire troop if it can target 20 or more creatures. An ability that affects all creatures in a certain range affects all segments in range (make any checks or saves separately for each segment). As examples, an 8th-rank *charm* spell (with 10 targets) can affect two segments, and an ability that Demoralizes all creatures within 30 feet of you would affect all segments that are fully within that range. A non-

damaging ability that would prevent a segment from acting, cause them to flee, or otherwise make them unable to function as part of the troop for a round or more removes the segment entirely. The troop loses a number of HP required to bring it to the next threshold. If an ability both deals damage and has a non-damaging effect, apply the damage, then the rest of the effect

Troop Movement Whenever a troop moves, you move one of its segments and the other segments follow behind it. At the end of the movement, you can group the other segments adjacent to the one you moved as you see fit, provided none of them moves farther than the moving segment. If you choose not to move the troop any distance, you can instead reshape the position of all the segments as long as one stays in place.

Void Healing A creature with void healing draws health from void energy rather than vitality energy. It's damaged by vitality damage and isn't healed by healing vitality effects. It doesn't take void damage, and it's healed by void effects that heal undead.

Wavesense This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

Creature Traits

Some of these traits appear in *Pathfinder Player Core* or *GM Core*, while others are new to this book.

Rarity Traits

Unless a creature is common, its trait list starts with a rarity trait.

Common A creature of this rarity is generally known and can be summoned with the appropriate summon spell.

Uncommon Less is known about uncommon creatures than common creatures. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 2.

Rare As the name suggests, these creatures are rare. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 5.

Unique A creature with this rarity is one of a kind. The DC of Recall Knowledge checks related to this creature is increased by 10.

Size

After any rarity trait, each creature has its size listed.

Gargantuan This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid) but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they're tall or 15 feet if they're long, but larger ones could have a much longer reach.

Huge A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.

Large A Large creature takes up a 10-foot-by-10-foot space (4 squares on the grid). It typically has a reach of 10 feet if the creature is tall or 5 feet if the creature is long.

Medium A Medium creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

Small A Small creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

Tiny A creature of this size takes up less than a 5-foot-by-5-foot space (1 square on the grid), and multiple Tiny creatures can occupy the same square on the grid. At least four Tiny creatures can occupy the same square, and even more can occupy the same square, at the GM's discretion. They can also occupy the same space as larger creatures, and if their reach is 0 feet, they must do so in order to attack.

Other Traits

After any rarity traits and the size, each creature's trait line lists all other traits the creature has in alphabetical order. The following is a list of those traits found in the book.

aberration Aberrations are creatures from beyond the planes or corruptions of the natural order.

aeon These monitors are the self-styled defenders of reality. Traditional aeons have dualistic natures and forms, hold a dichotomy of interests, and communicate via a strange telepathic hodgepodge of sensory sending called envisioning. Axiomites and their creations are aeons, but don't share all the characteristics of traditional aeons.

aesir Aesir are often-bellicose monitors, honing their skill in battle and preparing for a final confrontation at the end of the multiverse.

agathion This family of animal-featured celestials is native to the plane of Nirvana. Most agathions are holy, have darkvision, and have a weakness to unholy.

air Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air.

amphibious An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

angel This family of celestials is native to the plane of Nirvana. Most angels are holy, have darkvision, and have a weakness to unholy.

animal An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over –4, can't speak languages, and can't be trained in Intelligence-based skills.

aquatic Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.

arcane This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is

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magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

asura These fiends are physical manifestations of divine accidents. Asuras typically have darkvision, immunity to curses, and a weakness to holy.

azata This family of celestials is native to Elysium. They're typically holy and have darkvision and a weakness to cold iron and unholy.

beast A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

celestial Creatures that hail from or have a strong connection to the holy planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.

clockwork Clockworks are intricate, complex constructs that can be programmed to perform specific functions. A clockwork creature must be wound regularly to function.

coatl A family of supernatural feathered serpents who serve as guardians and messengers in the Universe for various holy divinities.

cold Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

construct A construct is an artificial creature empowered by a force other than vitality or void. Constructs are often mindless; they're immune to bleed damage, death effects, disease, healing, nonlethal attacks, poison, vitality, void, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they might have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

daemon A family of fiends spawned on the desolate plane of Abaddon, most daemons are irredeemably unholy. They typically have darkvision and weakness to holy.

