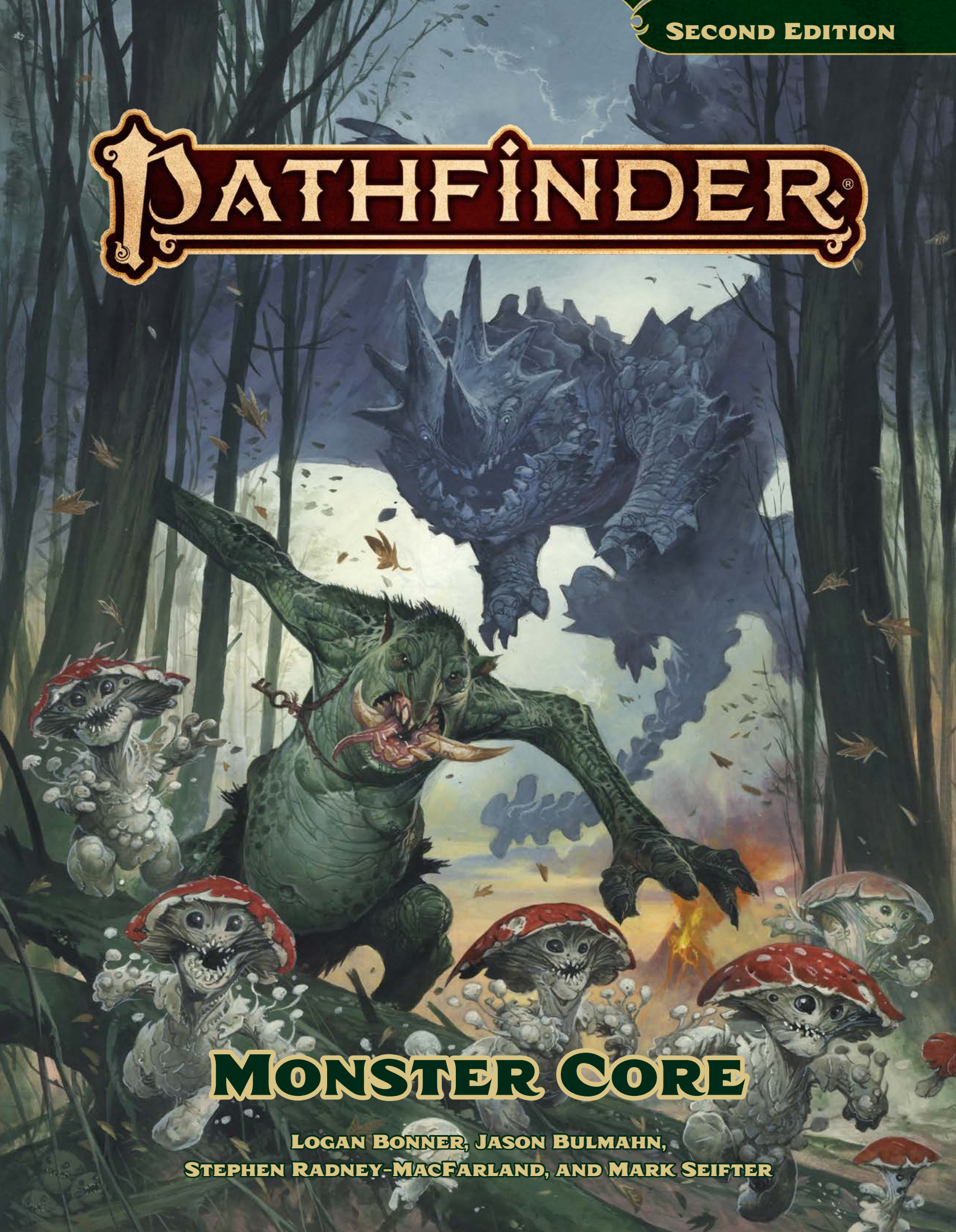
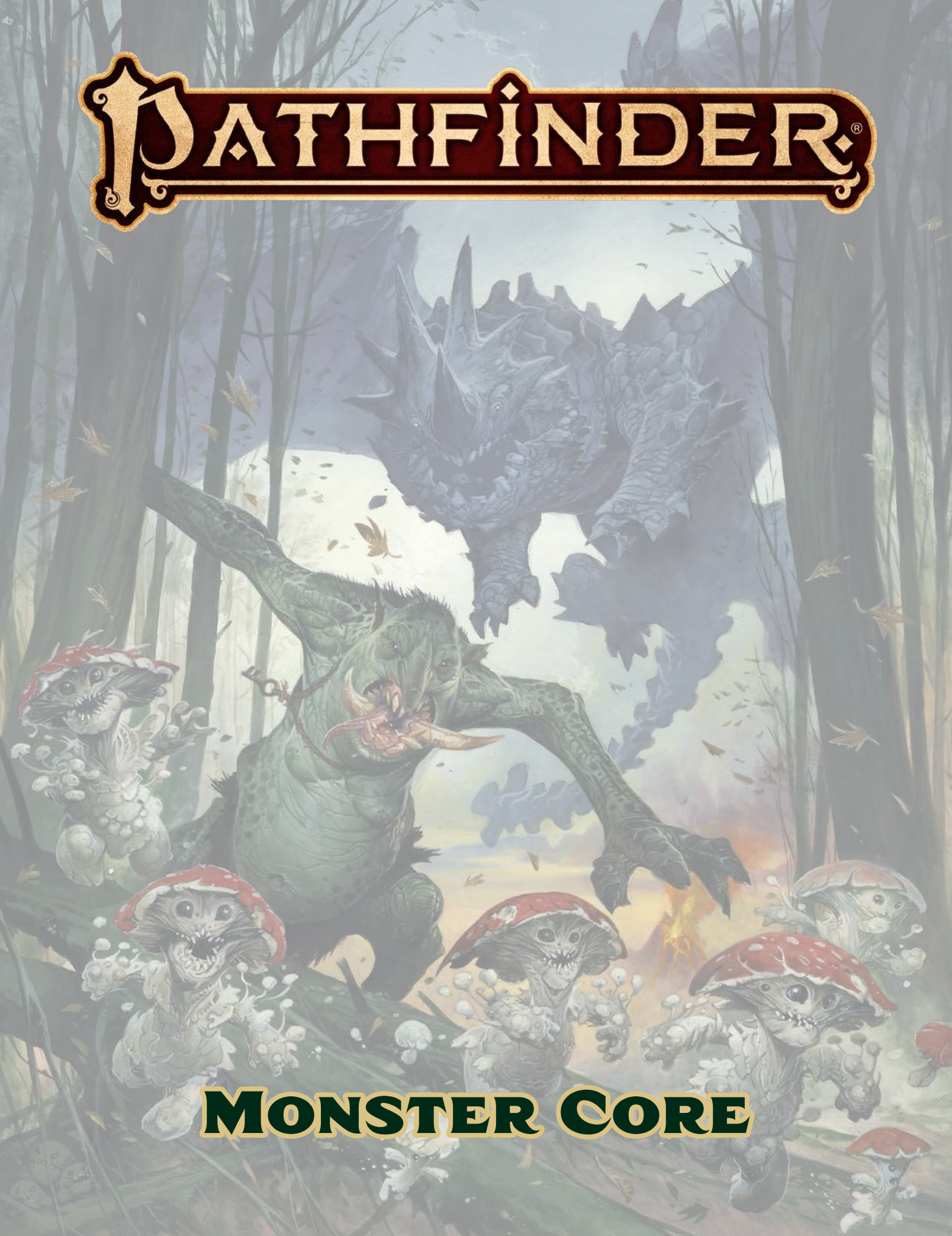

Second Edition
Pathfinder®
Monster Core
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Introduction

Welcome to *Pathfinder Monster Core*! Inside this tome of creatures, you'll find haughty celestials and ravenous fiends, fierce animals and strange moving plants, new peoples 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 361.

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 358–360.

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 (and spell attack modifier if any spells require spell attack



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. **Alcohol/drugs** dero, pipefox, satyr; **animal cruelty** goblin, goblin dog, sedacthy; **body horror/experimentation** alghollthu, charnel creation, dero, Dominion of the Black, fleshwarp, globster, protean, qlippoth, tooth fairy, troll, warsworn, wasp, zecui; **cannibalism** ghoul, kholo, ogre, qlippoth, yeti; **child abuse** hags; **disordered eating** ghoul, ogre, sinspawn; **drowning/suffocation** demon, dero, devil; **gambling** gnome; **gore** demon, gogiteth, nuckelavee, zombie; **needles** noxious needler; **pandemic/epidemic** daemon; **sexual assault** demon; **suicide** demon; **torture** bugbear, fleshwarp, gremlin, lamia, ogre

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 358 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 365).

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


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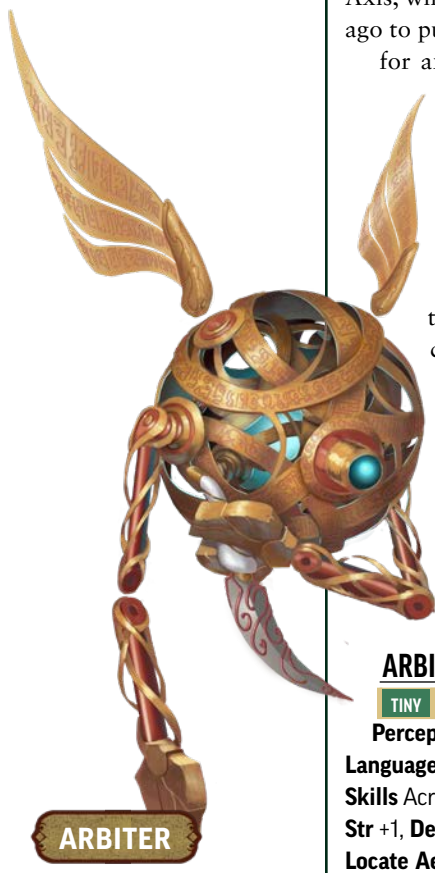

Related Creatures


Treasure and Rewards



Aeon Divinities

Whether the aeons serve an actual divinity, a philosophical concept, or merely a "supreme oneness" is a topic hotly debated by planar scholars. The aeons themselves are silent, referring to this being or concept as the Monad, a "condition of all." Regardless of what the Monad actually is, there certainly exists another category of powerful aeons—the Arbiters, each a unique demigod with its own powers and goals.



Aeon

Aeons have always been the caretakers of reality and defenders of the natural order of balance. Each type of aeon takes on some form of duality in its manifestation and works either to shape the multiverse within the aspects of this duality in some way, or to correct imbalances to the perfect order of existence. Aeons' machinations can raise a nation, raze it, or restore it from ruin. Their reasons are their own, and they rarely share their motivations with others—through their strange envisioning mode of communication, they simply create the results they insist are necessary to maintain the balance of the multiverse.

As a result of recent shifts in reality, aeons have begun to reassert a presence in the perfect planar city of Axis. To aeons, this is merely the latest in a recurring cycle, albeit one that mortals have not yet borne witness to. Aeons have a name for this cyclic return, in which they welcome their industrious axiomite brethren back to their fold: the Convergence. At the onset of the Convergence, a council of pleroma aeons appeared in the Eternal City of Axis, where they revealed that axiomites were wayward aeons, split off long ago to pursue the act of creation. With the latest cycle of change, it was time for axiomites—and their mortal creations and kin—to rejoin the aeon cause. While most axiomites fell in line, realizing perhaps on a fundamental level of reality that what the aeons said was the truth, some refused to heed the call and waited for the wrath of the aeons. That wrath has yet to come. The dual-natured aeons have responded to those who have declined in confusing ways. With some they treat and even bargain, while a handful of others they have destroyed, and a few have been exterminated by the axiomites. But most of these quiet insurgents they leave alone, allowing these axiomites to continue to create in peace. How—or if—this Convergence will end is as little understood as aeons themselves.

Arbiter

These spherical aeons are scouts and diplomats. Found throughout the multiverse, they have traditionally kept watch over chaos and its agents. With the announcement of the Convergence, many arbiters now serve as go-betweens among the aeon alliance and its mortal associates.

ARBITER **CREATURE 1**

TINY AEON MONITOR

Perception +7; darkvision, locate aeon
Languages Common, Diabolic, Empyrean, Utopian
Skills Acrobatics +9, Axis Lore +5, Diplomacy +6, Stealth +9
Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1
Locate Aeon An arbiter can always sense the direction of the nearest non-arbiter aeon on the plane, but it can't sense the range to the aeon.
Items shortsword

AC 16; **Fort** +5, **Ref** +7, **Will** +7; +1 status to all saves vs. magic
HP 22; **Immunities** death effects, disease, emotion, poison, unconscious; **Resistances** electricity 3

Speed 20 feet, fly 40 feet
Melee ❖ shortsword +7 (agile, finesse, magical, reach 0 feet, versatile S), **Damage** 1d6+1 piercing
Divine Innate Spells DC 17; **4th** *read omens*; **1st** *command*, *mending* (×3), *sanctuary*
Electrical Burst ❖❖ (divine, electricity) The arbiter releases an electrical burst from its body that deals 3d6 electricity damage to all creatures in a 10-foot emanation, with a DC 17 basic Reflex save. The arbiter is then stunned for 24 hours.

Axiomite

According to axiomites, their kind rose from the raw mathematical underpinnings of the universe, manifesting as great builders who created the ancient, colossal cities of the Outer Planes. According to aeons, axiomites are part of the Monad, having both risen from and rebelled against it long ago. Since the Convergence, most axiomites have recognized this as a fundamental truth, particularly after the aeons showed the axiomites how the Utopian language has formed as an amalgam of aeon envisioning and formulaic mathematical expression. Most axiomites live in the perfect city of Axis, which they continually act to improve, thus refining the concept of perfection itself.

A particular axiomite may look like any humanoid creature, though the particular form it takes on does not affect its abilities. Beneath this assumed form, all axiomites are the same—clouds of glowing, crystalline dust that constantly swirl and congeal into complex tangles of symbols and equations, evincing axiomite existence as literal creatures of pure mathematical law.

Axiomites arise from the souls of mortals fascinated with the underpinnings of their Universe, particularly those who were, in life, mathematicians, architects, crafters, or philosophers. While these souls do not retain any memories of their lives in the transition into axiomites, their life skills and experiences nevertheless serve as a valuable metaphysical resource during formation.

AXIOMITES IN AXIS

On the planar metropolis of Axis, an axiomite fills one of three roles: manufacture and maintenance of their construct armies, building and repairing Axis's buildings, and exploring the laws and constants that underlie all of reality.

AXIOMITE CREATURE 8

MEDIUM AEON MONITOR

Perception +19; darkvision

Languages Chthonian, Common, Diabolic, Draconic, Empyrean, Utopian

Skills Acrobatics +16, Axis Lore +17, Craft +21, Diplomacy +15, Occultism +17, Religion +17

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

Items sterling artisan's toolkit, *+1 striking warhammer*

AC 26; **Fort** +13, **Ref** +16, **Will** +18; +1 status to all saves vs. magic

HP 155; **Immunities** disease, emotion, fear; **Resistances** electricity 10, mental 10

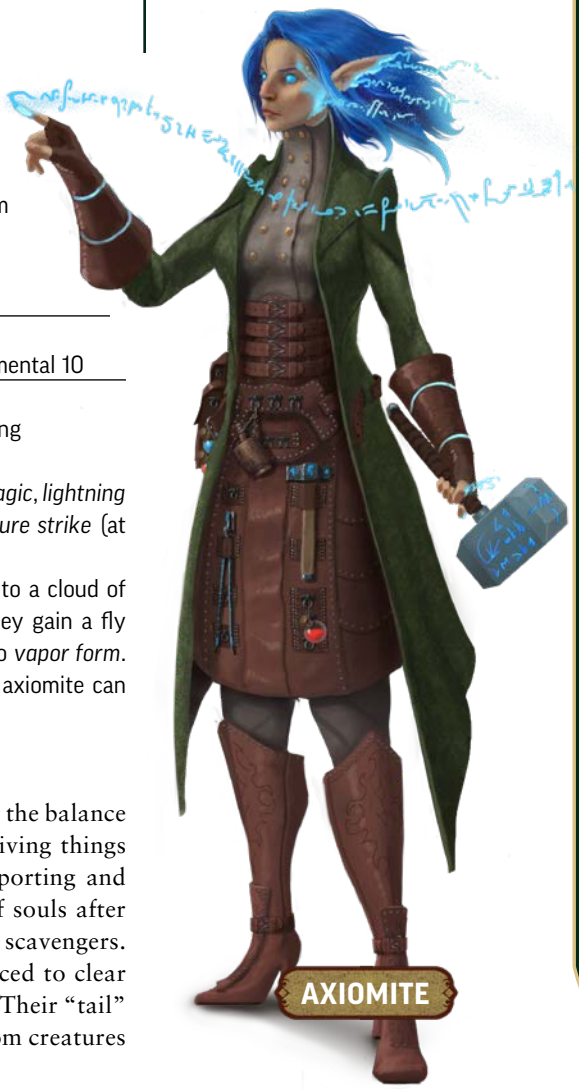
Speed 25 feet

Melee ❖ *warhammer* +20 (magical, shove), **Damage** 2d8+11 bludgeoning

Melee ❖ fist +17 (agile, magical), **Damage** 2d8+9 bludgeoning

Divine Innate Spells DC 27, attack +17; **5th** *telekinetic haul*; **4th** *dispel magic*, *lightning bolt* (×3); **3rd** *haste* (×3), *paralyze*; **2nd** *telekinetic maneuver*; **1st** *sure strike* (at will); **Cantrips (4th)** *telekinetic projectile*

Crystalline Dust Form ❖ (polymorph) The axiomite shifts their form to a cloud of crystalline dust in which strange symbols and equations flash. They gain a fly Speed of 40 feet and can fit through even tiny apertures, similar to *vapor form*. They can cast spells but can't make melee or ranged attacks. The axiomite can Dismiss this form to return to humanoid form.



Akhana

Akhanas are massive eyes formed of cosmic matter that monitor the balance of birth and death. They understand the profound influence living things have on the cosmos and silently perform their duties of supporting and pruning life. Akhanas seem utterly unconcerned by the fate of souls after death, often leaving undead in their wake or attracting daemon scavengers. Psychopomps often despair over akhanas' cryptic actions, forced to clear out sudden backlogs of souls or even battle the aeons directly. Their "tail" is a twisting column of cosmic energy that can drain vitality from creatures and seal their fate.

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Tools of Creation

Although records are obviously sparse, aeons were deeply involved in the creation of the Universe. A handful of intact tools from this monumental undertaking remain in the possession of planar powers, but even the broken fragments of these tools are treasured by mortals as *aeon stones* (*GM Core* 284).

Akhana

Creature 12

MEDIUM AEON MONITOR

Perception +27; darkvision, lifesense 120 feet

Languages envisioning

Skills Acrobatics +25, Athletics +24, Axis Lore +23, Medicine +23, Occultism +21, Religion +23

Str +6, **Dex** +6, **Con** +7, **Int** +3, **Wis** +5, **Cha** +4

Envisioning (aura, divine, mental) 100 feet. An akhana can communicate mentally with any creatures in the aura using wordless psychic projections. They don't need to share a language, though the aeon's meaning to non-aeons can be vague and is often mysterious. An aeon can use this ability to communicate flawlessly with any other aeon on the same plane as itself.

AC 32; **Fort** +23, **Ref** +22, **Will** +23; +1 status to all saves vs. magic

HP 225; **Immunities** vitality, void; **Weaknesses** spirit 10

Balance Life ↻ (divine) **Trigger** A creature within 100 feet is about to attempt a recovery check (*Player Core* 411); **Effect** The akhana chooses to make the result a success or failure (but not a critical success or failure). This effect gains the fortune trait if the akhana chooses success or misfortune for failure.