darvakka Entropic undead creatures twisted by the Netherworld and the Void.

demon A family of fiends, demons hail from or trace their origins to the Outer Rifts. Most are irredeemably unholy and have darkvision and weaknesses to cold iron and holy.

dinosaur These reptiles have survived from prehistoric times.

divine This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.

dragon Dragons are reptilian creatures, often winged or with the power of flight. Most can exhale magical energy and are immune to sleep and paralysis.

dragonblood A creature with this trait has the dragonblood versatile heritage. These creatures are born of draconic lineage and often have draconic appearances.

dream Creatures native to the Dimension of Dreams possess a diverse array of abilities, although those associated with the nightmare realm of Leng are almost always unholy and immune to that realm's freezing temperatures.

earth Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth.

electricity Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.

elemental Elementals are creatures directly tied to an element and native to the elemental planes. Elementals don't need to breathe.

fetchling A creature with this trait is a member of the fetchling ancestry. Fetchlings were once human, but generations of life in the Netherworld have transformed them.

fey Creatures of the First World are called the fey.

fiend Creatures that hail from or have a strong connection to the unholy planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

fire Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.

fungus Fungal creatures have the fungus trait. They're distinct from normal fungi.

giant Giants are massive humanoid creatures.

girtablilu Girtablilus have humanoid upper bodies and the lower bodies of massive scorpions.

graveknight Warriors turned into undead by cursed armor are called graveknights.

gremlin Cruel and mischievous fey, gremlins have acclimated to life in the Universe.

grioth A grioth is a batlike alien that wields occult powers and can exist in the dark vacuum of space. They have darkvision and echolocation.

hag These malevolent spellcasters form covens.

holy Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.

humanoid Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

illusion Effects and magic items with this trait involve false sensory stimuli.

incorporeal An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1 until the end of its turn. A corporeal and an incorporeal creature can pass through one another, but they can't end their movement in each other's space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

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Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage, spirit damage, and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.

jotunborn A creature with this trait is a member of the jotunborn ancestry. Jotunborn are large people forged from the blood of an ancient group of giants called titans and usually have low-light vision.

kami Kami are spirits of the Universe that bond with a specific object or place.

kitsune Kitsune are foxlike humanoids with an alternate humanoid or fox form. Curious and creative, they have a reputation as tricksters.

leshy A creature with this trait is a member of the leshy ancestry. These small plant or fungus creatures are humanoid in form.

light Light effects overcome non-magical darkness in the area and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.

maftet Maftets have humanoid upper bodies, leonine lower bodies, and hawk-like wings.

mental A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

metal Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal.

mindless A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental attribute modifiers are –5. They're immune to all mental effects.

monitor Creatures that hail from or have a strong connection to Axis, the Boneyard, or the Maelstrom are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

munavri Amicable humanoids living in the Darklands, munavris have powerful telekinetic and psychic abilities.

munsahir Munsahirs are elemental humanoids who reside on the Plane of Fire.

mutant The monster has mutated or evolved, granting it unusual benefits, drawbacks, or both.

naari Naaris are planar scions descended from efreet.

nagaji Nagaji are brawny humanoids with scaled skin and serpentine heads, many of whom serve or respect nagas.

nephilim A creature with this trait has the nephilim versatile heritage. Nephilim are planar scions descended from immortal beings from other planes. An ability with this trait can be used or selected only by nephilim.

nymph This family of beautiful fey creatures has strong ties to natural locations.

occult This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to occult magic.

ooze Oozes are creatures with simple anatomies. They tend to have low mental attribute modifiers and immunity to mental effects and precision damage.

oread Oreads are planar scions descended from jabalis.

plant Vegetable creatures have the plant trait. They're distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.

primal This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to primal magic.

protean A family of monitors spawned within the Maelstrom, these creatures are guardians of disorder. They typically have darkvision, an amorphous anatomy, and abilities that create magical warpwaves.

psychopomp A family of monitors spawned within the Boneyard to convey souls to the Outer Planes. They typically have darkvision, lifesense, and shepherd's touch, and they're immune to death effects.

sahkil Sahkils are fiends that delight in spreading fear and unease among mortal creatures. They typically have darkvision, immunity to fear, and weakness to holy.

samsaran Samsarans are humanoids whose souls reincarnate into new bodies upon their death.

shade Shades are mortal souls who have been judged and then transformed into creatures native to other planes. Shades can survive the basic environmental effects of their home plane.

shadow Effects with this trait involve shadows or the energy of the Netherworld. Creatures with this trait have a connection to the Netherworld.

soulrider Soulriders are nigh-parasitic aberrations that latch on to souls as they move through the Great Beyond. They sometimes take on the traits of planes.

spirit Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.

strix Strix are avian humanoids with dark wings and large talons. They tend to live in isolated communities.

suli Sulis are planar scions descended from jann.

swarm A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons). Swarms are immune to the grappled, prone, and restrained conditions.

sylph Sylphs are planar scions descended from jaathooms.

tanggal This family of cannibalistic aberrations consists of various humanoid-shaped creatures who can separate their body into two pieces while hunting.

tanuki A name for both a raccoon-like animal native to Golarion and sapient tanuki who possess shapeshifting powers.

time Time creatures are natives of the Dimension of Time. They do not age, and while some may be driven by supernatural hungers, they do not need to eat or drink to survive. They can survive the basic environmental effects of the Dimension of Time.

titan Titans are enormous, primordial creatures of near-godlike power who predate the mortal races.

tripkee A creature with this trait is a member of the tripkee ancestry. Tripkees are a family of froglike humanoids.

troll Trolls are giant, brutish creatures that are well known for transforming into inanimate materials.

troop A troop is an organized collection of component creatures, typically Small or Medium in size, working as a cohesive whole. Over the course of enough attacks and downed comrades, troops shrink in size. A troop typically has the troop defenses and troop movement abilities, and most troops have weaknesses to area damage and splash damage. Because they consist of multiple discrete creatures, they can't be summoned.

undead Once living, these creatures were infused after death with void energy and soul-corrupting unholy magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by vitality energy, are healed by void energy, and don't benefit from healing vitality effects.

undine Undines are planar scions descended from faydhaans.

unholy Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.

urdefhan Urdefhans are humanoids who've made pacts with daemons, have transparent skin, and drink blood.

vampire Undead creatures who thirst for blood, vampires are notoriously versatile and hard to destroy.

vanara Vanaras are monkeylike humanoids who share a devotion to monastic training.

velstrac A family of fiends from the Netherworld that are associated with pain and agony. All velstracs possess some form of disturbing gaze.

vishkanya These faintly ophidian humanoids have venomous blood and saliva.

vitality Effects with this trait heal living creatures with energy from the Forge of Creation, deal vitality energy damage to undead, or manipulate vitality energy. Creatures with this trait are natives of the Forge of Creation. They can survive the basic environmental effects of the Forge of Creation.

void Effects with this trait heal undead creatures with void energy, deal void damage to living creatures, or manipulate void energy. Creatures with this trait are natives of the Void. They can survive the basic environmental effects of the Void.

water Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.

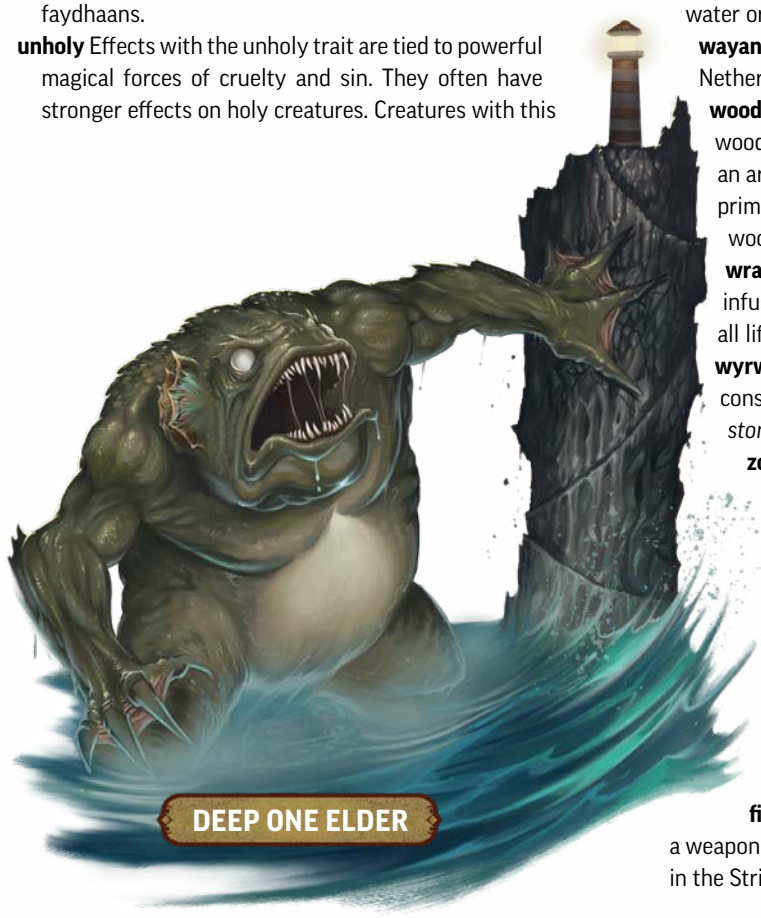
wayang Small humanoids who emigrated from the Netherworld long ago, wayangs still wield shadow magic.