Speed fly 60 feet

Melee ❖ tail +24 (magical, void), **Damage** 5d10 void plus Grab (page 359)

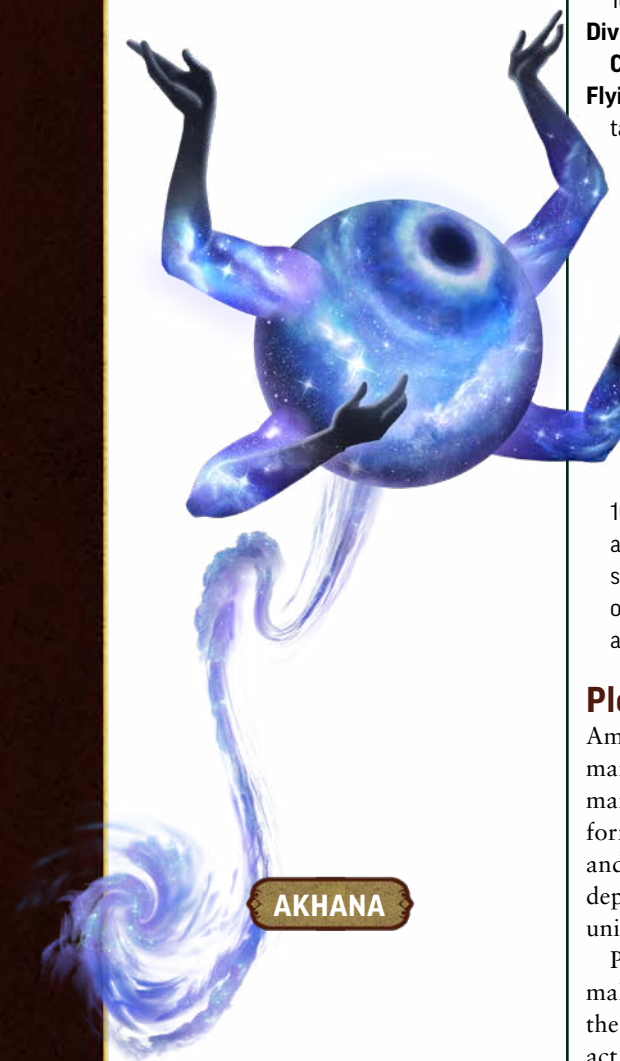
Melee ❖ fist +24 (agile, magical), **Damage** 3d6+12 bludgeoning plus 1d6 vitality or 1d6 void

Divine Innate Spells DC 32; **4th** *harm* (at will), *heal* (at will); **2nd** *peaceful rest* (at will); **Cantrips (6th)** *stabilize*, *vitality lash*, *void warp*

Flying Fists ❖❖ The akhana Flies and makes up to four fist Strikes against different targets at any points during this movement. The attacks count toward its multiple attack penalty normally, but the penalty does not increase until after Flying Fists is complete.

Reclaim Life ❖ (divine, void) **Requirements** The akhana has a living creature grappled or restrained with its tail; **Effect** The creature takes 4d10 void damage with a DC 32 basic Fortitude save. On a failed save, it's also doomed 1. If the creature dies while doomed and held in the akhana's tail, its soul is trapped in the akhana (as *seize soul*), and its remains are preserved as *peaceful rest*. The soul returns to the body with 1 Hit Point if the akhana Dismisses the effect, if the akhana is slain, or if a *wish* ritual or similarly powerful magic frees it.

Sprout Life ❖❖ (concentrate, divine, plant, vitality) A 5-foot burst within 100 feet fills with simple life appropriate to the environment. The newly forged animals bite those in the area for 7d6 piercing damage with a DC 32 basic Reflex save. The akhana can also have fungus or plants choke the area, even floating ones in the sky, creating difficult terrain. The created life lives or dies normally after its creation.



Pleroma

Among the most powerful of all the true aeons, pleromas are the ultimate manifestation of the duality of creation and destruction. Their physical manifestation is a constant state of flux between these two extremes; their forms are draped in a hooded, shifting cloak of night black where galaxies and other celestial objects flit in and out of existence at every moment, as if depicting the constant life, death, and rebirth of a miniature, self-contained universe.

Pleromas see the multiverse as both eternal and cyclical, doomed and malleable, ending only if these cycles ever become unbalanced. They believe the current Convergence is necessary to obtain this essential balance, and act to ensure that the grand design of the Monad is carried out to the smallest detail.

PLEROMA CREATURE 20

LARGE AEON MONITOR

Perception +37; darkvision, lifesense 120 feet, *truesight*
Languages envisioning
Skills Acrobatics +33, Arcana +38, Deception +34, Diplomacy +34, Occultism +38, Religion +39, Stealth +35
Str +6, **Dex** +7, **Con** +6, **Int** +8, **Wis** +9, **Cha** +6
Envisioning (aura, divine, mental) 100 feet. As akhana.

AC 45; **Fort** +32, **Ref** +31, **Will** +37; +1 status to all saves vs. magic
HP 335, regeneration 20 (deactivated by spirit); **Immunities** vitality, void; **Weaknesses** spirit 20
Reality Twist ↻ **Trigger** The pleroma critically fails a saving throw; **Effect** The critical failure becomes a normal failure.

Speed fly 40 feet; *unfettered movement*
Melee ❖ touch of creation (agile, magical, vitality) +36, **Damage** 5d8+16 vitality
Melee ❖ touch of destruction (agile, magical, void) +36, **Damage** 5d8+16 void
Divine Innate Spells DC 47, attack +39; **10th** *manifestation*; **9th** *banishment*, *blessed boundary*, *detonate magic*, *overwhelming presence*; **8th** *disintegrate* (×2), *unrelenting observation*; **7th** *interplanar teleport*, *retrocognition*; **5th** *creation* (at will); **4th** *create food* (at will), *shape stone* (at will); **3rd** *hypercognition* (at will); **2nd** *shape wood* (at will); **1st** *create water* (at will); **Cantrips (10th)** *vitality lash*, *void warp*; **Constant (8th)** *truesight*; **(4th)** *unfettered movement*

Generate Sphere ❖❖ (concentrate, divine) The pleroma manifests a 2-foot-diameter sphere of energy—either a white sphere of creation that hovers above their left hand or a black sphere of oblivion above their right. This action has the vitality trait for a sphere of creation or the void trait for a sphere of oblivion. A sphere vanishes after 1 minute, when it is more than 300 feet from the pleroma, or when the pleroma Generates a Sphere of that type again. A sphere of oblivion winks out of existence when it vanishes, but a sphere of creation explodes in blinding light—each creature in a 30-foot emanation must succeed at a DC 43 Fortitude save or be permanently blinded. This is a light effect.

Propel Sphere ❖ (concentrate, divine) **Requirements** The pleroma has a sphere of creation or sphere of oblivion active; **Effect** The pleroma makes one of its spheres fly 10 feet in any direction, ignoring difficult terrain and greater difficult terrain. A sphere of creation creates new matter in its path, which the pleroma can have manifest as normal terrain, difficult terrain, greater difficult terrain, or a cube of solid mater (such as clay, wood, or stone). A sphere of oblivion destroys unattended objects it touches, though larger objects are destroyed at a rate of one 10-foot cube per round of contact.

The sphere can enter the space of a creature; when it does, the creature takes 20d6 damage with a DC 43 Fortitude save. This is an incapacitation effect.

Success The creature takes no damage and is pushed out of the sphere to the nearest open space of the GM's choice.
Failure The creature takes full damage; this is vitality damage for a sphere of creation or void damage for a sphere of oblivion, but it can damage any type of creature regardless of its normal immunities. The creature is then pushed out of the sphere as on a success. A creature reduced to 0 HP is slain instead of being pushed out, either merged with new matter for a sphere of creation or completely destroyed for a void of oblivion; the creature can be restored only via a *wish* ritual or similarly powerful effect. This is a death effect.
Critical Failure As failure, but the creature takes double damage.

OTHER AEONS

Aeons are among the least understood of the Great Beyond's immortal creatures, and they have a wide range of powers and abilities. Far more aeons exist than those presented here, including guardians of time like the four-armed bythos and the weirdly symmetrical theletos, which moderates the duality between freedom and fate.



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Ancient Influences

The veiled masters influenced the ancient Azlanti, and it was they who invoked the apocalypse of Earthfall to destroy Azlant when humanity grew too prideful. That this act also called down the magical Starstone, an artifact capable of transforming mortals into gods, was an ironic turn of events considering the alghollthus' intolerance for faith.

Alghollthu

In bygone millennia, aquatic monsters known as alghollthus used their occult powers to conquer and rule vast swaths of the world. Alghollthus shaped their servitors and other creatures using mental manipulation and physically transformative magic. The rulers of the alghollthus, the so-called "veiled masters," further shaped entire societies by assuming the forms of those they controlled.

In time, the alghollthus grew frustrated with upstart surface societies and meddling gods. They used incredible magical power to call forth a cataclysm, hoping to destroy the rebellious societies they'd manipulated. Yet they miscalculated the will to survive of those they treated as their pawns, and in time the world recovered, this time free of alghollthu influence.

Today, the alghollthus have mostly remained within the deep aquatic realms where they still rule without question. Yet they have not abandoned their plots entirely, and the reemergence of servitors like faceless stalkers suggests that the alghollthus have turned their hateful eyes to the surface once again.

Faceless Stalker (Ugothol)

Among the subtler of the alghollthu creations were the ugothols—also known as faceless stalkers. These twisted beings used shapeshifting to infiltrate settlements and assassinate key targets. They sowed discord and replaced leaders, causing unwanted organizations to implode and bothersome people to lose face and eventually disappear.



UGOTHOL

UGOTHOL **CREATURE 4**

MEDIUM ABERRATION

Perception +10; darkvision

Languages Alghollthu, Common, Thalassic; *truespeech*

Skills Acrobatics +12, Athletics +12, Deception +13, Stealth +13, Thievery +9

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

Items longsword, studded leather

Assume Form (concentrate, occult, polymorph) The ugothol spends 10 minutes reshaping its appearance to take on the shape of any Small or Medium humanoid. It gains a +4 circumstance bonus to Deception checks to pass as that creature.

AC 21; **Fort** +9, **Ref** +9, **Will** +12; +2 status to all saves vs. auditory and visual

HP 60; **Resistances** bludgeoning 5

Speed 25 feet

Melee ❖ longsword +14 (versatile P), **Damage** 1d8+6 slashing

Melee ❖ claw +12 (agile), **Damage** 2d6+6 slashing plus Grab (page 359)

Occult Innate Spells DC 19; **Constant (5th)** *truespeech*

Blood Nourishment ❖ The ugothol uses its three-pronged tongue to drink the blood of an adjacent restrained or unconscious creature. The creature gains drained 1.

Compression When the ugothol successfully Squeezes, it moves through the tight space at full speed. Narrow confines are not difficult terrain for an ugothol.

Revert Form ❖ **Requirements** The ugothol is in an assumed form; **Effect** The ugothol resumes its true form. Until the start of its next turn, it gains a +2 status bonus to attack rolls, damage rolls, saving throws, and skill checks.

Sneak Attack The ugothol deals 1d6 extra precision damage to off-guard creatures.

Veiled Master (Vidileth)

The powerful vidileths are the insidious, veiled masters of the alghollthus. These manipulators of mind and body alike lead sweeping alghollthu plots, using their ability to change form to walk among and deceive humans and other sapient species.

VIDILETH

CREATURE 14

RARE LARGE ABERRATION AQUATIC

Perception +25; darkvision

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

Skills Arcana +27, Athletics +24, Deception +28, Intimidation +26, Lore (any one subcategory) +29, Occultism +29, Society +27, Stealth +24

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

Numbing Lights (aura, light, visual) 30 feet. The vidileth exudes dim light. Creatures within the light must attempt a DC 34 Will save each round, becoming stupefied 1 on a failure (or increase their stupefied value from numbing lights by 1, to a maximum of 4).

AC 34; **Fort** +26, **Ref** +22, **Will** +24; +2 status to all saves vs. magic

HP 270; **Immunities** controlled, electricity, mental; **Resistances** cold 20

Speed 10 feet, swim 80 feet

Melee ❖ fangs +28 (magical, reach 10 feet, versatile S), **Damage** 3d8+12 piercing plus consume memories

Melee ❖ claw +28 (agile, magical, reach 20 feet), **Damage** 3d10+12 slashing plus shape flesh

Melee ❖ tentacle +28 (agile, electricity, magical, reach 20 feet), **Damage** 7d6 electricity plus thoughtlance

Occult Innate Spells DC 37; **9th** *project image* (at will); **8th** *illusory scene* (at will), *suggestion* (×3); **7th** *illusory disguise* (at will); **6th** *dominate* (×3); **5th** *illusory object* (at will), *mirage* (at will), *sending* (at will), *translocate* (×3); **3rd** *hypnotize* (at will), *levitate* (at will), *mind reading* (at will), *water breathing* (at will); **Constant (5th)** *truespeech*

Rituals DC 37; *geas* (5th)

Change Shape ❖ (concentrate, occult, polymorph) **Frequency** once per round; **Effect** A vidileth takes on the appearance of a humanoid of Large, Medium, or Small size or resumes its true form (page 358). While in humanoid form, the vidileth's Speed is 30 feet, and it loses its numbing lights aura and swim Speed. If the humanoid form assumed lacks the aquatic trait, the vidileth loses its own aquatic trait as well. In humanoid form, the vidileth can use weapons or make Strikes that work like its tentacle attack but use the reach of its current form. If the form has fangs or claws, the vidileth can also make such Strikes.

Consume Memories (mental, occult) When the vidileth hits with a fangs Strike, the target must succeed at a DC 34 Will save or take 3d6 mental damage. The vidileth gains temporary Hit Points equal to the damage dealt and learns some of the creature's memories (subject to the GM's discretion).

Delayed Suggestion (occult) When a vidileth successfully casts *dominate* on a creature, a *suggestion* spell triggers when the *dominate* spell ends. This *suggestion* usually causes the target to return to the vidileth, so the creature can cast *dominate* again, but a vidileth can set the *suggestion* to different orders if it wishes.

Shape Flesh (curse, occult, manipulate) ❖ **Requirements** The vidileth's last action was a success with a claw Strike; **Effect** The vidileth sloppily modifies the target's flesh. They must succeed at a DC 34 Fortitude save or permanently receive the veiled master's choice of clumsy 2, enfeebled 2, or a –10 status penalty to Speed.

Tentacle Flurry ❖❖ The vidileth makes a tentacle Strike against each creature within its reach. Make only one attack roll, and roll damage once for all targets.

Thoughtlance (curse, occult) A creature touched by the vidileth's tentacles must attempt a DC 34 Will save, becoming slowed 1 on a failure or slowed 2 on a critical failure. Each time the affected creature ends its turn, its slowed value decreases by 1.



VIDILETH

OTHER ALGHOLLTHUS

While the veiled masters are the rulers of alghollthu society, they are not the most powerful of their kind. Greater, more mysterious creatures that function as organic thought networks, immense aquatic engines of war, or specialized extractors of forgotten secrets dwell among their sunken cities. Meanwhile, the world above remains infested with creatures that were originally created by the alghollthus but have long since drifted away from their aquatic progenitors to become their own sinister monstrosities.

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Angelic Divinities

The most powerful angels belong to a category of demigods known as the empyreal lords—a title shared with other powerful holy demigods among the host of archons, azatas, and other inhabitants of the celestial planes. The most famous and powerful empyreal lord, Sarenrae, ascended to godhood and now reigns above the other empyreal lords.

Angel

The celestial hosts of angels are messengers and warriors, divided into choirs based on their abilities and purviews. Angels were one of the first creations of the gods, and many still assist their righteous creators throughout the cosmos. Most angels in modern times are not direct creations of the divine, however, instead consisting of ascended mortal souls drawn from the celestial planes.

The majority of unaffiliated angels live in Nirvana, the plane of virtue and enlightenment. Angels who are affiliated with deities dwell in those deities' domains or other areas where that god holds influence. Regardless of residence or service, angels remain benevolent messengers possessed with magical auras to aid their allies.

Cassisian (Archive Angel)

The weakest of angels, cassisians usually serve as lackey messengers for more powerful angels or as spiritual guides for mortals. Despite their limited intellect, cassisians have a knack for precise recollection, particularly with scripture. Most cassisians are formed from the souls of trustworthy mortals, but some arise from fragments of greater angels destroyed in service to the celestial realms.



CASSISIAN **CREATURE 1**

TINY ANGEL CELESTIAL HOLY

Perception +6; darkvision

Languages Common, Diabolic, Draconic, Empyrean

Skills Acrobatics +6, Diplomacy +6, Religion +6, Stealth +6

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

Repository of Lore While the cassisian isn't particularly intelligent, they have perfect memory and can remember everything they see or hear. This allows them to attempt Lore checks on any topic with a +10 modifier, provided (at the GM's discretion) they've encountered the topic in question before. The cassisian's limited intellect often prevents them from acting upon their knowledge, making them a better resource than agent in using information.

AC 16, +1 status vs. unholy creatures; **Fort** +7, **Ref** +6, **Will** +4; +1 status to all saves vs. unholy creatures

HP 20; **Weaknesses** unholy 3; **Resistances** cold 3, fire 3

Transfer Protection (holy) A creature can wear a willing cassisian as a helmet. While it does, the cassisian can't act, but the cassisian extends their +1 status bonus to AC and saves against unholy creatures to their wearer. At any time, the cassisian can detach themself from their wearer as a single action.

Speed fly 40 feet

Melee ❖ headbutt +6 (agile, finesse, holy, magical, reach 0 feet), **Damage** 1d6–1 bludgeoning

Divine Innate Spells DC 16; **4th** *read omens*; **1st** *heal*; **Cantrips (1st)** *know the way*, *light*

Change Shape ❖ (concentrate, divine, polymorph) A cassisian can take the appearance of a dove, a winged humanoid, a dog, or a fish (page 358). Normally, this doesn't change their Speed or the attack and damage bonuses for their Strikes, but it might change the damage type Strikes deal (typically to bludgeoning). Any further changes for specific forms are noted below.

- **Dog** size Small; scent (imprecise) 30 feet, Speed 40 feet; **Skills** Athletics +6; **Melee** jaws +7, **Damage** 1d6+2 piercing plus Knockdown
- **Fish** swim Speed 30 feet

Eye Beams ❖❖ (concentrate, divine, holy) The cassisian releases beams of heat or cold from their eyes, dealing 2d6 cold or fire damage (DC 17 basic Reflex save) to all creatures in a 15-foot line. They can't use Eye Beams again for 1d4 rounds.

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Choral (Choir Angel)

Choral angels are incredible singers who fill the halls of Nirvana with pious chants and sacred hymns. Most form from the souls of talented bards and other performers, though anyone who takes superlative joy in music might ascend to their ranks. Though their duties are typically to spread peace and joy through their music, their holy incantations also brim with mystic purpose, their songs bolstering angelic wards and strengthening the very fabric of the celestial planes themselves.

While choral angels shy away from conflict, they will brave the mortal realm to deliver good omens and auspicious messages. Choral angels often serve the goddess Shelyn, but they can also serve other good deities and empyreal lords.

CHORAL — CREATURE 6

SMALL ANGEL CELESTIAL HOLY

Perception +14; darkvision
Languages Diabolic, Draconic, Empyrean; *truespeech*
Skills Acrobatics +12, Diplomacy +15, Performance +17, Religion +14
Str +1, **Dex** +4, **Con** +2, **Int** +3, **Wis** +4, **Cha** +5

AC 24; **Fort** +10, **Ref** +14, **Will** +16; +1 status to all saves vs. magic
HP 100; **Weaknesses** unholy 5; **Resistances** sonic 5
Harmonizing Aura (aura, divine, sonic) 20 feet. Allies in the aura gain a +2 status bonus to sonic damage rolls and a +1 status bonus to AC and all saves against effects with the auditory or sonic trait. Enemies in the aura take a –2 status penalty to sonic damage rolls and a –1 status penalty to AC and all saves against sonic and auditory effects.

Speed 30 feet, fly 40 feet
Melee ❖ fist +14 (agile, finesse, holy, magical), **Damage** 2d6+5 bludgeoning
Ranged ❖ piercing hymn +17 (holy, magical, range 90 feet, sonic), **Damage** 4d6 sonic damage plus deafening aria
Divine Innate Spells DC 23, attack +15; **3rd** *cleanse affliction*, *clear mind* (at will), *heal*, *noise blast*; **2nd** *invisibility* (at will, self only), *noise blast* (at will); **1st** *counter performance* (at will; *Player Core* 370); **Cantrips (3rd)** *courageous anthem* (*Player Core* 370), *uplifting overture* (*Player Core* 372); **Constant (5th)** *truespeech*
Rituals DC 23; *angelic messenger* (page 364)
Deafening Aria On a critical hit with piercing hymn, the target is deafened for 1 minute.
Harmonize ❖ (concentrate, divine, sonic) The choral angel lends their harmony to a choral angel ally within their harmonizing aura. The ally can, on their next turn, expend their 3rd-rank *noise blast* to instead cast *calm*, *heroism*, or 4th-rank *noise blast*. If the ally is benefiting from 5 or more chorals' Harmonize actions, they can instead choose *divine decree*.


CHORAL

Balisse (Confessor Angel)

Balisses, or confessor angels, seek to assist mortals ensnared by moral dilemmas or crises of faith. They prefer to guide people to their own decisions rather than demand obedience to a higher cause, as intrinsic belief is even more powerful than unquestioning obedience. While most balisses are fundamentally honest, they use their guiding angel ability to seem less

ANGELIC LOCATIONS

Angels normally live on Nirvana or other celestial planes, but their missions can bring them to the Universe. Spellcasters can conjure them for aid or advice in times of need, and they can even be found, if rarely, crusading against fiends in Hell, the Outer Rifts, or anywhere in between.



Angelic Treasure

Many angels wear exquisite armor or wield beautiful and often magical weapons. While they are not hampered by mortal sins like greed or pride (save for the very rare and tragic exception), they do enjoy the beauty and crafting of fine clothing, exquisite jewelry, and works of art.

intimidating and decrease the chance the mortal will simply acquiesce to the opinion of an obviously divine being.