wood Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood.

wraith A wraith is an incorporeal undead creature infused with void energy and driven by a hatred of all life.

wyrwood A wyrwood is a small, sapient living construct crafted of wood and powered with an *aeon stone* or a similar magical stone.

zombie These undead are mindless rotting corpses that hunger for living flesh.



DEEP ONE ELDER

Weapon Traits

The bonuses from these weapons traits are included in creatures' statistics, but the traits appear because they're relevant for the clumsy and enfeebled conditions.

brutal A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.

finesse This melee attack is Dexterity based. Even if a weapon normally has the finesse trait, this trait is omitted in the Strike entry if the monster is applying its Strength.

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Rituals

Some creatures from the Outer Planes can use special rituals to call their kin or transport themselves to another plane. These are the rituals used by various creatures in this book.

Daemonic Pact — Ritual 1

UNCOMMON UNHOLY

Cast 1 day

Primary Check Religion (expert; you must be a daemon or an urdefhan)

You call upon the powers of Abaddon to grant you the assistance of a daemon. You call in a favor from one daemon of level 2 or lower, two daemons of level 0 or lower, or three daemons of level –1 or lower.

Critical Success You conjure the daemon or daemons. They are eager to pursue the task, so they don't ask for a favor.

Success You conjure the daemon or daemons. They are not eager to pursue the task, so they require a favor in return.

Failure You don't conjure any daemons.

Critical Failure You don't conjure any daemons, and the self-sacrifice required to perform the ritual leaves you drained 1 (or drained 2 if the ritual's rank is 5 or higher).

Heightened (+1) Increase the level of daemon sent to you by 1 for each option.

Demonic Pact — Ritual 1

UNCOMMON UNHOLY

Cast 1 day

Primary Check Religion (expert; you must be a demon)

You call in a favor from one demon of level 2 or lower, two demons of level 0 or lower, or three demons of level –1 or lower.

Critical Success You conjure the demon or demons. They are eager to pursue the task, so they don't ask for a favor.

Success You conjure the demon or demons. They are not eager to pursue the task, so they require a favor in return.

Failure You don't conjure any demons.

Critical Failure The demon or demons are angry that you disturbed them. They appear before you, but they immediately attack you.

Heightened (+1) Increase the level of demon sent to you by 1 for each option.

Div Pact — Ritual 1

UNCOMMON UNHOLY

Cast 1 day

Primary Check Religion (expert; you must be a div)

You call upon the powers of Abaddon to grant you the assistance of a div. You call upon a div whose level can be no more than double *div pact*'s spell rank, two divs whose levels are each at least 2 less than double the spell rank, or three divs whose levels are each at least 3 less than double the spell rank.

Critical Success You conjure the div or divs, and they require nothing in return for their service.

Success You conjure the div or divs. They are not eager to pursue the task, so they require a favor in return.

Failure you don't conjure any divs.

Critical Failure You don't conjure any divs, and they send a spiritual backlash that denies your use of any of your innate divine spells for 24 hours. If you are under the effect of any of your innate divine spells, the durations end.