While balisses can spring from any soul with suitable patience and strong counsel, they often form from souls of those who performed evil acts but were redeemed. These souls recognize the struggle and shame of those in similar situations, and can offer advice from the heart rather than from rote sympathy. Many serve the goddess Sarenrae, but they can serve other good deities and empyreal lords as well.

Balisse — Creature 8

MEDIUM ANGEL CELESTIAL HOLY

Perception +18 (+20 to detect lies and illusions); darkvision
Languages Diabolic, Draconic, Empyrean; *truespeech*
Skills Acrobatics +14, Diplomacy +17, Religion +18
Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +6, **Cha** +5
Items *+1 striking scimitar*

AC 26; **Fort** +16, **Ref** +12, **Will** +18; +1 status to all saves vs. magic
HP 145; **Weaknesses** unholy 10; **Resistances** fire 15

Confessor's Aura (aura, divine, mental) 20 feet. Creatures in the balisse's aura are subject to *ring of truth* (DC 23). Additionally, if these creatures choose to honestly express their own conflicted feelings, the aura makes it easier for them to put words to those feelings.

Speed 30 feet, fly 40 feet

Melee ❖ *scimitar* +20 (fire, forceful, holy, magical, sweep), **Damage** 2d6+8 slashing plus 1d6 fire

Divine Innate Spells DC 26; **4th** *cleanse affliction*, *divine wrath*, *heal*, *paralyze*; **3rd** *clear mind* (at will); **2nd** *invisibility* (at will, self only); **Constant (5th)** *truespeech*

Rituals DC 26; *angelic messenger* (page 364), *atone*, *geas*

Brand of the Impenitent ❖❖ (curse, divine) **Frequency** once per day; **Effect** The balisse marks a creature within their confessor's aura as irredeemable. They can do so only after a failed attempt to convince the creature to repent. The touched creature takes a –1 status penalty to AC and saves, reduces all its resistances by 2, and gains weakness 2 to holy. The duration depends on the target's DC 26 Will save.

Critical Success The creature is unaffected.
Success The duration is 1 round.
Failure The duration is 1 day.
Critical Failure The duration is unlimited.

Guiding Angel ❖ (concentrate, divine) **Requirements** The balisse is invisible; **Effect** The balisse spiritually attaches themself to an adjacent mortal who doesn't have the unholy trait. They merge with the mortal's body and are unable to use any of their spells and abilities other than to interact with the mortal. They can Dismiss the effect to leave the mortal. While merged, the balisse can either communicate using a bodiless voice only the mortal can hear or can take a form of their choice that only the mortal can see, such as a small angel on the mortal's shoulder.



BALISSE

Tabellia (Emissary Angel)

Tabellias are the elite messengers of the celestial realms, serving deities and celestial armies by

delivering messages, performing reconnaissance, and providing support for those in need of aid. They watch over planar travelers and take powerful mortals under their wings to mentor them. Tabellias carry scrolls containing important messages and other celestial secrets. Most creatures, even wicked ones, respect the strength of tabellias and allow them to travel untroubled.

Tabellias can form spontaneously from the souls of exceptional mortals but are also sometimes created from such souls intentionally by deities or demigods. In the latter cases, tabellias often bear physical features that mark them as closely affiliated with that deity. A tabellia created by Sarenrae, for example, might have hair made of fire, while one created by Torag might look more dwarven, and one created by Desna could have butterfly wings instead of feathered wings. It's not unusual for tabellias created by deities to share their creators' philosophies and interests.

TABELLIA CREATURE 14

MEDIUM ANGEL CELESTIAL HOLY

Perception +26; darkvision

Languages Diabolic, Draconic, Empyrean; *truespeech*

Skills Acrobatics +24, Diplomacy +26, Intimidation +28, Religion +24

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

Items *+2 striking warhammer*

AC 36; **Fort** +27, **Ref** +26, **Will** +22; +1 status to all saves vs. magic

HP 285; **Weaknesses** unholy 15

Traveler's Aura (aura, divine) 20 feet. Creatures in the tabellia's aura are immune to ambient environmental damage from any plane, including severe and extreme heat and cold as well as more otherworldly dangers. The tabellia is never off-guard to creatures within their aura.

Messenger's Amnesty (divine) A tabellia with a message to deliver is continually protected by the effect of *sanctuary* (DC 32). If the angel breaks the *sanctuary*, the effect returns if the angel ceases hostility for 10 minutes.

Speed 40 feet, fly 75 feet

Melee ❖ *holy warhammer* +30 (holy, magical, shove), **Damage** 2d8+14 bludgeoning plus 1d4 spirit (or 2d4 spirit vs. an unholy target)

Divine Innate Spells DC 36, attack +28; **7th** *blessed boundary*, *cleanse affliction*, *clear mind*, *divine decree*, *divine wrath*, *heal*; **3rd** *ring of truth* (at will); **2nd** *invisibility* (at will, self only); **Cantrips (7th)** *light*; **Constant (5th)** *truespeech*

Rituals DC 36; *angelic messenger* (page 364)

Stunning Strike ❖ **Requirements** The tabellia hit a foe earlier this turn with a weapon Strike; **Effect** The tabellia makes a weapon Strike against the foe. On a success, the foe must also succeed at a DC 34 Fortitude save or become stunned 1 (or stunned 2 on a critical failure).



HOLY FORCES

Relations between angels and other celestials are never completely harmonious, but they generally avoid clashes by focusing on their respective strengths: angels on negotiation, archons on warfare, azatas on bringing joy to the moral realm, and so on. Angels also work with the others to make sure the wills of their gods are represented.

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Animating Objects

Most animated objects encountered by adventurers are permanently animated creatures, typically created by rituals. Restless spirits, certain ghosts, and other haunting undead influences can also give rise to animated objects, although in cases like the poltergeist (page 268), what appears to be an animated object may merely be an evil force using its magic to hurl furnishings about as weapons.

Animated Object

Granted a semblance of life through the use of rituals or other strange magic, animated objects take many forms and serve a variety of uses. A few examples of typical animated objects are listed below. Many of these creatures serve as guardians, surprising unsuspecting adventurers when they suddenly attack. Others serve as idle distractions for the exceptionally rich, simple servants created to handle odd jobs, and the like.

Animated Broom

Animated brooms perform menial tasks of cleaning and upkeep, but they can step in to defend a room from intrusion if needed. These simple animated objects can be found with greater frequency than more complicated and costly objects.

ANIMATED BROOM **CREATURE -1**

SMALL CONSTRUCT MINDLESS

Perception +3; darkvision

Skills Athletics +5

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

AC 15 (13 when broken); construct armor; **Fort** +3, **Ref** +6, **Will** +3

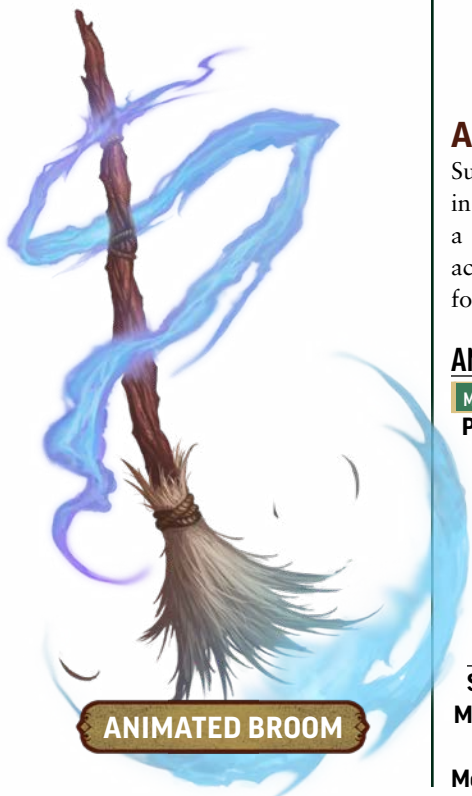
HP 6; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Construct Armor Like normal objects, an animated broom has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated broom is reduced to less 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 14.

Speed 15 feet

Melee ❖ bristles +6 (agile, magical, finesse), **Damage** 1d4 bludgeoning plus dust

Dust A creature hit by an animated broom's bristles must succeed at a DC 15 Fortitude save or spend its next action coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature who doesn't breathe is immune to this effect.



ANIMATED BROOM

Animated Armor

Suits of animated armor see use both as guardians and as training partners in high-end martial academies able to afford the extravagance. Often, a warrior's old suit of armor can be turned into animated armor once it accrues too much battle damage to provide adequate protection. They're found most often in wizard laboratories and ancient dungeons.

ANIMATED ARMOR **CREATURE 2**

MEDIUM CONSTRUCT MINDLESS

Perception +6; darkvision

Skills Athletics +9

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

AC 17 (13 when broken); construct armor; **Fort** +10, **Ref** +3, **Will** +4

HP 20; **Hardness** 9; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Construct Armor As animated broom, but reduced to AC 13 when broken.

Speed 20 feet

Melee ❖ glaive +10 (deadly d8, forceful, magical, reach 10 feet), **Damage** 1d8+4 slashing

Melee ❖ gauntlet +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

Animated Statue

Animated statues are often used to guard crypts, small shrines, or areas in government buildings where they can be positioned amid normal statues to hide their true nature until an intruder arouses their ire. Many less scrupulous adventurers, fueled by paranoia that statues will animate and attack, smash any statues they encounter, ruining harmless, ancient relics.

ANIMATED STATUE — CREATURE 3

MEDIUM CONSTRUCT MINDLESS

Perception +9; darkvision
Skills Athletics +11
Str +4, **Dex** –2, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

AC 19 (15 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +5
HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void
Construct Armor As animated broom, but reduced to AC 15 when broken.

Speed 20 feet
Melee ❖ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab (page 359)

Giant Animated Statue

Giant animated statues' increased size and power make them most useful in large vaults, spacious chambers, or outdoor locations. Tasks beyond their capabilities typically require a more advanced construct, not an animated object.

GIANT ANIMATED STATUE — CREATURE 7

HUGE CONSTRUCT MINDLESS

Perception +13; darkvision
Skills Athletics +17
Str +6, **Dex** –1, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 26 (22 when broken); construct armor; **Fort** +17, **Ref** +10, **Will** +9
HP 100; **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 broom, but reduced to AC 22 when broken.

Speed 30 feet
Melee ❖ stone fist +19 (magical), **Damage** 2d12+6 bludgeoning plus Grab (page 359)
Ranged ❖ flaming coal +12 (fire, magical, range increment 80 feet), **Damage** 2d6+6 bludgeoning and 2d8 fire
Brazier The statue carries a wide brazier full of hot coals. To make flaming coal Strikes or use Burn Alive, the statue must have the brazier held in one hand or otherwise within reach. Instead of targeting the statue with an attack, a creature can target the brazier directly. The brazier has the same AC and saves as the statue. Dealing 15 cold damage to the brazier or dousing it with at least 2 gallons of water extinguishes the coals. This prevents the statue from using Burn Alive and causes its ranged attacks to no longer deal fire damage.
Burn Alive ❖ (fire) The statue grinds a creature it has grabbed or restrained into the red-hot coals of its brazier. The target takes 3d8 fire damage and 1d8 persistent fire damage.

GUARDED TREASURES

Animated objects are mindless constructs. While this leaves them no concept of the value of treasure, they are often used as guardians for vaults or repositories of valuables. In these cases, the treasures they guard can vary wildly, but should be of a value appropriate for the animated object's level.


GIANT ANIMATED STATUE

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Ankhrav Burrows

As if the appearance of a hungry ankhrav in a stretch of farmland isn't bad enough, it almost always indicates the proximity of an ankhrav hive nearby. A disturbing number of ankhravs can infest a lair. However, adventurers brave enough to crawl through the tangled burrows are often rewarded with large amounts of treasure, as ankhravs have a habit of dragging their victims back to the deepest corners of their den to feast, usually discarding the remains with most of the gear intact.

Ankhrav

Ankhravs are immense, burrowing, insectile predators, considered by inhabitants of the rural areas of the world to be an all-too-common plague.

Ankhrav

These horse-sized, burrowing monsters generally avoid heavily settled areas like cities, but ankhravs' predilection for livestock and humanoid flesh ensures that the creatures do not remain in the deep wilderness for long. Desperate farmers whose fields become infested by ankhravs often have little recourse but to seek the aid of adventurers.

ANKHRAV — CREATURE 3

LARGE ANIMAL

Perception +7; darkvision, tremorsense (imprecise) 60 feet
Skills Acrobatics +6, Athletics +11, Stealth +8
Str +4, **Dex** +1, **Con** +3, **Int** –4, **Wis** +0, **Cha** –2

AC 18; **Fort** +12, **Ref** +8, **Will** +7
HP 40

Speed 25 feet, burrow 20 feet
Melee ◆ mandibles +13 (acid), **Damage** 1d8+4 piercing plus 1d6 acid
Ranged ◆ acid spit +10 (acid, range 30 feet), **Damage** 3d6 acid
Armor-Rending Bite ◆◆ The ankhrav makes a mandibles Strike; if the Strike hits, the target's armor takes the damage and the acid damage bypasses the armor's Hardness.
Spray Acid ◆◆ (acid) **Frequency** once per hour; **Effect** The ankhrav spews acid in a 30-foot cone, dealing 3d6 acid damage and 1d6 persistent acid damage (DC 20 basic Reflex save).

Ankhrav Hive Mother

Ankhrav hive mothers are fearsome predators that one can easily distinguish from the typical ankhrav not only by their greater size, but the presence of a large pair of razor-sharp, mantis-like arms.

ANKHRAV HIVE MOTHER — CREATURE 8

UNCOMMON HUGE ANIMAL

Perception +16; darkvision, tremorsense (imprecise) 90 feet
Skills Acrobatics +13, Athletics +20, Stealth +11, Survival +16
Str +6, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 29; **Fort** +18, **Ref** +15, **Will** +14
HP 120
Reactive Strike ↩ (page 359)

Speed 25 feet, burrow 20 feet
Melee ◆ mandibles +20 (acid), **Damage** 2d8+6 piercing plus 2d6 acid
Ranged ◆ acid spit +17 (acid, range 30 feet), **Damage** 5d6 acid
Armor-Rending Bite ◆◆ The hive mother makes a mandibles Strike; if the Strike hits, the target's armor takes the damage and the acid damage bypasses the armor's Hardness.
Frenzy Pheromone ◆◆ The hive mother unleashes a pheromone that causes all other ankhravs within a 100-foot emanation to become quickened until the start of the hive mother's next turn, and they can use the extra action only for Burrow, Stride, or Strike actions. The hive mother can't unleash the pheromone again for 1d4 rounds.
Spray Acid ◆◆ (acid) The hive mother spews acid in a 60-foot cone, dealing 8d6 acid damage and 1d6 persistent acid damage (DC 26 basic Reflex save). It can't Spray Acid again for 1d4 rounds.



ANKHRAV

Ant

Ants are industrious insects that aid the natural processes of decay and renewal.

Giant Ant

Giant ants much resemble their smaller kin in their industrious habits, though growing to the size of ponies makes them much deadlier.

GIANT ANT — CREATURE 2

MEDIUM ANIMAL

Perception +7; darkvision, scent (imprecise) 30 feet
Skills Athletics +8, Survival +7
Str +4, **Dex** +1, **Con** +4, **Int** –5, **Wis** +1, **Cha** –4

AC 18; **Fort** +10, **Ref** +7, **Will** +5
HP 30

Speed 40 feet, climb 20 feet
Melee ❖ mandibles +9, **Damage** 1d8+4 slashing plus Grab (page 359)
Melee ❖ stinger +9 (agile), **Damage** 1d6+4 piercing plus giant ant venom
Giant Ant Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 1d10 poison and enfeebled 2 (1 round); **Stage 3** 1d12 poison and enfeebled 3 (1 round)
Haul Away ❖ **Requirements** The giant ant has a Large or smaller creature grabbed; **Effect** The giant ant Strides up to its full Speed, carrying the grabbed creature with it. It is encumbered if the grabbed creature is Medium or larger.

Army Ant Swarm

An army ant swarm is a terrifying carpet of stinging insects that devours all in its path.

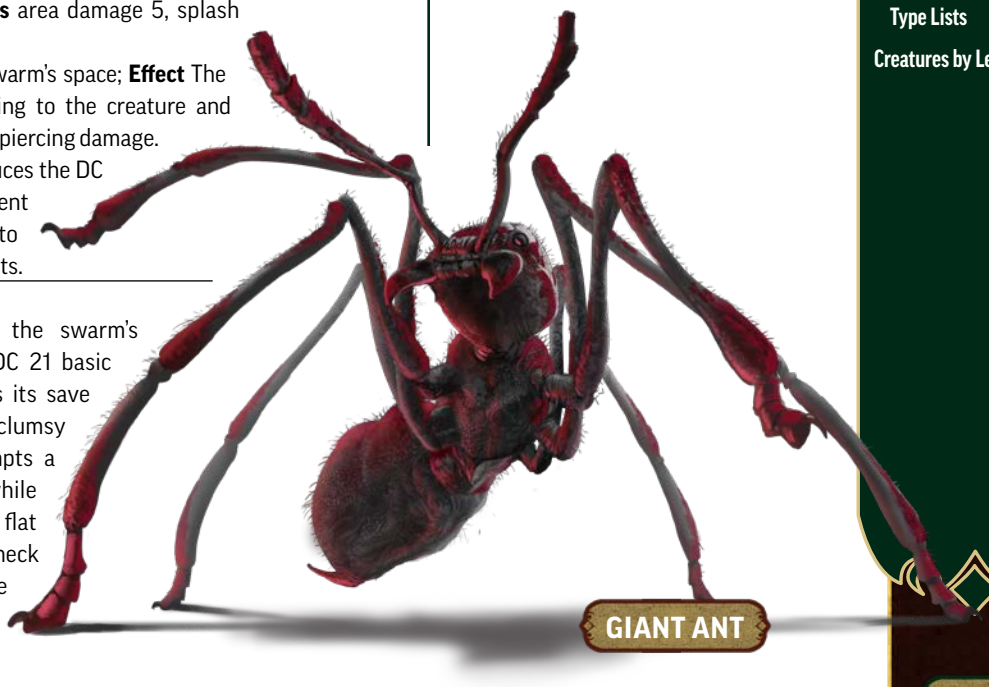
ARMY ANT SWARM — CREATURE 5

LARGE ANIMAL SWARM

Perception +11; darkvision, scent (imprecise) 30 feet
Skills Athletics +7
Str–2, **Dex** +4, **Con** +4, **Int** –5, **Wis** +2, **Cha** –4

AC 21; **Fort** +13, **Ref** +11, **Will** +9
HP 55; **Immunities** precision, swarm mind (page 360); **Resistances** bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, splash damage 5
Cling ↷ **Trigger** A creature leaves the swarm's space; **Effect** The swarm takes 1d6 damage as ants cling to the creature and continue biting, dealing 3d6 persistent piercing damage. High winds or immersion in water reduces the DC of the flat check to end this persistent damage to 5. Any area damage dealt to the creature destroys these clinging ants.

Speed 30 feet, climb 30 feet
Swarming Bites ❖ Each enemy in the swarm's space takes 3d6 piercing damage (DC 21 basic Fortitude save). A creature that fails its save against Swarming Bites becomes clumsy 1 for 1 round. If the creature attempts a concentrate or manipulate action while affected, it must succeed at a DC 5 flat check or the action is lost; roll the check after spending the action, but before any effects are applied.



GIANT ANT

GIANT ANT HIVES

Giant ants form vast underground colonies, excavating deep burrows or infesting existing caverns. Ants are omnivorous and cultivate fungus farms, but they are happy to eat whatever presents itself. Humanoids and their domesticated animals are easy fuel for the insectile machinery of their hives. Worker ants lack the sting of their warrior cousins, while elite drones fly on gossamer wings (fly Speed of 30 feet) to seek new food sources for their queen.

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Jistkan Behemoths

Thousands of years ago, the Jistka Imperium mastered the art of construct creation, and the aolaz represents the height of its craft. The Jistkans used primal magic to imbue their constructs with spirits of nature. However, when Jistkan creators turned to the outer planes, and to fiends in particular, as a source to power even greater constructs, they unknowingly orchestrated their own doom.

Aolaz

Aolazes are great beasts carved from stone and metal and magically imbued with the essence of life. The exact means of their creation is a long-lost secret, and they are so rare that scholars have little opportunity to study active specimens. The best-known aolazes are museum pieces or battlefield relics destroyed or deactivated centuries ago, though fragmented records suggest that many more were made and might remain, yet to be unearthed.

Most aolazes are built in the shape of great land-bound beasts, such as elephants, rhinoceroses, or dinosaurs. Regardless of the specific creature an aolaz has been constructed to resemble, it is not bound to walk the earth like its inspirations are—it's imbued with the magical ability to pursue across water and even through the air. Few can escape an aolaz's wrath once it is earned.

Aolaz — Creature 18

RARE GARGANTUAN CONSTRUCT

Perception +33; low-light vision, flawless hearing

Skills Athletics +35

Str +9, **Dex** +4, **Con** +8, **Int** –4, **Wis** +6, **Cha** +3

Flawless Hearing An aolaz has an incredible sense of hearing. It can hear any sound made within 1,000 feet as though it were only 5 feet away from the source of the sound, and any sound within 1 mile as though it were only 30 feet away from the source of the sound. An aolaz's hearing is a precise sense.

AC 42; **Fort** +35, **Ref** +27, **Will** +31

HP 255; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, sonic, spirit, unconscious, vitality, void; **Resistances** physical 15 (except adamantine)

Speed 50 feet, *fly*, *water walk*

Melee ❖ trunk +35 (magical, reach 20 feet, sweep, trip), **Damage** 5d10+17 bludgeoning plus Grab (page 359)

Melee ❖ foot +33 (magical, reach 10 feet), **Damage** 5d8+15 bludgeoning

Arcane Innate Spells DC 40; **Constant (9th)** *fly*, *water walk*

Roll ❖ The aolaz tucks its head down and rolls up into an armored sphere. While Rolling, an aolaz has AC 44, Fort +37, Ref +29, Will +33, and Speed 100 feet, but it can't use its trunk Strikes or its Ultrasonic Blast. It can make foot Strikes while rolling, but only as part of a Trample. The aolaz can use this action again to unroll and resume its standing form.

Trample ❖❖ Huge or smaller, foot, DC 40 (page 360)

Ultrasonic Blast ❖ (arcane, sonic) The aolaz releases a tremendous blast of sonic energy from its trunk in a 150-foot line, dealing 12d10 sonic damage. The frequency of this sound is such that it is completely imperceptible to humanoids, but the damage it wreaks is all too evident. Each creature in the area must attempt a DC 40 Fortitude save. The aolaz can't use Ultrasonic Blast again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stunned 1.

Failure The creature takes full damage and is stunned 2.

Critical Failure The creature takes double damage and is stunned 3.

Ape

While many apes exhibit peaceful or reclusive behavior, gorillas can be territorial, and the megaprimatus is especially aggressive and dangerous.

Gorilla

Gorillas can be fiercely protective of their territory, particularly if provoked by hunters or the presence of more dangerous monsters. A gorilla uses its fangs and powerful arms to bite and pummel trespassers with wild abandon.

GORILLA — CREATURE 3

LARGE ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +9, Athletics +11, Stealth +7
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 18; **Fort** +12, **Ref** +9, **Will** +6
HP 45

Speed 30 feet, climb 30 feet
Melee ◆ fist +11 (agile, reach 10 feet), **Damage** 2d6+4 bludgeoning
Melee ◆ jaws +11 (reach 5 feet), **Damage** 1d8+4 piercing
Frightening Display ◆◆ (auditory, emotion, fear, mental) The gorilla beats its chest in a terrifying display. Creatures within 30 feet must attempt a DC 20 Will save. While a creature is frightened by this ability, it is off-guard to the gorilla.
Critical Success No effect and temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is frightened 1.
Critical Failure The creature is frightened 2.

Megaprimatus

The megaprimatus is among the mightiest of apes, quick to confront any perceived intrusions into its domain. With a height of 40 feet, it towers over even most giants, and is used to being the top-tier predator in the region.

MEGAPRIMATUS — CREATURE 8

GARGANTUAN ANIMAL

Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +14, Athletics +19
Str +7, **Dex** +2, **Con** +5, **Int** –4, **Wis** +1, **Cha** +2

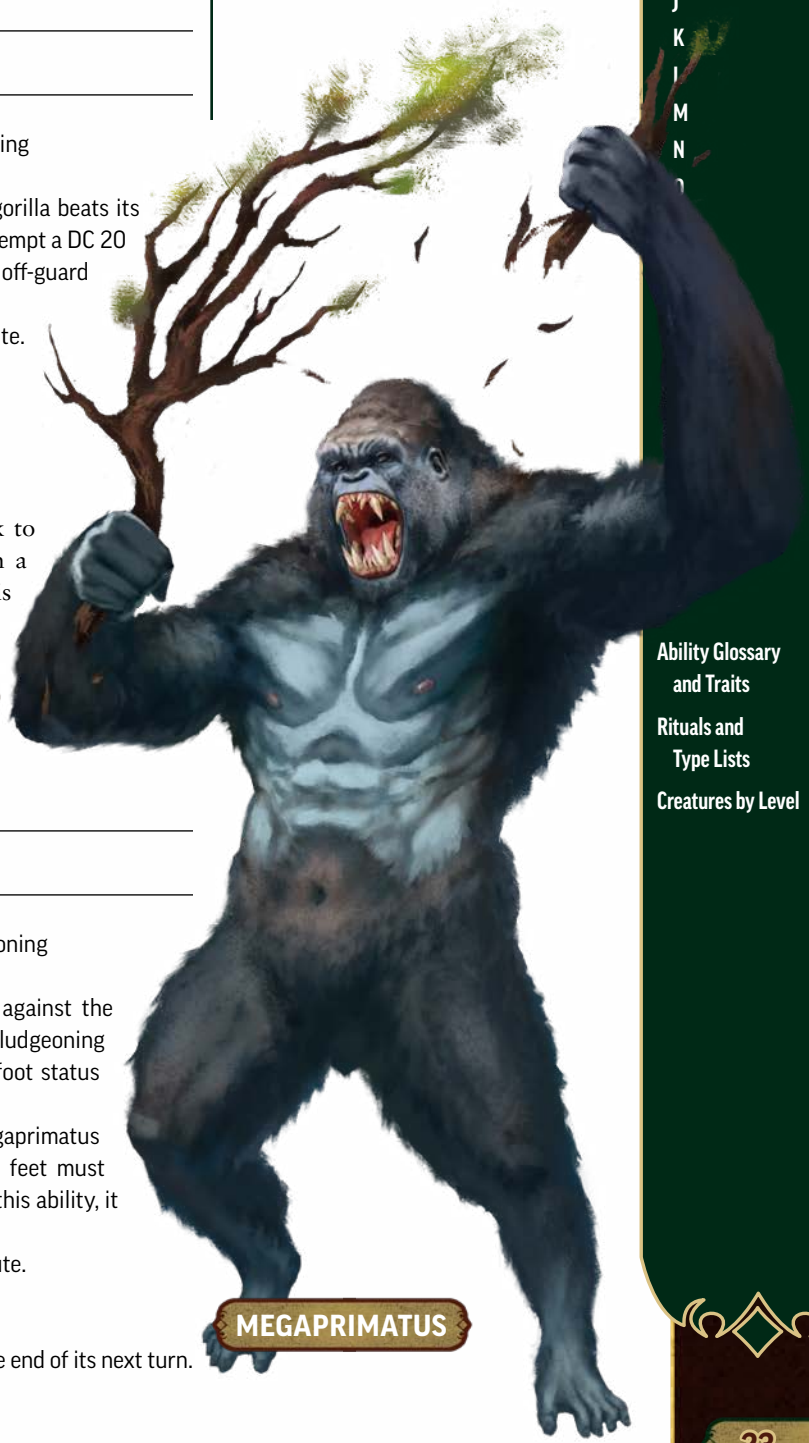
AC 26; **Fort** +19, **Ref** +16, **Will** +13
HP 150

Speed 30 feet, climb 30 feet
Melee ◆ fist +21 (agile, reach 20 feet), **Damage** 2d8+10 bludgeoning
Melee ◆ jaws +21 (reach 10 feet), **Damage** 2d10+10 piercing
Mangling Rend ◆◆ A megaprimatus makes two fist Strikes against the same target. If both hit, the attack deals an additional 2d6 bludgeoning damage, the target is off-guard, and the target takes a –20-foot status penalty to all Speeds until the end of its next turn.
Terrifying Display ◆◆ (auditory, emotion, fear, mental) The megaprimatus beats its chest in a terrifying display. Creatures within 50 feet must attempt a DC 27 Will save. While a creature is frightened by this ability, it is off-guard to the megaprimatus and to gorillas.
Critical Success No effect and temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is frightened 1.
Critical Failure The creature is frightened 2 and fleeing until the end of its next turn.



GIGANTOPITHECUS

These fierce kin of orangutans are three times heavier than a gorilla. They are level 4, with statistics roughly akin to an elite (page 6) gorilla.



MEGAPRIMATUS

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Felled Arboreals

Arboreals have a great respect for dead members of their species. Their elaborate burial rituals involve laying the fallen arboreal down in a mossy bed in the center of a grove of saplings. The decomposing arboreal nourishes the saplings, ensuring the growth of a new generation of trees.

Arboreal

Arboreals are guardians of the forest and representatives of the trees. As long-lived as the woods they watch over, arboreals consider themselves parents and shepherds of trees rather than their gardeners. Consequently, while arboreals tend to be slow and methodical, they are terrifyingly swift when forced to fight in defense of the woods. Though they rarely seek out the companionship of short-lived folk—even elves are fugacious in the eyes of arboreals—and have an inherent distrust of change, arboreals have been known to tolerate those who seek to learn from their long-winded, rambling monologues, especially if such pupils also express a desire to protect the timberlands. Against those who threaten their realm, such as loggers eager to harvest lumber or settlers aiming to establish croplands or a town, arboreals' wrath is unwavering and devastating. Perhaps ironically, arboreals are gifted at tearing down what others build—a trait that serves vengeful members of their kind well.

Arboreal Warden

Arboreal wardens are the rangers of arboreal society. These itinerant folk have an innate curiosity about the woodlands in which they dwell, and rarely stop to take root and rest in the same part of the forest twice. This wanderlust makes wardens ideal forest patrollers and scouts. While they are robust combatants, they know better than to confront dangerous foes on their own. Instead, they report any dangers to arboreal regents. In rare cases, large groups of arboreal wardens congregate to form a copse. Copses travel beyond the boundaries of a forest to investigate the hinterlands and gather intelligence on potential threats before returning to report their findings. Arboreal wardens do not pretend to understand to other creatures' motives—like most forces of the natural world, they are ambivalent about mortal affairs that do not involve their forest.



ARBOREAL WARDEN

ARBOREAL WARDEN **CREATURE 4**

LARGE PLANT WOOD

Perception +11; low-light vision

Languages Arboreal, Common, Fey

Skills Athletics +13, Stealth +9 (+14 in forests)

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

Items large bark shield (Hardness 3, Hit Points 20, BT 10), stone longsword

AC 20 (22 with shield raised); **Fort** +13, **Ref** +9, **Will** +11

HP 75; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Reactive Strike ↷ (page 359)

Shield Block ↷ (page 360)

Speed 25 feet

Melee ❖ stone longsword +13 (reach 10 feet), **Damage** 1d8+10 bludgeoning

Melee ❖ shield bash +13, **Damage** 1d6+10 bludgeoning

Shield Push ❖❖ The arboreal warden Strides and then makes a shield bash Strike. If the attack hits, the target is pushed 10 feet.

Awakened Tree

Arboreal regents and other wielders of powerful primal magic grant temporary sentience to trees in order to protect the

forest. Invested with a workable set of instincts and the ability to mobilize and attack, these awakened trees follow the commands of their master and fight to protect their home. The statistics below work just as well for foliage that has become animate via other methods, such as a mystical influence from another dimension, a capricious fey spirit, or the like.

AWAKENED TREE CREATURE 6

HUGE PLANT WOOD

Perception +13; low-light vision
Languages Arboreal (can't speak any language)
Skills Athletics +14, Stealth +9 (+14 in forests)
Str +6, **Dex** –1, **Con** +6, **Int** –5, **Wis** +3, **Cha** +0

AC 22; **Fort** +16, **Ref** +9, **Will** +13
HP 100; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Speed 20 feet
Melee ❖ branch +16 (reach 15 feet), **Damage** 2d8+6 bludgeoning
Melee ❖ root +16 (trip), **Damage** 2d6+6 bludgeoning

Arboreal Regent

Arboreal regents—also called treants—are lumbering, solitary creatures responsible for guarding an entire forest. They take an especially long view of affairs and never act brashly or without much deliberation. They occasionally come together in small groups called groves to share news and pass their wisdom down to the arboreal wardens that have sprouted under their watch. In times of grave danger, all the groves in a region may gather for a great months-long meeting to plan and, eventually, act upon a threat.

The typical arboreal regent is 30 feet tall, has a trunk 2 feet in diameter, and weighs 4,500 pounds.

ARBOREAL REGENT CREATURE 8

HUGE PLANT WOOD

Perception +18; low-light vision
Languages Arboreal, Common, Fey; *speak with plants*
Skills Athletics +19, Diplomacy +16, Intimidation +16, Nature +18, Stealth +11 (+21 in forests)
Str +7, **Dex** –1, **Con** +6, **Int** +1, **Wis** +4, **Cha** +2

AC 26; **Fort** +20, **Ref** +11, **Will** +16
HP 150; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Speed 25 feet
Melee ❖ branch +19 (reach 15 feet), **Damage** 2d12+7 bludgeoning
Melee ❖ root +19 (trip), **Damage** 2d8+7 bludgeoning
Ranged ❖ rock +19 (brutal, range increment 120 feet), **Damage** 2d10+7 bludgeoning
Primal Innate Spells DC 26; **Constant** *speak with plants*
Awaken Tree ❖❖ (concentrate, primal) The arboreal regent causes a tree within 180 feet to uproot itself and fight as a minion using the statistics for an awakened tree. The arboreal regent can control up to two awakened trees at a time, and they can issue commands to both trees as a single action, which has the concentrate and auditory traits.
Sunder Objects When an arboreal regent damages an item or structure, they deal an additional 2d10 damage to that item or structure.
Throw Rock ❖ (page 360)

FUNGUS NETWORKS

Particularly old arboreal regents and other powerful arboreals can tap into the extensive network of fungus that connects the roots of all the trees in the forest. By doing so, the arboreal can learn of threats throughout the entire woodland, even from miles away.



ARBOREAL REGENT

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Archon Divinities

As with angels and azatas, the most powerful archons count among a group of demigods known collectively as empyreal lords. Each archon empyreal lord is a unique and powerful creature who keeps a domain somewhere in Heaven and is worshipped on mortal worlds. Archon divinities serve a variety of goals and focus on different aspects of righteousness. Some, such as Arqueros, hold influence over the defense of the innocent, while others, like Damerrich, demigod of executions, emphasize the punishment of unrepentant wrongdoers and seek to obliterate evil in all its forms.

Archon

Archons are guardians of Heaven and enemies of corruption. Before gods and their servants set foot in the celestial planes, archons already resided in Heaven, the original inhabitants of the realm. Upon meeting, the archons and divine angels quickly discovered they were of a kind, holding justice and righteousness in their hearts. An alliance was formed, and archons now serve as stalwart allies to all celestials and mortals they find worthy.

While the first archons coalesced from the immense seven-tiered mountain of Heaven, they choose willing and worthy Heaven-bound souls to join their ranks. These mortals hear and answer the call of a mysterious voice, manifesting in the Garden at the mountain's peak. There they swear to forever serve the cause of justice and transform into their new archon forms.

Though deeply concerned with defending mortal life and willing to sacrifice themselves in battle against fiends, archons often feel rote and inscrutable to others, and their forms can border on frightening and bizarre. For this reason, they often have issues with interacting with mortals, or with the free spirited azatas. Despite this, archons draw great strength from others, especially those who exemplify virtue.

Beyond their celestial allies, archons also maintain ancient ties with aeons. The inscrutable factions can still be seen working together to defend long-forgotten secrets and enforce rules that predate mortal life. Archons explain these missions as necessary without further elaboration, leaving even their angelic allies frustrated with archons' obstinance.



Zoaem (Ring Archon)

These endlessly curious archons are formed from spinning wheels of golden light given corporeal shape. They serve as lookouts and mobile support troops for the archon legions, at times uniting to form powerful warriors of light called gestalts. Larger collectives of zoaems can even temporarily fuse into greater archons, approaching the power of the first zoaem, which broke itself apart to serve Heaven more efficiently.

ZOAEM **CREATURE 1**

SMALL ARCHON CELESTIAL HOLY

Perception +6; darkvision

Languages Diabolic, Draconic, Empyrean, Utopian

Skills Acrobatics +8, Intimidation +6, Religion +6

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

AC 16; **Fort** +6, **Ref** +10, **Will** +4

HP 20, all-around vision (page 358); **Immunities** fear; **Weaknesses** unholy 3; **Resistances** fire 3

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 3 to all damage against the triggering damage and the archon can make a Strike against the enemy.

Speed fly 40 feet

Ranged ❖ eye ray +8 (agile, fire, holy, magical, range 30 feet), **Damage** 1d8 fire

Divine Innate Spells DC 17; **4th** *read omens*; **1st** *heal*; **Cantrips (1st)** *light*

Behold! ❖❖ (concentrate, illusion, incapacitation, visual) **Frequency** once per hour; **Effect** The zoaem's rings and wings move in a complex pattern, mesmerizing creatures in the zoaem's choice of a 10-foot emanation or a 5-foot burst within 60 feet. Each creature must succeed at a DC 17 Will save or be fascinated with the zoaem for 1 minute and stunned 1 (or stunned for 1 round on a critical failure).

Light of Truth ❖ (concentrate, divine, light) The zoaem shines an intense light of truth, as *revealing light* but in a 60-foot line. Against creatures affected by this

light, the zoaem and their allies gain a +1 status bonus to damage rolls and Recall Knowledge checks. The zoaem can't use Light of Truth again for 1d4 rounds.

Qarna (Horned Archon)

Qarnas are secretive and tireless sentinels and scouts, patrolling the Outer Sphere's untamed wilds for evil to eliminate and keeping small communities safe from demons, devils, and worse. They resemble ornate statuesque creations with four stag-like heads and golden horns. When requested to do so by their allies, especially the god Erastil, they journey into the Universe and patrol dangerous frontier areas, secretly performing acts of kindness such as leading hunters to food, helping lost children, and driving off evil creatures.

QARNA CREATURE 4

MEDIUM ARCHON CELESTIAL HOLY

Perception +11; darkvision

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

Skills Acrobatics +12, Intimidation +11, Nature +11, Religion +9, Stealth +10, Survival +11 (+15 to Track)

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

Items composite longbow (20 arrows)

AC 22, all-around vision (page 358); **Fort** +11, **Ref** +10, **Will** +11; +1 status to all saves vs. magic

HP 65; **Immunities** fear; **Weaknesses** unholy 5

Archon's Protection ↷ As zoaem, but the resistance is 5.

Speed 35 feet

Melee ❖ horn +13 (holy, magical), **Damage** 1d8+9 piercing plus Push (page 359)

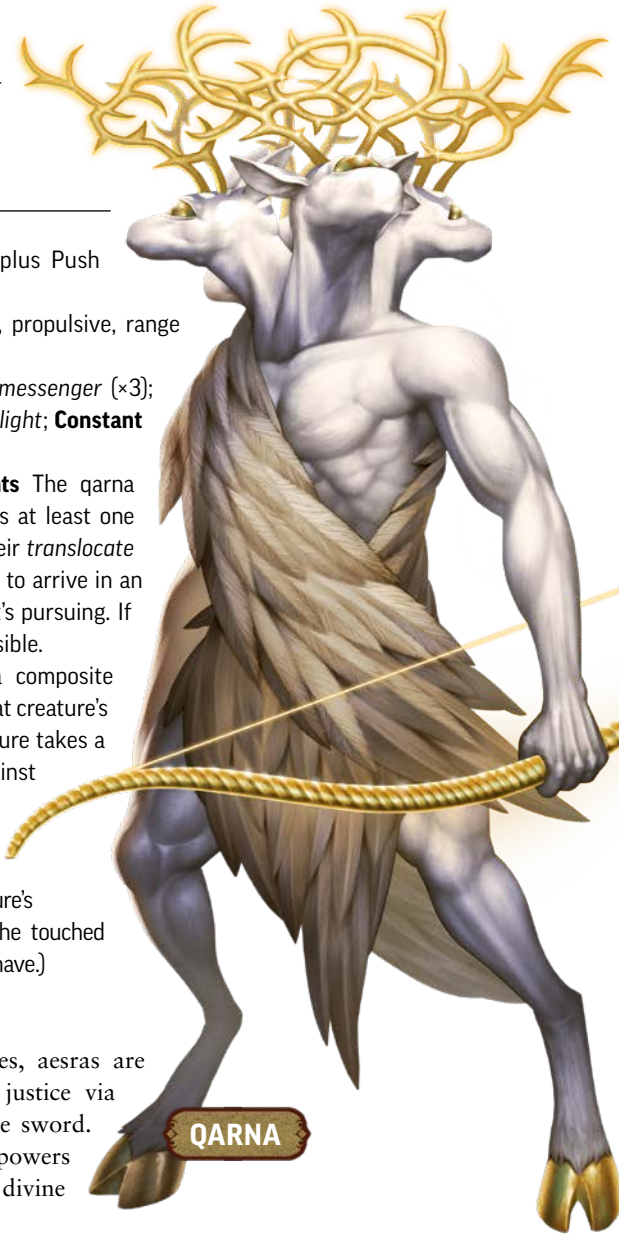
Ranged ❖ composite longbow +14 (holy, deadly d10, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+7 piercing

Divine Innate Spells DC 21; **4th**, *translocate* (×3); **2nd** *animal messenger* (×3); **1st** *charm* (animals only, ×3), *sure strike* (×3); **Cantrips (2nd)** *light*; **Constant (5th)** *truespeech*

Archon's Pursuit ❖❖ **Frequency** once per day; **Requirements** The qarna saw another creature teleport within the last round and has at least one *translocate* spell remaining; **Effect** The qarna casts one of their *translocate* spells, which is heightened to 5th rank and causes the qarna to arrive in an unoccupied space it chooses within 30 feet of the creature it's pursuing. If the creature is too far away, the qarna arrives as close as possible.