Diabolic Pact — Ritual 1

UNCOMMON UNHOLY

Cast 1 day

Primary Check Religion (expert; you must be a devil)

You make an appeal to a powerful devil, asking them to bind some of their subordinates to your service. If you succeed, the devil sends you their choice of one devil of level 2 or lower, two devils of level 0 or lower, or three devils of level –1 or lower.

Critical Success The devils are sent to you and serve you for 1d4 weeks.

Success The devils are sent to you and serve you for 1d4 days.

Failure Your request is denied.

Critical Failure Not only is your request denied, but the powerful devil sends word of its displeasure to your master.

Heightened (+1) Increase the level of devil sent to you by 1 for each option.

Languages

Some creatures in this book speak languages not found on page 89 of *Pathfinder Player Core*. The languages are listed below; they are uncommon unless marked rare.

Uncommon and Rare Languages

Language	Speakers
Adlet	Adlets
Alghollthu	Alghollthu, thralls, and enemies
Arboreal	Arboreals and other plant creatures
Boggard	Boggards
Caligni	Calignis and associated creatures
Cyclops	Cyclopes
D'ziriak	D'ziriaks
Daemonic	Daemons and those who buy souls
Girtablilu	Girtablilus
Grioth	Grioths
Jyoti	Jyotis and Forge of Creation creatures
Mi-Go (rare)	Mi-Go
Munavri (rare)	Munavris
Protean	Proteans and related creatures
Requian	Psychopomps and related creatures
Samsaran (rare)	Samsarans
Shae (rare)	Shae
Sphinx	Sphinxes and related creatures
Tanuki	Tanuki
Tripkee	Tripkees
Utopian	Aeons, archons, coatls, and allies
Vanara	Vanaras
Vishkanyan	Vishkanyas
Wayang	Wayangs

Creatures by Type

The following lists organize the creatures by their major types, subdivided by level. A superscript "U" indicates that a creature is uncommon, "R" that it's rare, and "Uq" that it's unique.

Aberration

Level –1 soulrider; **Level 1** goblin snake, spawning soulrider; **Level 2** incutilis[U]; **Level 3** divoynik[U], d'ziriak; **Level 4** gobmob snake[U], mimic, nightgaunt[U], shriezyx; **Level 5** penanggalan; **Level 7** aqudel[U], hound of tindalos[R], narrik, sceaduinar[R]; **Level 8** denizen of leng, hadrinnex[U], skittering slayer[U]; **Level 9** blood painter; **Level 10** nymolus[U], gug; **Level 11** argorth, atrixyl[R]; **Level 12** worm prophet[U]; **Level 13** dibrasgorth[U], irlgaunt; **Level 14** doprillu; **Level 15** hyakume[U]; **Level 16** thousand thieves[U]; **Level 17** vaspercham; **Level 18** shoggoth[R]; **Level 20** baomal



BEHEADED FLAMING SKULL

Animal

Level –1 trained raven, trilobite; **Level 0** badger, giant maggot, spear frog, sea snake, dream spider; **Level 1** camel, giant cockroach, giant fly, giant frog; **Level 2** giant badger, cockroach swarm, giant crab, giant leech, giant opossum, rat snake swarm, terror bird; **Level 3** compsognathus swarm, giant dragonfly nymph, giant chameleon, moose, platecarpus, fen mosquito swarm, raven swarm, trilobite swarm; **Level 4** amphisbaena, bison, hermit crab swarm, giant dragonfly, brood leech swarm, viper swarm, terror shrike; **Level 5** velociraptor pack, hippopotamus, emperor cobra, ogre spider; **Level 6** iguanodon, fire jellyfish swarm, giant mosquito; **Level 7** allosaurus, elasmosaurus, giant jellyfish, megalania, sportlebore swarm; **Level 8** tylosaurus; **Level 9** khravgodon; **Level 10** behemoth hippopotamus; **Level 11** spinosaurus

Beast

Level 1 carbuncle[R], cunning guide; **Level 2** kappa; **Level 3** trollhound; **Level 5** ether spider, grodair; **Level 6** ahuizotl[U], hodag[U], skull peeler; **Level 7** dweomercat[U], hellcat; **Level 8** mix coatl[U], girtablilu sentry; **Level 9** tikbalang[U]; **Level 10** mobogo, strong guide, water orm[R]; **Level 12** catoblepas, girtablilu seer, grisantian lion[R], xiuh coatl[R]; **Level 22** Volnagur, the Endsinger[Uq]; **Level 24** Sorvuth-ka, Collector of Despair[Uq]