Distracting Arrow ❖❖ (divine, mental) The qarna makes a composite longbow Strike. If it hits, the arrow lodges in the target and that creature's senses focus on the archon, leaving all else blurry. That creature takes a –2 status penalty to attack rolls and Perception checks against any target other than the qarna. The creature can Interact to remove the arrow, which ends the effect.

Touch of Charity ❖ (divine, healing, manipulate, vitality) The qarna touches a willing living creature to take on that creature's wounds. The qarna transfers up to 30 of their own HP to the touched creature. (The qarna can't transfer more HP than they currently have.)



Aesra (Legion Archon)

Despite their flaming blades and ring of unblinking eyes, aesras are the diplomats of peace among the archons, preferring justice via compromise and mutual benefit rather than justice by the sword. Nonetheless, when forced to fight against fiendish powers aesras don't hesitate in battle, mounting offensives under divine commanders like Iomedae.

HEAVENLY MOUNTAIN

Though they can be found anywhere in their endless battle against fiends, archons originate in Heaven, a plane that appears as a single massive mountain. Heaven is broken into seven tiers, with most archons occupying the second level, Proelera, their base of army operations, or the sixth level, Iudica, the administrative heart of Heaven.

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Archon Aesthetics

While archons do not seek to gather or maintain wealth, they do appreciate beauty and art, and their domains are often decorated with valuable crafts and creative works. They themselves are similarly ornate, and they always take time for proper maintenance after battle. Archons value care—and thus tidiness—in all things.



AESRA CREATURE 7

MEDIUM ARCHON CELESTIAL HOLY

Perception +15; darkvision

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

Skills Acrobatics +13, Athletics +14, Diplomacy +16, Intimidation +16, Religion +13, Survival +14

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

Items full plate

AC 27, all-around vision (page 358); **Fort** +17, **Ref** +11, **Will** +15; +1 status to all saves vs. magic

HP 100; **Immunities** fear; **Weaknesses** evil 10; **Resistances** fire 15

Archon's Protection ↻ As zoaem, but the resistance is 10.

Speed 30 feet, fly 60 feet

Melee ❖ flame of justice +18 (holy, magical, versatile P), **Damage** 2d10+5 slashing plus 1d6 fire and flame of justice

Ranged ❖ flame of justice +15 (holy, magical, range increment 30 feet, versatile P), **Damage** 2d10+5 slashing plus 1d6 fire and flame of justice

Divine Innate Spells DC 24; **4th** *translocate* (at will); **1st** *sure strike* (×3); **Cantrips (4th)** *light*, *message*; **Constant (5th)** *truespeech*

Flame of Justice (divine, holy) An aesra's spirit of righteousness manifests as a two-handed sword of fire. If disarmed or thrown as a ranged weapon, the flame of justice vanishes after landing or dealing damage and reappears in the aesra's hands again instantly. On a critical hit, the target also takes 2d6 persistent fire damage.

Flaming Slash ❖❖ (divine, fire, holy, manipulate) The aesra sweeps their sword, creating a 15-foot cone of sacred flame that deals 5d6 fire damage with a DC 23 basic Reflex save.

Maintain Formation When an aesra casts *translocate*, they can bring an adjacent willing archon along with them. That archon appears in an empty space adjacent to the aesra's new space.

Rekhep (Shield Archon)

Rekheps are the living shields that defend Heaven against fiendish incursions. They tile together in massive formations capable of withstanding any onslaught. Given their tremendous strength and imposing stature, shield archons are ideal guardians of the meek and are sometimes summoned to the mortal Universe to ward off the attacks of great numbers of evildoers.

REKHEP CREATURE 10

LARGE ARCHON CELESTIAL HOLY

Perception +19; darkvision

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

Skills Athletics +21, Diplomacy +19, Intimidation +19, Religion +19, Survival +17

Str +5, **Dex** +1, **Con** +7, **Int** +2, **Wis** +3, **Cha** +3

Items *+1 striking lance*

AC 31, all-around vision (page 358); **Fort** +23, **Ref** +15, **Will** +19; +1 status to all saves vs. magic

HP 150; **Immunities** fear; **Weaknesses** unholy 10

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

Speed 30 feet, fly 60 feet

Melee ❖ *holy lance* +22 (deadly d8, divine, holy, jousting d6, reach 10 feet), **Damage** 2d8+11 piercing plus 1d4 spirit (or 2d4 spirit vs. an unholy target)

Divine Innate Spells DC 27; **4th** *translocate* (at will); **2nd** *share life* (×3); **1st** *sure strike* (×3); **Cantrips (5th)** *divine lance*, *message*; **Constant (5th)** *truespeech*

Archon's Pursuit ❖❖ As qarna.

Courageous Switch When a rekhep uses their *translocate* innate spell, they can choose to move into the space of a willing ally they can see within range. If they do, the ally switches places with the archon, appearing in the space the archon just vacated, as if it too had cast *translocate*.

Holy Armament (divine, holy) Any weapon gains the *holy* rune while the rekhep wields it.

Living Shield ❖ The rekhep grants an adjacent ally a +2 circumstance bonus to AC until they're no longer adjacent or until the start of the archon's next turn, whichever comes first. When the rekhep uses Archon's Protection against an attack against the shielded ally, the rekhep gains the resistance and takes the damage rather than the ally.

Terrifying Smite ❖❖ (emotion, fear, mental) The rekhep makes a Strike against an enemy that has one of the rekhep's allies within its reach. On a hit, the target takes an additional 2d8 mental damage and is frightened 2. The extra damage and frightened value are doubled on a critical hit.

Giylea (Wheel Archon)

Giyleas are known as wheel archons, named for their appearance as a flying, armor-plated wheel of fire with eyes on each spoke. They often serve as advisors due to their ability to see through lies, and they have a legendary intolerance and single-mindedness in the pursuit of the punishment of evil.

GIYLEA — CREATURE 16

RARE HUGE ARCHON CELESTIAL HOLY

Perception +28; darkvision, *truesight*

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

Skills Acrobatics +31, Athletics +30, Intimidation +29, Religion +28, Warfare Lore +29

Str +6, **Dex** +9, **Con** +6, **Int** +5, **Wis** +6, **Cha** +3

AC 41, all-around vision (page 358); **Fort** +26, **Ref** +31, **Will** +28; +1 status to all saves vs. magic

HP 230; **Immunities** fear; **Weaknesses** unholy 15

All-Knowing Eyes (aura, divine, mental, visual) 30 feet. When a creature ends its turn in the giylea's aura, it must attempt a DC 34 Will save. If the creature fails, any Deception check it attempts until the end of its next turn has its result reduced by one degree of success. If a creature is currently disguised or in a shape other than its true form when it fails its save, it also becomes stupefied 1 until the end of its next turn.

Archon's Protection ↷ As zoaem, but the resistance is 20.

Speed fly 50 feet

Melee ❖ slam +30 (holy, magical) **Damage** 3d12+14 bludgeoning plus 1d6 fire

Ranged ❖ tongue of flame +33 (fire, holy, magical, range 30 feet), **Damage** 7d6 fire

Divine Innate Spells DC 37, attack +29; **9th** *detonate magic*; **8th** *divine wrath*, *ring of truth* (at will); **7th** *divine decree, divine immolation, scouting eye*, *zealous conviction*; **Constant (8th)** *ring of truth, truesight*, *truespeech*

Fiery Spokes ❖❖ (divine, fire, holy, spirit) The giylea spins furiously, emitting a rain of divine fire. All creatures in a 60-foot emanation take 12d6 fire damage and 5d6 spirit damage with a DC 37 basic Reflex save. The giylea can't use Fiery Spokes for 1d4 rounds.

Focus Gaze ❖ (concentrate, divine, mental, visual) The giylea fixes their gaze on a creature they can see within 30 feet. The target must immediately attempt a DC 37 Will save against the giylea's all-knowing eyes. If the creature is under any magical effect that disguises it or has altered its shape, the giylea attempts to counter that magical disguise effect (counteract +29, 8th rank). After attempting its save, the creature is then temporarily immune until the start of the giylea's next turn.

ARCHON EVOLUTIONS

When a spirit becomes an archon, they usually start as a zoaem, the lowliest of archonkind. As they perform noble deeds and bolster their pureness of heart, an archon evolves into greater forms, possibly skipping stages or remaining in others for long spans of time, depending on their particular strengths and personality.



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Xidao

In Tian Xia, the underwater nation of Xidao lies in the shallow gulf between Minkai and the mainland. Though the nation-states that make up Xidao are independent, athamarus comprise the majority of the population and are in charge for all practical purposes. Stone obelisks called trade spires reach above the surface of the gulf to collect offerings from travelers. Athamarus monitor these and guide or trade with those who donate.

Athamaru

Deep in the sea, schools of athamarus—piscine humanoids armed with spears and specialized crossbows—stalk sharks, sea serpents, and giant squid from the backs of their giant moray eel mounts (page 138). The first hunters to strike are armed with barbed harpoons that deploy large fans of seaweed, slowing and exhausting their prey. A daring few athamarus use the embedded harpoon as a handle to ride prey for a short time. Once the creature is tired, remaining hunters finish it with longspears. Athamarus developed this hunting tradition to forge skilled warriors and deter potential attackers, partially in response to centuries of oppression and mistreatment from other aquatic cultures.

Athamarus rarely hunt land-dwellers, instead offering to trade their services as guides in exchange for metal and ceramic items they can't build underwater—and for tubers, which they consider earthy delicacies. They render aid to damaged sailing ships and rescue shipwrecked sailors, providing food and guidance.

Athamaru communities—usually villages of 200 individuals or fewer—are matriarchal. The ruler of a given community is also the primary egg-layer, providing each generation with powerful familial bonds. The communities are tight-knit and loyal. Matriarchs are advised and assisted by primal spellcasters and healers.



Athamaru Hunter — Creature 3

MEDIUM AMPHIBIOUS ATHAMARU HUMANOID

Perception +9; low-light vision

Languages Common, Thalassic

Skills Athletics +11, Diplomacy +5, Nature +7, Stealth +8, Survival +7

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

Items crossbow (12 fan bolts), longspear, scale mail

AC 20; **Fort** +7, **Ref** +10, **Will** +9

HP 38

Speed 10 feet, swim 40 feet; smooth swimmer

Melee ❖ longspear +11 (reach 10 feet), **Damage** 1d8+4 piercing

Melee ❖ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing plus fan bolt

Cooperative Hunting After the hunter attempts a Strike at a Large or larger target (regardless of success or failure), the next Strike one of the hunter's allies makes against the same target gains a +2 circumstance bonus to the attack roll.

Fan Bolt The hunter prepares their hooked crossbow bolts with carefully woven seaweed. On a successful crossbow Strike, the bolt embeds and the seaweed fan deploys. The target takes a –10-foot status penalty to its swim Speed. A creature can Interact to attempt a DC Athletics check, removing the bolt on a success.

Hunt Prey ❖ (concentrate) The athamaru hunter designates a single creature they can see and hear, or one they're Tracking, as their prey. The hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the athamaru hits their designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the hunter uses Hunt Prey again.

Pack Attack The hunter's Strikes deal an additional 1d8 damage to creatures within reach of at least two of the hunter's allies.

Smooth Swimmer The athamaru hunter ignores difficult terrain caused by aquatic terrain features.

Azarketi

Azarketis, also known as gillmen, can be found all over Golarion, with a particularly high concentration around Absalom and the Inner Sea. Descendants of the ancient Azlanti, the azarketis survived the cataclysm of Earthfall by fleeing into the ocean, where they were warped into amphibious forms by the alghollthu.

Azarketi Crab Catcher

The average azarketi citizen in Absalom makes a living fishing or catching crabs.

AZARKETI CRAB CATCHER — CREATURE 0

MEDIUM AMPHIBIOUS AZARKETI HUMANOID

Perception +6
Languages Alghollthu, Common
Skills Athletics +4 (+6 to Swim), Diplomacy +3, Nature +3, Stealth +5 (+7 underwater), Survival +5, Underwater Lore +4
Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1
Items crab cage, dagger, sack

AC 16; **Fort** +6, **Ref** +9, **Will** +3
HP 15
Hydration Azarketi must regularly submerge themselves in water to rehydrate their water-acclimated skin. After the first 24 hours outside of water, they gain a –1 status penalty to Fortitude saves as their skin cracks and their gills become painful. After 48 hours, they begin to suffocate until returned to water.
Swim Away ↷ **Requirement** The azarketi crab catcher is swimming; **Trigger** The azarketi crab catcher is targeted with an attack and can see the attacker; **Effect** The azarketi crab catcher gains a +2 circumstance bonus to AC against the triggering attack. After the attack, they Swim 5 feet.

Speed 25 feet; swim 25 feet
Melee ❖ dagger +7 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Ranged ❖ dagger +7 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Azarketi Tide Tamer

The most ambitious and capable azarketis become tide tamers, learning how to speak with and train aquatic animals.

AZARKETI TIDE TAMER — CREATURE 7

MEDIUM AMPHIBIOUS AZARKETI HUMANOID

Perception +15
Languages Alghollthu, Common
Skills Athletics +15 (+17 to Swim), Intimidation +15, Nature +12, Stealth +15 (+17 underwater), Survival +14, Underwater Lore +11
Str +4, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2
Items hand crossbow (20 bolts), studded leather, *+1 trident*

AC 25; **Fort** +15, **Ref** +18, **Will** +12
HP 115
Hydration As azarketi crab catcher.
Speaker of the Oceans An azarketi tide tamer can speak with animals that have the aquatic or amphibious trait.

Speed 25 feet; swim 25 feet
Melee ❖ *trident* +18 (thrown 20 feet), **Damage** 1d8+7 piercing
Ranged ❖ *trident* +18 (thrown 20 feet), **Damage** 1d8+7 piercing
Ranged ❖ hand crossbow +17 (range increment 60 feet, reload 1), **Damage** 1d6 piercing
Aquatic Predator An azarketi deals 2d8 additional damage on a successful weapon Strike while they are underwater.

FIGHTING SPIRIT

Due to their association with the alghollthu, azarketi often face discrimination on the surface. Thus, surface azarketis often keep to the margins of human society, working menial jobs or filling roles that allow them isolation when necessary. Many consequently have a chip on their shoulder and are only too eager to prove themselves in the face of skeptics. Such azarketis often take up the life of a mercenary or adventurer.



AZARKETI TIDE TAMER

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Azata Divinities

The most powerful azatas belong to the host of demigods known as empyreal lords. These lesser deities maintain many cults across many worlds in the mortal Universe, and count among their kind such diverse demigods as Ashava, a protector of lost spirits and dancer in the moonlight; Black Butterfly, a mysterious agent of Desna and patron of the depths of outer space; and Sinashakti, joyful wanderer and deliverer of wisdom to vagabonds.

Azata

Azatas are manifestations of freedom and unrestrained joy—kindly celestials with a penchant for curious exploration, spontaneous revelry, and whimsical quests. Born of good dreams and heartfelt wishes for a better world, they reside in the untamable wilds of Elysium. Azatas are passionate and mercurial, as beautiful and bright as a child's fantasy, but also fiercely loyal to those they hold dear. They act quickly and directly against fiendish and foul influences, but they tend to avoid guiding mortal affairs otherwise, allowing people to choose their own destiny without the meddling of otherworldly forces.

Azatas reject the dual chains of both duty and tyranny, but also the heavy chains of despair that reality so often inflicts upon those who live in it. This can give them a dubious reputation with other celestials, who consider azatas to be flighty and unreliable, but azatas know that unrelenting self-sacrifice can be just as destructive to the soul as evil. Azatas refuse to compromise the beauty of the world with such banality, instead living without regret and savoring every triumph and agony they encounter upon the way.

Lyrakien (Wanderer Azata)

Lyrakiens are musical messengers and embodiments of free travel. They serve Desna and other deities and empyreal lords of Elysium but are quite fond of free time as a fundamental concept and are always on the hunt for opportunities to pause in their duties to enjoy music or appreciate a moment of beauty. They love contests, stories, and songs, and they often challenge mortals to musical contests or pester them to share grand tales of their exploits. Lyrakiens rely on their agility to avoid conflicts, but they do their best to defend places of great natural beauty, especially against foes they can damage with their starlight. Lyrakiens have an innate wanderlust and rarely stay in the same place for very long. Some travel alongside adventurers, often writing songs about their quests and feats of derring-do.



Though light-hearted creatures, lyrakiens don't let their whimsical personalities get in the way of protecting breathtaking natural locations. Sometimes called "glistenwings" by gnomes and halflings, they are frequently mistaken for sprites or similar fey, a bit of confusion that many lyrakiens find amusing and fertile ground for shenanigans involving those they deem deserving of a bit of unexpected fun and discord in their lives.

LYRAKIEN **CREATURE 1**

TINY AZATA CELESTIAL HOLY

Perception +8; darkvision

Languages Common, Diabolic, Draconic, Empyrean

Skills Acrobatics +9, Diplomacy +6, Performance +8, Religion +6, Stealth +7

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

AC 17; **Fort** +4, **Ref** +7, **Will** +6

HP 25; **Weaknesses** cold iron 3, unholy 3

Speed 25 feet, fly 50 feet

Melee ❖ fist +7 (agile, finesse, holy, magical, reach 0 feet), **Damage** 1d4–2 bludgeoning

Ranged ❖ starlight ray +7 (holy, light, range 30 feet), **Damage** 2d4 spirit

Divine Innate Spells DC 17; **4th** *read omens*; **1st** *heal*, *illusory object*; **Cantrips (1st)** *daze*, *detect magic*, *light*; **Constant (4th)** *unfettered movement*

Starlight Blast ❖❖ (holy, light) The lyrakien unleashes a blast of holy starlight in a 5-foot emanation. Enemies in the area take 2d6 spirit damage with a DC 17 basic Reflex save. The lyrakien can't use Starlight Blast or their starlight ray ranged attack for 1d4 rounds.

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Gancanagh (Passion Azata)

Gancanaghs are lovers, revelers, and dashing duelists of Elysium. Embodiments of free love, they eagerly throw themselves into courting targets for brief but earnest flings until their quicksilver passions change their desires. They serve Cayden Cailean as well as other bacchanalian deities and empyreal lords of Elysium who understand their desires for love and parties. Gancanaghs hate evil beings that profane the spirit of romance and passion, as such creatures (especially the demonic tempters known as succubi [page 78]) reinforce stigmas against open and free love. One can give no greater insult to a gancanagh than to mistake them for such a creature, and more than one hotheaded gancanagh has challenged a misinformed champion to a duel over such a slight. While they enjoy drinking and carousing, gancanaghs can't stand smoke. Nonetheless, many gancanaghs carry whimsical-looking smoking pipes because they think it makes them look dapper. They cherish their silver flutes, for they enjoy the beauty of flutes' music and its ability to sway the heart.

The majority of gancanaghs present themselves as male, but the concept of gender to a creature like a gancanagh, who can change their shape freely, is much more fluid and open to interpretation than for many mortals. Gancanaghs enjoy using this flexibility to confront and test mortals' convictions when faced with fear or prejudice, but when encountering mortals who themselves are open-minded about sexuality or gender identity, they can become lifelong allies. For those who are persecuted for such reasons, gancanaghs are tireless defenders and eager supporters, quick to provide safety and to punish those who would attempt to impose narrower beliefs upon a world that deserves more diversity than it often gets. If possible, a gancanagh seeks to educate and redeem those who hold destructive beliefs or prejudices, resorting to combat only to defend themself or an endangered mortal, or when no other option seems tenable—yet even then, they fight with sadness.

GANCANAGH — CREATURE 4

MEDIUM AZATA CELESTIAL HOLY

Perception +11; darkvision

Languages Diabolic, Draconic, Empyrean; *truespeech*

Skills Athletics +9, Deception +13, Diplomacy +13, Performance +14, Religion +9, Stealth +11

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

Items silver rapier, silver virtuoso flute

AC 21; **Fort** +9, **Ref** +13, **Will** +11

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

Vulnerable to Smoke A gancanagh's lungs can't tolerate smoke. They take a –2 circumstance penalty to saving throws against effects that create some form of smoke.

Speed 30 feet

Melee ❖ silver rapier +13 (deadly d10, disarm, finesse, holy, magical), **Damage** 1d6+7 piercing

Divine Innate Spells DC 23; **4th** *suggestion*; **3rd** *heroism*; **2nd** *heal*, *sure footing*; **1st** *charm* (at will); **Constant (5th)** *truespeech*

Change Shape ❖ (concentrate, divine, polymorph) The gancanagh can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Invigorating Passion ❖❖ (divine, emotion, mental) The gancanagh embraces or kisses a willing creature adjacent to them, infusing that creature with their invigorating passion. For 10 minutes, the creature gains a +1



WANDERING AZATAS

While the idyllic realm of Elysium is the home plane of azatas, their overwhelming curiosity and natural wanderlust often lead them to travel far from this plane. On other planes, they can be found seeking to right wrongs, looking for entertainment, or merely exploring to see the sights. More than a few azatas, taken by a whimsical urge to spread their sometimes unwelcome jocosity, see it as their duty to tease uptight or humorless mortal creatures.



Azata Treasures

Azatas are not above material wealth, and most azatas adore finery out of an innocent passion for its beauty. Not entirely immune to embarrassment, they might explain away bejeweled weapons as necessary tools against the forces of evil, or the wild array of jewelry and silks they wear as important diplomatic tools.

status bonus to attack rolls and 10 temporary Hit Points. After that time, the target becomes fatigued for 10 minutes unless it succeeds at a DC 21 Fortitude save.

Kanya (Muse Azata)

Kanyas are bearers of blessings and fortune, as well as harbingers of wisdom and spiritual growth. They are generally peaceful but quick to act if a community they are residing in is threatened. They pride themselves on inspiring mortals to such joy that they express it through the arts, leading to their common moniker as "muses." More than one bard looks to a kanya as their personal inspiration, yet much like inspiration, kanyas come and go as they please. They wander the world as they will, offering rain, generosity, wisdom, and support to whomever pleases them.

Kanyas sometimes secretly follow the adventures of mortal heroes to record their stories as epic poems and songs, which they then perform in the packed mead halls of Elysium. When pursuing such goals, kanyas take pains to use their innate spells to remain in hiding, as they would rather observe and record events without "polluting" them with their own intervention. Nevertheless, a kanya who sees their charge faced with certain death often cannot resist the urge to intervene and save the day. Inevitably, this brings a close to the kanya's chronicles, as their relationship with their subject invariably shifts from one of detached observation to friendship or more. Yet, kanyas remain hesitant to involve themselves for overlong in a mortal's life, in part because they fear what sort of fiendish attention their presence might attract, but mostly out of respect for the mortal's own destiny. A kanya would, all things being equal, prefer to let mortals choose their own fate rather than run the risk of sending someone down a path to which their heart is not set.



KANYA **CREATURE 7**

LARGE AZATA CELESTIAL HOLY

Perception +16; darkvision

Languages Diabolic, Draconic, Empyrean; *truespeech*

Skills Acrobatics +14, Athletics +17, Deception +16, Diplomacy +18, Nature +14, Performance +20, Religion +14, Survival +12

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

Items *+1 longsword*, virtuoso harp

AC 25; **Fort** +14, **Ref** +16, **Will** +16

HP 135; **Weaknesses** cold iron 10, unholy 10

Free Expression A kanya's auditory and sonic effects attempt to counteract any effect that would directly control, manipulate, or prevent them from expressing themself freely, such as *silence*. They can also spend an action, which has concentrate trait, to speak forcefully and counteract such effects. The counteract modifier is +16 in either case.

Speed 25 feet, fly 45 feet

Melee ❖ *longsword* +18 (holy, magical, versatile P), **Damage** 1d8+10 slashing plus 1d6 sonic

Melee ❖ tail +17 (agile, holy, magical, reach 10 feet), **Damage** 2d6+10 bludgeoning plus Grab (page 359)

Divine Innate Spells DC 26; **4th** *charm*, *clear mind*, *counter performance* (*Player Core* 370), *noise blast*, *soothe*, *suggestion*; **2nd** *invisibility*; **Cantrips (4th)** *courageous anthem* (*Player Core* 370), *daze*, *detect magic*,

figment, *light*, *summon instrument*, *uplifting overture* (*Player Core* 372); **Constant (5th)** *truespeech*

Muse's Courage Any *courageous anthem* the kanya casts grants a +2 status bonus instead of +1.

Aeolaeka (Stone Azata)

Aeolaekas, also known as stone azatas, embody the joy of stone carved by artists' hands or natural forces. Stone is often thought to be steadfast and unchanging, but, when viewed on a grander scale over vast periods of time, it can transform into things as diverse as intricate crystals and fine powder. Aeolaekas are fascinated by the gradual changes found within stone, from sand to diamonds to fossils to towering mountains.

As a result of their stone affinity, aeolaekas appear less capricious than other azatas—though this is mainly due to them acting on a different geological scale—and some have willingly forged lasting accords or agreements with mortals. Aeolaekas often visit the Plane of Earth, fighting against evil earth elementals, joining jabali festivals, or simply wandering the veins and tunnels of that realm as they bask in its stony wonders. Their stone skin means aeolaekas are sometimes mistaken for statues; they use this fact to hide in plain sight when they don't want their presence known.

AEOLAEKA CREATURE 12

LARGE AZATA CELESTIAL EARTH HOLY

Perception +23; darkvision, tremorsense (precise) 60 feet

Languages Draconic, Empyrean, Petran; *speak with stones*, *truespeech*

Skills Athletics +25, Diplomacy +22, Intimidation +22, Nature +23

Str +6, **Dex** +4, **Con** +7, **Int** +2, **Wis** +5, **Cha** +4

Items *+1 striking warhammer*

AC 33; **Fort** +25, **Ref** +20, **Will** +23

HP 250; **Weaknesses** cold iron 15, unholy 15

Speed 25 feet, burrow 25 feet; earth glide

Melee *warhammer* +25 (holy, magical, shove), **Damage** 2d8+12 bludgeoning

Divine Innate Spells DC 32, attack +24; **6th** *petrify*, *sure footing*; **5th** *heal*, *locate*, *wall of stone*, *weapon storm*; **3rd** *earthbind* (at will); **Constant (5th)** *speak with stones*, *truespeech*

Earth Glide An aeolaeka can Burrow through any earthen matter, including rock. When they do so, the aeolaeka moves at their full burrow Speed, leaving no tunnels or signs of their passing.

Liberate the Earth ❖❖ (concentrate, divine, earth) The aeolaeka conjures churning stones, creating a 60-foot line of rolling boulders. Creatures in the line take 10d6 bludgeoning damage with a DC 35 Reflex save. The area is difficult terrain for 24 hours before the leftover stone crumbles to dust. The aeolaeka can't Liberate the Earth for 1d4 rounds.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and is knocked prone.

Critical Failure The creature takes double damage, is knocked prone, and is immobilized by the rubble (Escape DC 32).

Statue ❖ (concentrate) Until the next time they act, the aeolaeka appears to be a statue. They have an automatic result of 45 on Deception checks and DCs to pass as a statue.

OTHER AZATAS

The wilds of Elysium play host to a wide array of azatas, the most varied and widespread of the celestials. From the four-eyed, mothlike uinuja to the supernaturally verdant and beautiful veranallia, whose lower body is a wondrous garden of wildflowers and plant life, azatas are nothing if not diverse!



AEOLAEKA

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Rare Hunters

While a bandersnatch can live for thousands of years, a female only becomes fertile once or twice a century. If they are able to find a mate, they will give birth to only one or two kittens per litter. The mother will only protect their young for a year, after which they are left to grow and hunt on their own. Bandersnatches have also been known to hunt their own kind if they roam too near. All of these factors lead to a very small population.

Bandersnatch

Bandersnatches are great six-legged cats with wicked quills running down the length of their bodies down to the tips of their mighty tails. As with other legendary creatures from the First World, such as the jabberwock, bandersnatches belong to the infamous group of creatures known collectively as the "Tane." These terrifying hunters take great delight in taking down other deadly or intelligent predators by perfectly adapting to any environment they find themselves in. A bandersnatch stalks their quarry before lashing out with speed and ferocity. Those who survive a bandersnatch attack will confirm that while the cats' fangs and claws are deadly, their eyes are their greatest weapon of all. A bandersnatch's eyes are constantly shifting in color, intensity, and design, causing those they gaze upon to fall into a confused panic.

Bandersnatch — Creature 17

RARE GARGANTUAN BEAST TANE

Perception +30; darkvision, scent (precise) 120 feet

Skills Acrobatics +30, Athletics +33, Intimidation +32, Stealth +32, Survival +28

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

Planar Acclimation The bandersnatch treats the plane it is on as its home plane.

AC 41; **Fort** +32, **Ref** +30, **Will** +27; +1 status to all saves vs. magic

HP 335 (fast healing 15); **Immunities** confused

Confusing Gaze (aura, emotion, mental, primal, visual) 20 feet. When a creature ends its turn in the aura, it must succeed at a DC 35 Will save or become confused for 1 round.

Quick Recovery The bandersnatch recovers with frightening speed. At the end of its turn, it reduces the value of one debilitating condition it suffers (with the exception of dying) by 1. If it's blinded, dazzled, deafened, fatigued, fleeing, or petrified, it can instead succeed at a DC 16 flat check to end one of these conditions of its choice; it can't use quick recovery on other conditions that lack values.

Reactive Strike ↻ tail only.

Speed 50 feet, climb 20 feet

Melee ❖ jaws +34 (magical, reach 15 feet), **Damage** 3d12+19 piercing

Melee ❖ claw +34 (agile, magical, reach 15 feet), **Damage** 3d8+19 slashing

Melee ❖ tail +34 (fatal d8, magical, reach 20 feet), **Damage** 3d4+19 piercing plus pain

Ranged ❖ quill +30 (range increment 100 feet), **Damage** 3d4+19 piercing plus Pain

Focus Gaze ❖ (emotion, mental, primal, visual) The bandersnatch fixes its gaze at a creature it can see within 20 feet. The target must immediately attempt a Will save against the bandersnatch's Confusing Gaze. After attempting the save, the creature is temporarily immune to a bandersnatch's Confusing Gaze until the start of the bandersnatch's next turn.

Frumious Charge ❖❖ The bandersnatch Strides, ignoring difficult terrain, then makes two claw Strikes at the end of its movement.

Pain A bandersnatch's quills create exceptionally painful wounds. The wounded creature must succeed at a DC 38 Fortitude save to resist becoming drained 1 (drained 2 on a critical failure) by this pain. Further bandersnatch Strikes that cause pain increase the amount of drain by 1 for each failed save to a maximum of drained 4.

Relentless Tracker The bandersnatch can Track while moving at its full speed.



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Banshee

Banshees are the furious, tormented souls of those bound to the world by a betrayal that defined the final hours of their lives. Some banshees arise from those who were slain by trusted friends and allies, or whose loved ones betrayed them on their deathbeds. Others spawn from those whose treacherous deeds shortly before their deaths left a stain upon their souls. Regardless of their origin, banshees despise the living. This hatred of life is all too often a horrific inversion of their personalities in life. Some speculate that the more kind-hearted the person (and the more wrenching the betrayal), the crueler the banshee.

Banshees rarely stray far from where they perished and typically haunt thick forests and canopied swamps where little light graces the ground. Many banshees are elves and can be found in the elven nation of Kyonin, specifically in Tanglebriar, the sinister domain of the demon Treerazer. Similarly, a large number of banshees can be found lurking in the frozen wastes in northern Avistan, created from a cruel and widespread betrayal that is centuries old.

BANSHEE — CREATURE 17

UNCOMMON MEDIUM INCORPOREAL SPIRIT UNDEAD UNHOLY

Perception +32; hears heartbeats (imprecise) 60 feet, darkvision
Languages Common, Elven
Skills Acrobatics +31, Intimidation +32, Occultism +25
Str –5, **Dex** +6, **Con** +2, **Int** +0, **Wis** +7, **Cha** +7
Hears Heartbeats The banshee can hear heartbeats within 60 feet of it as an imprecise sense.
Sunlight Powerlessness A banshee in sunlight is clumsy 2 and stunned 2.

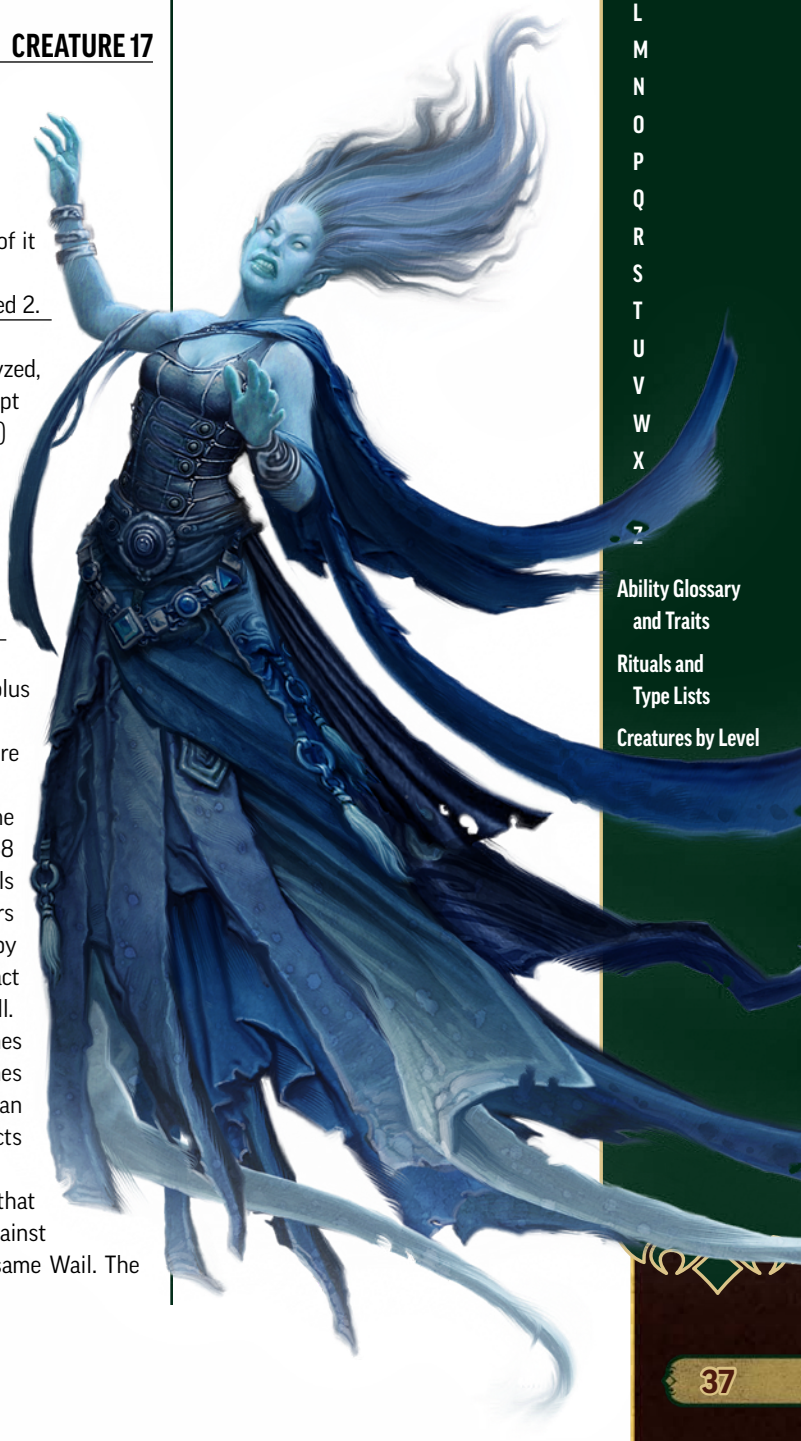
AC 39; **Fort** +25, **Ref** +29, **Will** +32
HP 250, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 12 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)
Vengeful Spite ↻ (occult) **Trigger** A foe critically hits the banshee, or the banshee critically fails their save against a foe's damaging effect; **Effect** The banshee lashes back at their tormentor, dealing 4d10+14 mental damage with a DC 38 basic Will save and applying the effects of terrifying touch based on the results of the same Will save.

Speed fly 60 feet
Melee ❖ hand +32 (finesse, magical), **Damage** 4d10+14 void plus terrifying touch
Spectral Ripple When a banshee Strides at least 10 feet, they're concealed until the start of their next turn.
Terrifying Touch (emotion, fear, occult) A creature damaged by the banshee's touch that isn't already frightened must attempt a DC 38 Will save (DC 43 if the attack was a critical hit). If the creature fails its save, it's frightened 2; on a critical failure, the creature also cowers with fear and is stunned 4. If the creature is protected against fear by a spell or magic item, the banshee's touch first attempts to counteract the protection effect, with the effect of a 9th-rank *dispel magic* spell.
Wail ❖❖ (auditory, concentrate, death, occult) The banshee unleashes a soul-chilling *wails of the damned* (DC 38). This Wail overcomes *silence* and similar effects of 5th rank or lower. The banshee can instead use Wail as a three-action activity to overcome such effects of up to 8th rank.

The banshee's Wail resonates for 1 round, and any creature that comes within the area during that time must attempt a save against the effect. A creature can't be affected more than once by the same Wail. The banshee can't Wail again for 1d4 rounds.

BORN FROM TRAGEDY

The banshee represents one of the most tragic of undead, a soul so wracked with agony and fury over a betrayal in life that, in death, it lingers on as a great evil. That most of those who become banshees were not evil in life only deepens this tragic theme, and many elven adventurers see it as their duty not only to put banshees to rest, but to right the wrong that saw their creation in the first place.





Canine Rivalries

In addition to their adversarial relationships with other barghests, the beasts are hated by mundane dogs and wolves. They fit in more easily among intelligent lupine beasts like wargs and werewolves, with wild barghests leading those packs or occasionally accepting the leadership of a powerful specimen like a witchwarg.

The Origins of Barghests

Many different legends purport to explain the origins of barghests, invoking everyone from Lamashtu to the fey's Wild Hunt. Although of interest to scholars, barghests themselves have little concern for these legends other than adding their supposed creators as prey to aspire to.

Barghest

Barghests are canine beasts that take great joy in the hunt, often lurking near humanoid settlements to find prey that can provide a suitable challenge. Even in the deepest wilderness, barghests choose the most clever or difficult prey, searching endlessly for challenges like giants, nymphs, and unicorns.

More than victory or even the possibility of a meal at the end, barghests enjoy the thrill of the chase and the fear they create within their prey. Particularly terrified targets of a hunting barghest might even be allowed to escape, spreading the terror and enticing hunters who can become the barghest's next victims. A handful of barghests resort to learning magical methods of causing fear directly, though they find such fear hollow and unsatisfying.

Although they rarely tolerate the competition of another barghest's presence, these hunters will happily work with anyone who helps them find prey to torment and kill. This often involves enforcing the will of hags or particularly cruel fey, but a bored barghest might also force a family of weaker humanoids to work as scouts and bait.

Typical barghests often make use of their shapechanging abilities to hide in plain sight, only taking their true forms to frighten their prey and exult in the hunt. However, they are often still exposed by their trail of victims or the curiously unhealing wounds they inflict, even in humanoid form. Tales of powerful barghests with invisible heads are sometimes told in remote and dwindling villages. These barghests generally dispense with hiding as a humanoid or dog, instead terrifying entire communities and openly hunting increasingly dangerous prey. Some also extend this pride to their intellect, insisting on matching wits with their prey or even with those who believe they're hunting the barghest.



Barghest — Creature 4

MEDIUM BEAST UNHOLY

Perception +12; darkvision, scent (imprecise) 30 feet

Languages Common, Fey, Goblin, Jotun

Skills Athletics +13, Deception +11, Diplomacy +9, Intimidation +11, Stealth +10, Survival +12

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

AC 20; **Fort** +11, **Ref** +12, **Will** +8

HP 50; **Weaknesses** holy 5; **Resistances** physical 5 (except cold iron)

Primal Hunt ↷ (primal, teleportation) **Trigger** A creature within the barghest's reach takes a move or teleportation action; **Effect** After the triggering action, the barghest can teleport up to 60 feet to a space adjacent to that creature.

Speed 25 feet

Melee ❖ jaws +13 (unholy), **Damage** 2d8+5 piercing plus Knockdown (page 359)

Melee ❖ claw +13 (agile, unholy), **Damage** 2d6+5 slashing plus unhealing wound

Primal Innate Spells DC 21; **2nd** *invisibility*, *mist*; **Cantrips (2nd)** *figment*, *light*

Change Shape ❖ (concentrate, polymorph, primal) The barghest takes on the shape of a humanoid, a dog, or its true form (page 358). Their size changes to match the new form. When the barghest is a humanoid, their claw Strike deals bludgeoning damage and they lose their jaws Strike. When the barghest is a dog, their Speed changes to 35 feet. Each individual barghest has only one humanoid form and one dog form.

Unhealing Wound (curse, primal) A creature damaged by the barghest's claws must succeed at a DC 21 Fortitude save or be cursed. The cursed creature can't regain Hit Points except via magic until it returns to maximum Hit Points. The creature can attempt a new saving throw against the curse every 24 hours.