Celestial

Level 1 silvanshee; **Level 2** stone lion cub[U]; **Level 3** kuribu; **Level 4** stone lion[U]; **Level 5** gnokesh, yamah; **Level 6** vulpinal; **Level 8** procyal; **Level 9** tennin, garuda; **Level 11** raelis; **Level 13** exscinder[R]; **Level 15** sramana, okenevem, zhuraita; **Level 17** ninkonda[U], kadamel; **Level 20** draconal, veranallia

Construct

Level –1 clockwork spy[U]; **Level 0** poppet attendant[R]; **Level 1** animated silverware swarm, wyrwood sneak[R]; **Level 2** poppet mage[R]; **Level 5** dig-widget, stalker automaton[R]; **Level 6** clockwork soldier[U], divine warden[U]; **Level 7** tupilaq; **Level 8** golem; **Level 9** animated furnace, clockwork mage[U]; **Level 10** champion automaton[R], swordkeeper[U]; **Level 11** spiral centurion; **Level 13** animated trebuchet; **Level 15** animated colossus; **Level 16** clockwork dragon[R]; **Level 17** radiant warden[U]; **Level 18** adamant sentinel[R]

Dragon

Level 1 house drake; **Level 2** tatzlwyrm; **Level 7** young whisper dragon; **Level 8** young coral dragon, young resurrection dragon; **Level 9** young despair dragon, young phase dragon; **Level 10** young cinder dragon, young rune dragon; **Level 11** adult whisper dragon, young requiem dragon; **Level 12** adult coral dragon, adult resurrection dragon; **Level 13** adult despair dragon, adult phase dragon; **Level 14** adult cinder dragon, adult rune dragon, ravener husk[R]; **Level 15** adult requiem dragon; **Level 16** ancient whisper dragon[U]; **Level 17** ancient coral dragon[U], ancient resurrection dragon[U]; **Level 18** ancient despair dragon[U], ancient phase dragon[U]; **Level 19** ancient cinder dragon[U], ancient rune dragon[U]; **Level 20** ancient requiem dragon[U]; **Level 21** ravener[R]

Dream

Level 8 animate dream[U]

Elemental

Level 0 air wisp, earth wisp, fire wisp, water wisp; **Level 2** ember fox, icicle snake, living boulder, spark moth; **Level 4** earthen destrier, filth fire, living thunderclap, mist stalker; **Level 6** blizzardborn, sand sentry, smoke creeper, striding fire; **Level 8** granite glyptodont, magma scorpion; **Level 10** icewyrm, melody on the wind; **Level 13** ambush copse, anguished flame, assault alloy, destiny tempest, iceberg clam, terra carver; **Level 15** totum font

Fey

Level –1 grimple, haniver; **Level 1** brownie, fuath, nixie; **Level 2** domovoi, leprechaun; **Level 3** dvorovoi; **Level 4** kelpie,

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ovinnik; **Level 5** lampad; **Level 6** bodach[U]; **Level 7** stygira[U]; **Level 9** hesperid; **Level 11** larabay; **Level 12** rusalka; **Level 13** millindemalion; **Level 14** ozthoom; **Level 15** lampad queen[U], marrmora; **Level 19** hesperid queen[U]

Fiend

Level 1 augur, doru, esipil, ostovite; **Level 3** lacridaemon, vermlek, zebub; **Level 4** abrikandilu, aghash, hellbound attorney[U], nucol; **Level 5** ostiarius, vloriak; **Level 6** evangelist, wihsaak; **Level 7** levaloch, pairaka; **Level 9** kithangian, pakalchi; **Level 10** sacristan; **Level 11** meladaemon; **Level 12** ferrugon, interlocutor; **Level 13** ayngavhaul, thanadaemon, urglid; **Level 14** sepid; **Level 15** sordesdaemon; **Level 17** deimavigga, phasmadaemon, ximtal; **Level 18** katpaskir; **Level 19** obcisidaemon; **Level 20** eremite, kimenhul