Basilisk

The basilisk is a reptile with a nasty disposition and the ability to turn creatures to stone with its gaze. Folklore holds that, much like the cockatrice, the first basilisks hatched from leathery eggs laid by snakes and incubated by roosters, but little in the basilisk's physiology lends any credence to this claim.

A basilisk prefers to eat petrified flesh. Once a victim has been turned to stone, the basilisk crunches the fossilized corpse with its powerful jaws and lets its potent stomach acids do the rest. This digestive process is extremely slow and inefficient, causing the basilisk to move so lethargically that it appears as if in mid-petrification itself. This has even led to the saying "as slow as a well-fed basilisk." Certainly, basilisks are well-known for their slow gait and slothful nature, but a predator that can turn its prey to stone with a glance hardly has much need for speed.

An adult basilisk is 13 feet long from head to tail and weighs roughly 300 pounds. These reptiles make hissing sounds when moving about that turn to a guttural gurgle when they're agitated.

Though they are normally solitary creatures that come together only to mate and lay eggs, there are periodic reports of regions being infested with unusual numbers of basilisks. What causes these unusual congregations of basilisk activity is a mystery.

For unknown reasons, weasels and ferrets are immune to the basilisk's stare, and they sometimes sneak into basilisk lairs while a parent is hunting in order to consume eggs or freshly hatched young. Some legends suggest that a basilisk's blood can transmute common stones into other materials, but this is likely a case of witnesses misinterpreting the magical restoration of previously petrified creatures or body parts.

BASILISK CREATURE 5

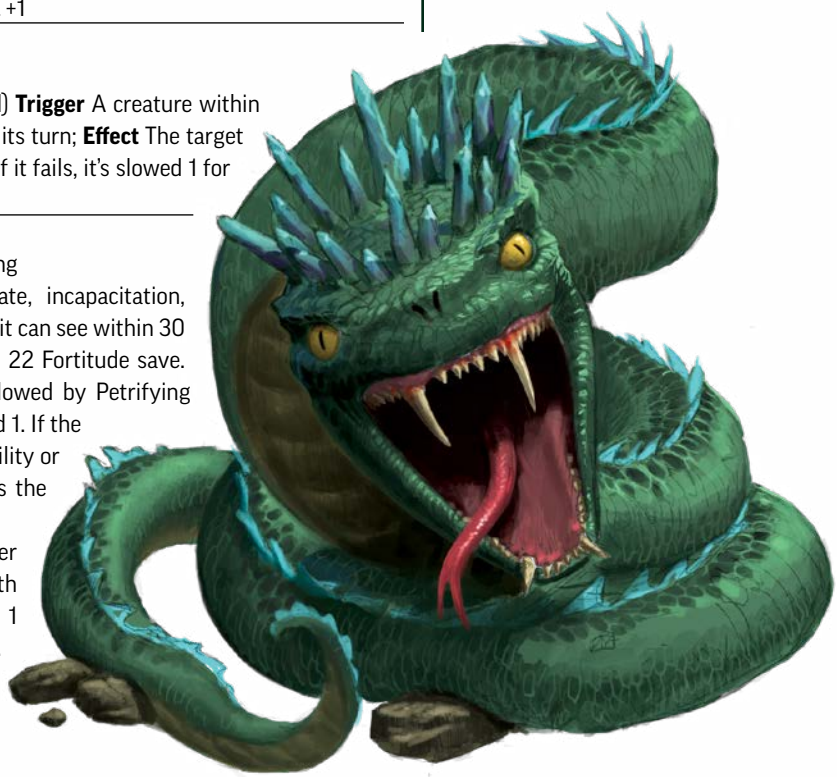
MEDIUM BEAST

Perception +11; darkvision
Skills Athletics +13, Stealth +8
Str +4, **Dex** –1, **Con** +5, **Int** –3, **Wis** +2, **Cha** +1

AC 22; **Fort** +14, **Ref** +8, **Will** +11
HP 75; **Immunities** petrified
Petrifying Glance ↷ (arcane, aura, visual) **Trigger** A creature within 30 feet that the basilisk can see starts its turn; **Effect** The target must attempt a DC 20 Fortitude save. If it fails, it's slowed 1 for 1 minute as its body slowly stiffens.

Speed 20 feet
Melee ❖ jaws +15, **Damage** 2d8+4 piercing
Petrifying Gaze ❖❖ (arcane, concentrate, incapacitation, visual) The basilisk stares at a creature it can see within 30 feet. That creature must attempt a DC 22 Fortitude save. If it fails and has not already been slowed by Petrifying Glance or this ability, it becomes slowed 1. If the creature was already slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently.

A creature petrified in this manner that is coated (not just splashed) with fresh basilisk blood no more than 1 hour old is instantly restored to flesh. A single basilisk contains enough blood to coat 1d4 Medium creatures in this manner.



BASILISK LAIRS

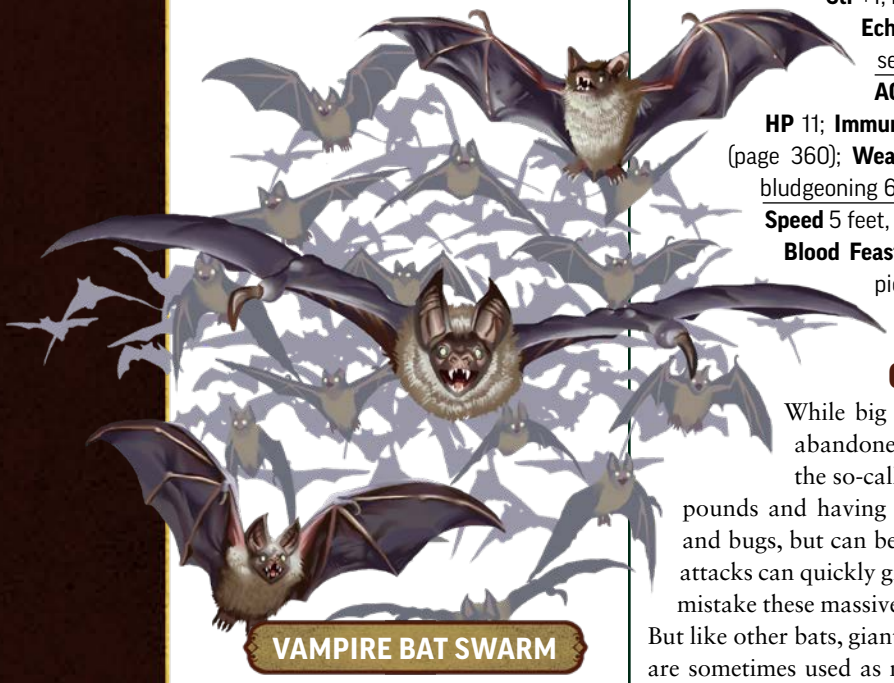
Basilisks can be found in almost any terrestrial environment, including caves, forests, hills, mountains, plains, and swamps. Their hides often bear complexions that allow them to more easily blend with their environments. As a result, forest-dwelling basilisks may have scales of a verdant emerald color to match surrounding vegetation, while a basilisk that lives in the desert may be a sandy brown or shale color.

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Bat Roosts

Vampire bat swarms roost in colonies wherever they can find shelter from weather, light, and predators, favoring caves, trees, and narrow gorges. Giant bats prefer to dwell in smaller numbers in deep caves, abandoned mines, or the attics of forsaken buildings. Even larger species dwell in the deeper regions of the Darklands, where they are often used as mounts or, at times, ritualistically slaughtered and then animated as specialized undead guardians of eerie underground cities and nations.



VAMPIRE BAT SWARM

Bat

A wide range of bats dwell throughout the world. Most of these nocturnal animals are harmless insectivores, but deadly breeds of vampire bats and oversized bats the size of horses pose much more significant threats to adventurers.

Vampire Bat Swarm

Although the typical vampire bat has a wingspan of 7 inches and doesn't pose a significant threat to larger prey alone (and indeed, these blood-drinkers can feed without their sleeping victims ever noticing), some unusually aggressive species of these bats hunt in deadly swarms. A churning cloud of vampire bats is much more dangerous than the sum of its individual parts and is capable of inflicting an overwhelming number of bleeding wounds in a frighteningly short span of time.

VAMPIRE BAT SWARM — CREATURE 1

LARGE ANIMAL SWARM

Perception +10; echolocation (precise) 20 feet, low-light vision
Skills Acrobatics +7, Athletics +4 (+7 to Climb), Stealth +7
Str +1, **Dex** +4, **Con** +1, **Int** –4, **Wis** +3, **Cha** –3

Echolocation A bat swarm can use its hearing as a precise sense at the listed range.

AC 15; **Fort** +6, **Ref** +9, **Will** +6
HP 11; **Immunities** grabbed, precision, prone, restrained, swarm mind (page 360); **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 6, piercing 6, slashing 3

Speed 5 feet, fly 30 feet

Blood Feast ❖ Each enemy in the bat swarm's space takes 1d4 piercing damage (DC 16 basic Reflex save). Creatures that fail this save also take 1 persistent bleed damage.

Giant Bat

While big bats are certainly not uncommon in dark caves and abandoned ruins and may instill fear in squeamish spelunkers, the so-called giant bat is a true monster, weighing well over 100 pounds and having a wingspan of nearly 15 feet. It primarily eats fruit and bugs, but can be incited to violence through fear or hunger. Giant bat attacks can quickly give rise to rumors of more dangerous monsters—many mistake these massive animals for some sort of demon or vampiric monster. But like other bats, giant bats are simply social and intelligent mammals. They are sometimes used as mounts by smaller humanoids, commonly those who hail from or dwell in mountainous or underground regions.

GIANT BAT — CREATURE 2

LARGE ANIMAL

Perception +11; echolocation (precise) 40 feet, low-light vision
Skills Acrobatics +8, Athletics +8, Stealth +8
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +3, **Cha** –2

Echolocation A bat can use its hearing as a precise sense at the listed range.

AC 18; **Fort** +9, **Ref** +8, **Will** +7
HP 30

Wing Thrash ↷ **Trigger** An adjacent enemy damages the giant bat; **Effect** The bat makes one or two wing Strikes—one against the triggering creature and one against another adjacent creature.

Speed 15 feet, fly 30 feet
Melee ❖ fangs +9, **Damage** 1d10+4 piercing
Melee ❖ wing +9 (agile), **Damage** 1d6+4 slashing

Bear

Bears are ferocious predators typically found in cold or temperate woodlands and hills. Many species of bear exist in addition to the two presented below, such as the smaller black bear or the arctic-dwelling polar bear.

Grizzly Bear

This large and powerful omnivore inhabits forested hills. While it typically sustains itself on nuts, berries, fish, and small mammals, it's fiercely territorial and will chase off or kill any creature it views as competition. Grizzly bears are especially temperamental when their young are nearby. In combat, a grizzly bear often attempts to grab and maul its foe with surprising ferocity. It continues its assault until its foe seems like it is no longer a threat, though if the bear is hungry, it will not hesitate to feed.

GRIZZLY BEAR — CREATURE 3

LARGE ANIMAL

Perception +10; low-light vision, scent (imprecise) 30 feet
Skills Athletics +11, Survival +8
Str +4, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –2

AC 17; **Fort** +12, **Ref** +6, **Will** +8
HP 59

Speed 35 feet
Melee ◆ jaws +11, **Damage** 2d8+4 piercing
Melee ◆ claw +11 (agile), **Damage** 1d10+4 slashing plus Grab (page 359)
Mauler The grizzly bear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed.
Rush ◆◆ The grizzly bear Strides and makes a Strike at the end of that movement. During the Stride, the grizzly bear gains a +10-foot circumstance bonus to its Speed.

Cave Bear

Larger, stronger, and far more aggressive than its smaller cousins, the cave bear is a behemoth that avoids civilized lands, preferring to dwell in remote places. As its name might suggest, the cave bear makes its den in natural caves, and like the grizzly bear, it is fiercely territorial. Unlike a grizzly bear, however, a cave bear is short tempered and will make sure its foe is dead before moving on, usually feasting on its prey's soft flesh once it has been incapacitated. Cave bears are often regarded as powerful guardian spirits by remote-dwelling people, though they are also utilized as beasts of war by orcs or even giants. Stone giants in particular have an affinity for keeping trained cave bears as pets or guardians for their homes.

CAVE BEAR — CREATURE 6

LARGE ANIMAL

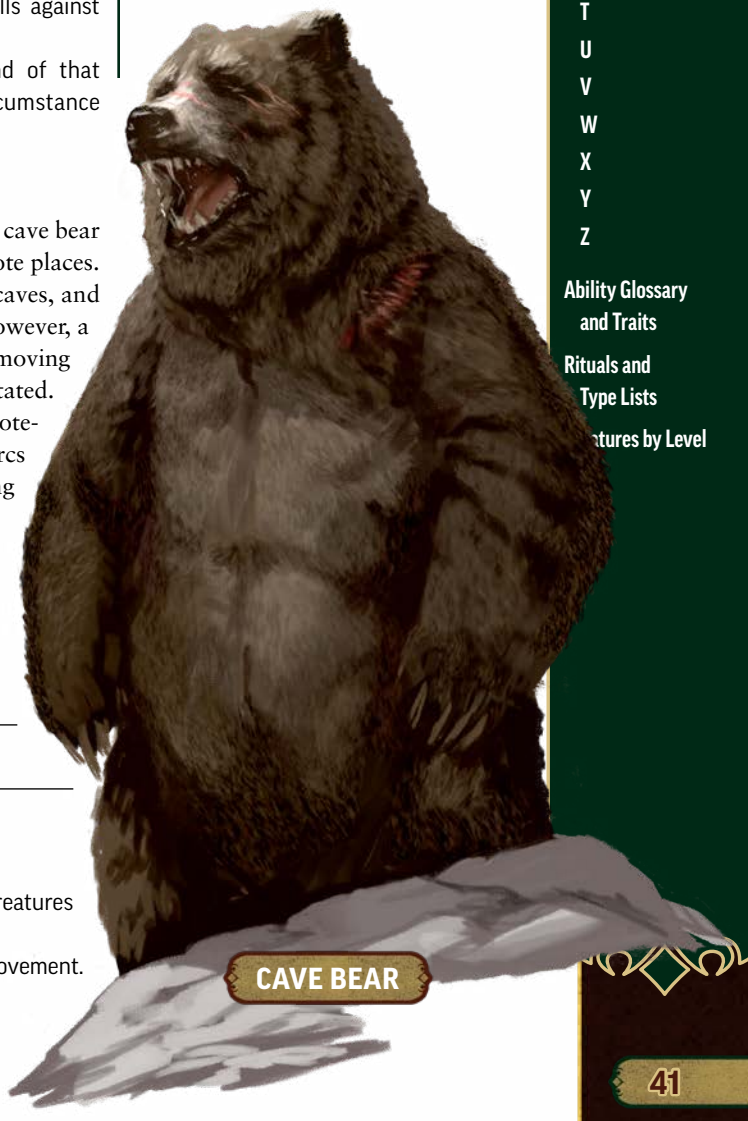
Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Athletics +16, Survival +11
Str +6, **Dex** +1, **Con** +6, **Int** –4, **Wis** +1, **Cha** –1

AC 24; **Fort** +16, **Ref** +11, **Will** +13
HP 95

Speed 35 feet
Melee ◆ jaws +16, **Damage** 2d10+6 piercing
Melee ◆ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab (page 359)
Mauler The bear gains a +4 circumstance bonus to damage rolls against creatures it has grabbed.
Rush ◆◆ The cave bear Strides and makes a Strike at the end of that movement. During the Stride, it gains a +10-foot circumstance bonus to its Speed.

LOADED FOR BEAR

A bear den can contain valuable treasures, such as the remains of less fortunate adventurers who stumbled onto a hungry bear's path. Bear furs themselves are valued as rugs, while their claws and fangs make for impressive jewelry or adornments for armor. Bear hide is an excellent resource for hide armor.



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Light Glands

Beetles do not collect treasure, but the two light-producing organs of a flash beetle can be recovered from the creature and used for illumination-based chemical recipes, spell components, and magic item creation.



Beetle Species

Numerous other species of giant beetle exist in the wilds. Bombardier beetles can spew caustic acid as a potent attack, and the truly immense goliath beetles can devastate entire buildings or even castles with frightening ease.

Beetle

Not all beetles are harmless creatures that can be easily crushed underfoot. Oversized and ravenous giant beetles can be found throughout the temperate and tropical regions of the world. They are often benign creatures, though when threatened or roused, giant beetles are quite dangerous. Their powerful mandibles and tough exoskeletons make for a challenging combatant.

Flash Beetle

These 3-foot-long insects boast a pair of glowing organs on the back of the abdomen that give off bright light and that continue to glow for days, even after the creature's death. Flash beetles are commonly herded and harvested by miners and spelunkers, as their glow is considered safer than torches and less expensive than lamps. Denizens of the Darklands often domesticate and train these insects, using them as pets, livestock, or caging them to use as organic sources of light in areas frequented by visitors unaccustomed to the darkness.

FLASH BEETLE **CREATURE –1**

SMALL ANIMAL

Perception +6; low-light vision
Skills Acrobatics +6, Athletics +4
Str +1, **Dex** +3, **Con** +2, **Int** –5, **Wis** +1, **Cha** –2

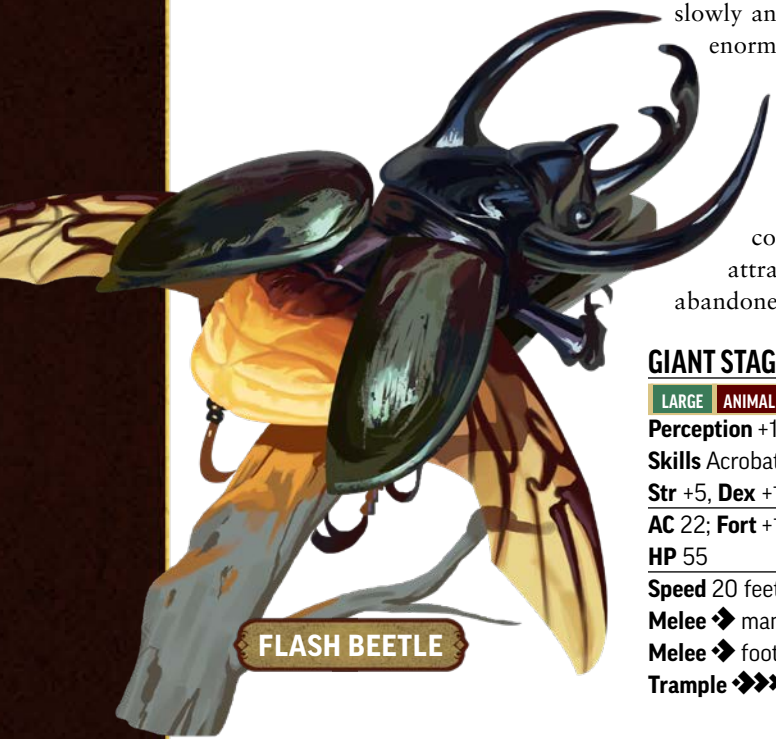
AC 16; **Fort** +5, **Ref** +8, **Will** +4
HP 6
Luminescent Aura (aura, light) 10 feet. The flash beetle's bioluminescent organs fill the area with bright light.

Speed 20 feet, fly 15 feet
Melee ❖ mandibles +8 (agile, finesse), **Damage** 1d4+1 piercing
Light Flash ❖ (concentrate, light) The flash beetle creates a brilliant flash of light. All creatures in its luminescent aura must succeed at a DC 17 Fortitude save or be dazzled for 1 minute. The flash beetle's glow then goes out, disabling its aura for 24 hours, during which time it cannot use Light Flash.

Giant Stag Beetle

The giant stag beetle is larger than a horse, and the sight of one flying (if slowly and somewhat clumsily) on great buzzing wings is unnerving. Its enormous mandibles are used to impress mates, intimidate rivals, and discourage predators, for they can deliver deadly blows. While giant stag beetles are deadly predators, skilled wranglers can domesticate them. In such a capacity, these beetles serve well as beasts of burden or even as mounts.

Giant stag beetles can be a serious menace in marshes, cavern complexes, and heavy forests. More than one logging camp has attracted a cluster of giant stag beetles and had to be completely abandoned, yielding all its lumber to the hunger of the giant insects.



GIANT STAG BEETLE **CREATURE 4**

LARGE ANIMAL

Perception +10; darkvision
Skills Acrobatics +9, Athletics +13
Str +5, **Dex** +1, **Con** +5, **Int** –5, **Wis** +2, **Cha** –1

AC 22; **Fort** +13, **Ref** +9, **Will** +8
HP 55

Speed 20 feet, fly 20 feet
Melee ❖ mandibles +13, **Damage** 2d8+5 piercing
Melee ❖ foot +11, **Damage** 1d10+5 bludgeoning
Trample ❖❖❖ Medium or smaller, foot, DC 21 (page 360)

Boar

While domesticated pigs are a staple of farm life, wild boars are much more dangerous. Foul-tempered warthogs are relatively common, while the lumbering, primeval beasts known as daeodons are less so. Voracious boars can ravage the countryside in which they live, making them a particular nuisance to farmers. Boars breed freely, and a pair of boars can rapidly grow to a large family.