Fungus

Level 4 myceloid; **Level 6** mi-go[U]

Giant

Level 2 jotunborn sage[R]; **Level 4** ice troll; **Level 6** cave giant, cavern troll; **Level 8** aigamuxa[U], two-headed troll[U]; **Level 9** desert giant; **Level 11** ash giant; **Level 12** tomb giant; **Level 13** tide giant; **Level 15** berberoka, jotund troll[R]

Humanoid

Level 1 deep one, deep one hybrid, fetchling scout, grioth scout[U], naari pyrochemist, oread guard, samsaran anchorite, suli dune dancer, sylph sneak, tanuki village hero[U], tripkee scout, undine hydromancer, vanara disciple[U], wayang whisperblade[U]; **Level 2** kitsune trickster, morlock tinkerer, munavri spellblade[R], munsahir, nagaji soldier, strix kinmate[U]; **Level 3** dragonblood occultist[R], ganzi martial artist, grioth cultist[R], urdefhan warrior, vishkanya infiltrator[R]; **Level 4** aphorite sharpshooter, tripkee rain-caller; **Level 5** caligni vanguard[U], sabosan, storm hag, urdefhan tormentor; **Level 6** caligni caller, maftet guardian, witchwyrd[U]; **Level 7** winter hag; **Level 8** blood hag, nosferatu thrall[U]; **Level 9** jyoti, strix aerialist[U]; **Level 10** adlet, moon hag[U]; **Level 12** calikang[U]; **Level 13** jorogumo[U]; **Level 14** deep one elder[U]; **Level 16** sumbreiva; **Level 21** elysian titan[R]; **Level 22** thanatotic titan[R]; **Level 23** danava titan[R]; **Level 24** hekatonkheires titan[R]

Monitor

Level 3 akizendri, esobok; **Level 5** catrina; **Level 7** naunet, theletos; **Level 9** shoki; **Level 10** einherji, imentesh; **Level 11** vigilia; **Level 12** valkyrie; **Level 13** venator; **Level 16** bythos[U]; **Level 17** eseneth; **Level 20** izfiitar

Ooze

Level –1 gutter ooze; **Level 1** amoeba swarm, giant amoeba; **Level 2** slime mold; **Level 6** verdurous ooze; **Level 7** slithering pit[R]; **Level 13** carnivorous blob

Plant

Level 3 hound topiary; **Level 4** mandragora; **Level 5** tiger topiary; **Level 7** arboreal reaper, drainberry bush[U], praskith; **Level 11** hippopotamus topiary; **Level 12** arboreal archive; **Level 13** viper vine; **Level 15** wemmuth; **Level 24** green man[R]

Shade

Level 1 shade

Shadow

Level 4 shae; **Level 6** owb[U]; **Level 13** owb prophet[R]

Spirit

Level 1 shikigami, shokasura; **Level 5** kodama; **Level 7** hārakasura; **Level 10** zuishin; **Level 11** garadasura; **Level 12** betobeto-san[U]; **Level 15** sakugami[R]; **Level 20** bikkhasura

Undead

Level –1 severed head; **Level 0** wolf skeleton; **Level 1** festrog; **Level 2** draugr, flaming skull; **Level 4** attic whisperer, lovelorn[U], shambler troop; **Level 5** skaveling; **Level 6** beetle carapace, graveknight captain[U], hungry ghost, sulfur zombie; **Level 7** totenmaske; **Level 8** ghostly mob[U]; **Level 9** tyrannosaurus skeleton, war wraith, zombie dragon; **Level 10** nosferatu malefactor[U]; **Level 11** skeleton infantry, unrisen; **Level 13** skeletal titan, vanyver; **Level 14** graveknight warmaster[U]; **Level 15** graveknight champion[U], nosferatu overlord[R], sykever; **Level 18** urveth; **Level 19** tzitzimitl[U]; **Level 20** nasurgeth



GOBLIN SNAKE



Creatures by Level

The following tables present every stat block in Monster Core, organized by level. An uncommon, rare, or unique creature is indicated with a superscript "U," "R," or "Uq," respectively. Each entry also indicates the creature's category, showing under which entry it can be found and the general group it belongs to, and finally the page number where the creature's entry begins.

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