Boar

Boars are omnivorous mammals, hunted heavily because their meat is considered a delicacy. Boars are most likely to attack humanoids either in self-defense or during their mating season in the winter months, when the males grow an extra inch of tissue to protect their organs as they fight off rivals. Of course, in some cultures, boars are trained to become much more aggressive so they can fill the roles of warbeast and guardian. When such boars escape back into the wild, they can become true terrors in the region.

BOAR CREATURE 2

MEDIUM ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +8, Survival +8
Str +4, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –3

AC 15; **Fort** +10, **Ref** +5, **Will** +8
HP 40
Ferocity ↻ (page 359)

Speed 40 feet
Melee ❖ tusk +10, **Damage** 2d6+4 piercing
Boar Charge ❖❖ The boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

Daeodon

Where the typical boar is merely ill-tempered and generally unfriendly, the towering daeodon is legitimately hateful and ruthlessly violent. Although omnivorous, the daeodon (known in some regions simply as a giant boar) prefers to feed on flesh. While it is primarily a scavenger, the daeodon isn't adverse to attacking creatures it encounters while searching for easier meals, or to protect any perceived encroachment into its lair or feeding grounds. Particularly brave or skilled orcs are fond of using daeodons as mounts or war-trained battle beasts; orc cavalry mounted on daeodons is a fearsome force indeed.

A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.

DAEODON CREATURE 4

LARGE ANIMAL

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +12, Survival +10
Str +6, **Dex** +0, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 21; **Fort** +13, **Ref** +9, **Will** +10
HP 60
Ferocity ↻ (page 359)

Speed 40 feet
Melee ❖ tusk +14, **Damage** 2d8+6 piercing
Daeodon Charge ❖❖ The daeodon Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 19 Reflex save or be knocked prone by the blow.

MEAT AND HIDE

A boar's carcass typically provides enough meat for 100 meals or more, as well as hide and bristles that can be used for crafting.

BOAR TERRITORY

Boars can be found in almost any environment, from forests to deserts, warm or cold, including even high-altitude mountainous regions. They tend to prefer forests, marshes, and meadows. Daeodons are likewise found in such regions but generally prefer remote reaches far from civilization.


BOAR

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Boggard Villages

Boggards prefer to dwell in swamplands and mires. Though they are at home in the water, they prefer to spend most of their lives on land and build villages of mud huts. They often keep guardian beasts, such as crocodiles (page 69), giant frogs, or other feral animals tamed (if only just barely) to serve as protectors.

Boggard

Boggards are aggressive humanoid amphibians who thrive in swamps, marshes, and even some rain forests. Boggards hatch from eggs into tadpoles, fiercely competing for food and even consuming their siblings in that struggle. Over 3 years, the surviving boggards develop arms, legs, and lungs while learning the rudiments of hunting, crafts, and warfare—everything needed to survive in their might-makes-right society. At the top of most boggard hierarchies lords a hulking swampseer imbued with sinister divine magic.

Boggard Scout

Often tasked with patrolling the borders of their lands, boggard scouts learn to speak another language (typically Common) to deal with trespassers.

BOGGARD SCOUT **CREATURE 1**

MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +7; darkvision
Languages Boggard, Common
Skills Acrobatics +5, Athletics +8, Stealth +7 (+9 in water)
Str +3, **Dex** +2, **Con** +4, **Int** –1, **Wis** +2, **Cha** +0
Items leather armor, morningstar, sling (10 bullets)

AC 16; **Fort** +9, **Ref** +5, **Will** +7
HP 24

Speed 20 feet, swim 25 feet; swamp passage
Melee ❖ morningstar +8 (versatile P), **Damage** 1d6+3 bludgeoning
Melee ❖ tongue +8 (reach 10 feet), **Effect** tongue grab
Ranged ❖ sling +7 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

Swamp Passage A boggard scout ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ❖ (auditory, emotion, fear, mental) The boggard scout unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 17 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard scout hits a creature with their tongue, that creature becomes grabbed by the boggard. Unlike with a normal Grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 13 and dealing at least 2 slashing damage. Though this doesn't deal any damage to the boggard, it prevents them from using their tongue Strike until they regrow their tongue, which takes a week.



BOGGARD WARRIOR

Boggard Warrior

Boggard warriors exalt single combat and prefer to fight alone so that no one can contest their kills. They have been known to pursue enemies who flee combat with a single-mindedness that seems almost supernatural.

BOGGARD WARRIOR **CREATURE 2**

MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +8; darkvision
Languages Boggard
Skills Athletics +8, Intimidation +5, Stealth +6 (+8 in water)
Str +4, **Dex** +0, **Con** +4, **Int** –1, **Wis** +2, **Cha** +1
Items club, javelin (3), studded leather armor

AC 17; **Fort** +10, **Ref** +5, **Will** +8
HP 38

Speed 20 feet, swim 25 feet; swamp passage
Melee ❖ club +10, **Damage** 1d6+6 bludgeoning

Melee ❖ tongue +10 (reach 10 feet), **Effect** tongue grab
Ranged ❖ javelin +6 (thrown 30 feet), **Damage** 1d6+4 piercing
Ranged ❖ club +6 (thrown 10 feet), **Damage** 1d6+6 bludgeoning
Swamp Passage As boggard scout.
Terrifying Croak ❖ (auditory, emotion, fear, mental) As boggard scout, except DC 18.
Tongue Grab As boggard scout, except AC 15 and 3 HP.

Boggard Swampseer

The boggard swampseer has been gifted with magic through their worship of the demon lord Gogunta, and they use their power to rule a boggard village, keeping the rest of the village in line and planning raids on nearby communities.

BOGGARD SWAMPSEER — CREATURE 3

MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +11; darkvision
Languages Boggard, Common, Chthonian
Skills Athletics +8, Intimidation +8, Medicine +9, Nature +11, Performance +8, Religion +9
Str +3, **Dex** +0, **Con** +2, **Int** +0, **Wis** +4, **Cha** +3
Items staff

AC 18; **Fort** +9, **Ref** +7, **Will** +11
HP 40

Speed 20 feet, swim 25 feet; swamp passage
Melee ❖ staff +10 (two-hand d8), **Damage** 1d4+6 bludgeoning
Melee ❖ tongue +10 (reach 10 feet), **Effect** tongue grab
Primal Prepared Spells DC 21, attack +11; **2nd** *acid grip*, *mist*; **1st** *fear*, *jump*, *runic weapon*; **Cantrips (2nd)** *caustic blast*, *frostbite*, *light*, *tangle vine*
Destructive Croak ❖❖ (sonic) The swampseer utters a powerful croak that deals 4d6 sonic damage to any non-boggard within a 15-foot emanation (DC 19 basic Fortitude save); any creature with the frightened condition takes additional sonic damage equal to twice the value of its frightened condition. The boggard can't use Destructive Croak again for 1d4 rounds.
Drowning Drone ↻ (auditory, mental) **Trigger** The boggard swampseer or one of their allies within 60 feet attempts a saving throw against an auditory or sonic effect; **Effect** The swampseer releases a croak that drowns out other sounds. They roll a Performance check. They and boggard allies in the area can use the higher result between the swampseer's Performance check and their saves to resolve the effects against the auditory or sonic effect.
Swamp Passage As boggard scout.
Terrifying Croak ❖ (auditory, emotion, fear, mental) As boggard scout, except DC 19.
Tongue Grab As boggard scout, except AC 15 and 4 HP.

Blue Dragonfly Poison

Swampseers consume this mixture to awaken their divine powers, but the poison inspires incapacitating hallucinations in most other creatures.

BLUE DRAGONFLY POISON — ITEM 3

UNCOMMON ALCHEMICAL CONSUMABLE INGESTED POISON

Price 7 gp
Usage held in 1 hand; **Bulk** L
Activation ❖ (manipulate)

Boggards brew this potent toxin made from blue dragonflies.
Saving Throw DC 17 Fortitude; **Onset** 10 minutes; **Maximum Duration** 30 minutes; **Stage 1** dazzled (10 minutes); **Stage 2** dazzled and frightened 1 (10 minutes); **Stage 3** frightened 1 and confused 1 (1 minute)

GOGUNTA

Gogunta is the patron of the boggard people, many of whom worship her as their goddess.

Edicts sacrifice creatures by drowning them, frolic or sing in swamps, feed or aid amphibians
Anathema grant mercy to boggards who worship other gods
Divine Attribute Strength or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *jump*, 3rd: *aqueous orb*, 5th: *slither*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Intimidation
Domains indulgence, might, tyranny, water
Favored Weapon whip



BOGGARD SWAMPSEER

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Swamp Bodies

While a bogwid does not have a lair and does not carry any treasure, a bogwid's presence is often foreshadowed by the discovery of bodies with large gaping holes in their chests. Though these will often just come in the form of crocodiles and other large predators, a lucky adventurer might just stumble upon the corpse of a much less lucky adventurer.

Bogwid

The abhorrent combination between a toad and an octopus, a bogwid drags its bloated green body through the swamps in search of a meal for the many larvae it carries on its back. Despite its absurd appearance and its pervasive scent, a bogwid is an ambush hunter. It will hide itself in sand, vegetation, or whatever happens to be around and wait patiently until a larger creature, such as a humanoid or a crocodile, approaches, before it attacks. A desperate bogwid may even attack a small group in search of food for both it and its young. Once it has a suitably large corpse, the larvae on its back will leap onto it and begin fighting each other for their one chance at survival. The remaining larva buries itself in the body and begins devouring it over the next couple of weeks. Afterward, a fully grown bogwid emerges from what is left of the rotting corpse. Within a week of its new life, the young bogwid too will begin asexually producing larvae on its back, repeating the cycle.

Bogwids earned their name due to their environment. They are almost exclusively found in bogs and swamps. Occasionally one might be found in a suitable warm environment closer to civilization, but they are too often hunted if they are seen near a town or settlement. Some have discovered that bogwids have an extremely negative reaction when introduced to the cold and will violently attack whatever they perceive to be the source.

Bogwid — Creature 5

MEDIUM ABERRATION

Perception +12; darkvision

Skills Athletics +13, Intimidation +11, Stealth +10

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

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

HP 100; **Weakness** cold 5

Revolting Aura (aura, olfactory) 20 feet. A creature entering the aura or beginning their turn in the aura must succeed at a DC 20 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). A creature that succeeds is temporarily immune to the aura for 1 minute.

Speed 25 feet, climb 20 feet, swim 20 feet

Melee ❖ tentacle +15, **Damage** 2d8+8 bludgeoning plus bogwid fever

Ranged ❖ larval spit +14 (range increment 10 feet), **Damage** 2d8 persistent bleed plus ravenous young

Bogwid Fever (disease); **Saving Throw** DC 20 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2, and the DC to recover from persistent bleed is increased by 2 (1 day); **Stage 3** enfeebled 3, and the DC to recover from persistent bleed is increased by 5 (1 day); **Stage 4** enfeebled 4, the DC to recover from persistent bleed is increased by 5, and you take 1d8 persistent bleed damage every 1d4 hours (1 day)

Ravenous Young The larvae launched from the bogwid attach themselves to the target and begin to feed. Once a larva is attached, the target becomes drained 1. While the larva remains attached, the target cannot recover from persistent bleed. To remove the larva, the target can attempt a DC 21 Escape check. Additionally, any area damage dealt to the target destroys all attached larvae.



Bugbear

These stealthy and cruel goblinoid creatures delight in spreading fear and tormenting their victims. Bugbears are the monsters lurking in the closet and hiding under the bed. Preying on remote farmsteads, bugbears reveal their presence with thumps in the night or creaks of boards to build lurking dread and arouse suspicion and fear.

Bugbear Prowler

Bugbear prowlers specialize in the art of lurking in the shadows.

BUGBEAR PROWLER — CREATURE 2

MEDIUM BUGBEAR HUMANOID

Perception +7; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin
Skills Acrobatics +6, Athletics +7, Intimidation +4, Stealth +6
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
Items bastard sword, javelin (3), leather armor

AC 17; **Fort** +9, **Ref** +8, **Will** +5
HP 34

Speed 25 feet
Melee ❖ bastard sword +10 (two-hand d12), **Damage** 1d8+4 piercing
Melee ❖ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Bushwhack ❖ The bugbear prowler Strides up to 10 feet and attempts to Grapple a creature they're undetected by. If they succeed, they also deal fist damage to that creature.
Mauler The bugbear prowler gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

Bugbear Tormentor

The bugbear tormentor seeks to torture their prey as much through psychological intimidation as through physical harm. The longer a bugbear tormentor can keep their victim alive and terrified, the better they feel.

BUGBEAR TORMENTOR — CREATURE 3

MEDIUM BUGBEAR HUMANOID

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin
Skills Acrobatics +8, Athletics +9, Intimidation +7, Stealth +8, Thievery +8
Str +4, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items chain shirt, dagger, sickle (2)

AC 20; **Fort** +9, **Ref** +10, **Will** +6
HP 44

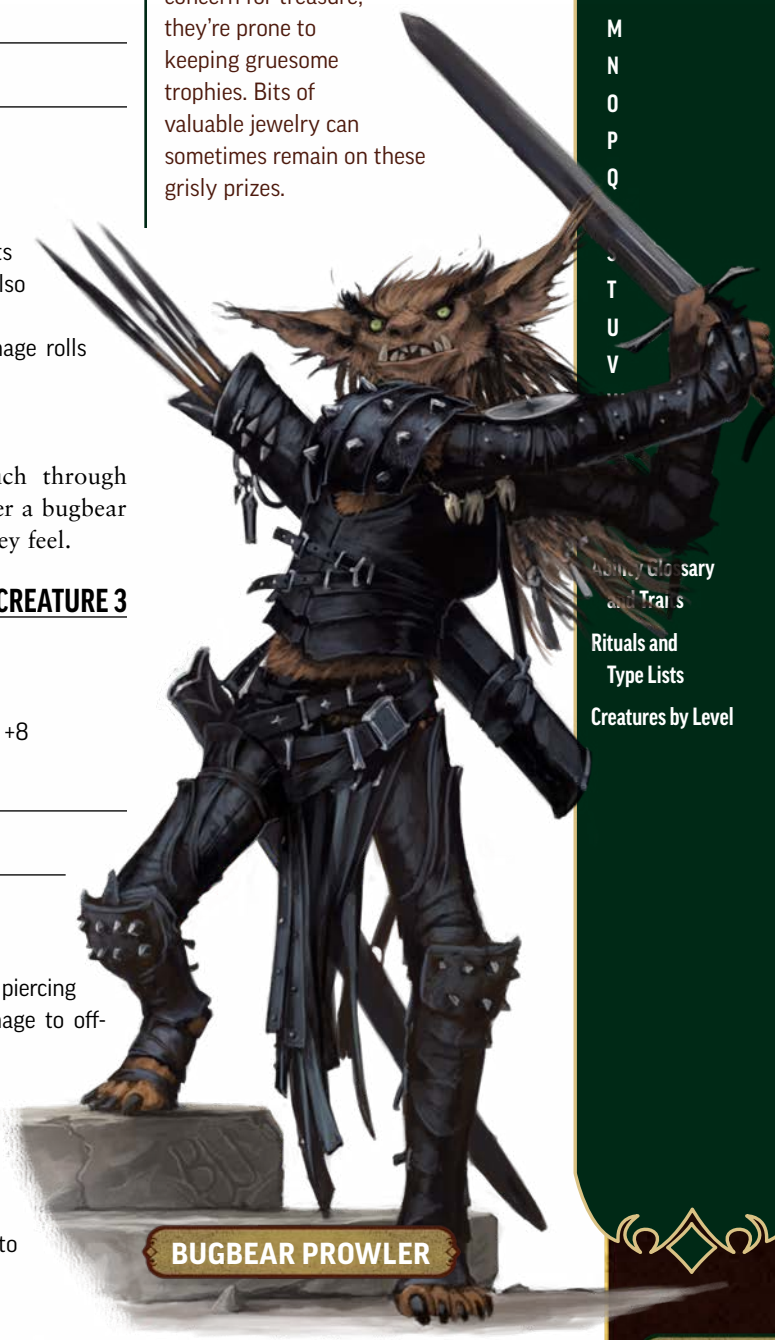
Speed 25 feet
Melee ❖ dagger +11 (agile, versatile S), **Damage** 1d4+6 piercing
Melee ❖ sickle +11 (agile, trip), **Damage** 1d4+6 slashing
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing
Sneak Attack The bugbear tormentor deals 1d6 extra precision damage to off-guard creatures.
Twin Feint ❖❖ The bugbear tormentor makes a dazzling series of attacks with two weapons, using the first attack to throw their foe off-guard against a second attack at a different angle. They make one Strike with each of their two melee weapons, both against the same target. The target is automatically off-guard against the second attack. The bugbear tormentor applies their multiple attack penalty to these Strikes normally.

BUGBEAR LAIRS

Bugbears live in small gangs that often prowl together, working as a group to sow torment. They keep their lairs in hard-to-find places deep in the forest or hills.

BUGBEAR TREASURE

Though bugbears don't have much concern for treasure, they're prone to keeping gruesome trophies. Bits of valuable jewelry can sometimes remain on these grisly prizes.



BUGBEAR PROWLER

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Darkening Poison

Many calignis keep several doses of darkening poison, an uncommon injury poison made from Darklands spider venom, on hand to incapacitate foes. A dose of darkening poison costs 5 gp, is of light Bulk, is held in 2 hands, and has the following statistics.

Saving Throw DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and creatures you can see only with darkvision are concealed from you (1 round); **Stage 3** 1d6 poison and creatures you can see only with darkvision are hidden from you (1 round).

Caligni

Caligni lurk in subterranean cities, with each caligni growing into a specific role and form determined by supernatural influences in caligni society. Regardless of their size or role, all caligni are gaunt, with pale flesh and white eyes. Many relish the chance to creep above ground at night to steal resources, shadow their surface counterparts, or simply make mischief.

Caligni Dancer

Caligni dancers serve as intermediaries between caligni factions, carrying messages and negotiating deals between the notoriously independent groups. Although physically fragile, the dancers serve an important role within caligni society and are rarely seen without guards.

CALIGNI DANCER **CREATURE 1**

SMALL CALIGNI HUMANOID

Perception +6; greater darkvision, light blindness

Languages Caligni

Skills Acrobatics +7, Diplomacy +8, Performance +6, Stealth +7, Thievery +7

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

Items baton (functions as light mace), dagger

AC 17; **Fort** +7, **Ref** +9, **Will** +4

HP 18, final dance

Distracting Frolic ↷ (fortune, manipulate) **Trigger** An ally within 10 feet of the dancer rolls a saving throw against a mental or illusion effect; **Effect** The target ally can roll the save twice and take the better result.

Final Dance (occult, shadow, visual) When the dancer dies, their body dissolves into a swirling mass of darkness and light. All creatures in a 10-foot emanation must succeed at a DC 17 Will save or be dazzled for 1d4 rounds. The dancer's possessions are left in a pile where they died.

Speed 25 feet

Melee ❖ baton +9 (agile, finesse, shove), **Damage** 1d4 bludgeoning

Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4 piercing

Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Occult Innate Spells DC 16; **1st** *counter performance* (visual only; *Player Core* 370); **Cantrips (1st)** *courageous anthem* (*Player Core* 370)

Dancer's Curse ❖ (curse, mental, occult) The caligni dancer touches a foe and curses it. If the target fails a DC 18 Will save, it gains clumsy 1 and stupefied 1. The target is then temporarily immune for 24 hours. These conditions persist until the curse is removed. The victim can attempt a new DC 18 Will save once per hour to end the curse.

Sneak Attack The caligni dancer deals 1d6 extra precision damage to off-guard creatures.



CALIGNI DANCER

Caligni Skulker

Most often found on the surface are caligni skulkers, stealing staple goods and luxuries alike. When pressed into combat by more powerful caligni, skulkers will often be sacrificed in waves to wear down the enemy. Otherwise, skulkers are fairly cautious and prefer to flee unwinnable situations.

CALIGNI SKULKER **CREATURE 2**

SMALL CALIGNI HUMANOID

Perception +8; greater darkvision, light blindness

Languages Caligni
Skills Acrobatics +8, Athletics +4, Stealth +10, Thievery +8
Str +0, **Dex** +4, **Con** +3, **Int** –1, **Wis** +2, **Cha** +1
Items darkening poison (3 doses; page 48), dagger

AC 19; **Fort** +9, **Ref** +10, **Will** +6
HP 30, final night
Final Night (darkness, occult) When the caligni skulker dies, their remains dissolve into a 20-foot emanation of inky darkness before dissipating. The darkness extinguishes non-magical light sources and attempts to counteract (*Player Core* 431) magical light as a 1st-rank effect with a +10 counteract modifier. The skulker's possessions are left in a pile where they died.

Speed 25 feet
Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus darkening poison (page 48)
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing plus darkening poison (page 48)
Sneak Attack The caligni skulker deals 1d6 extra precision damage to off-guard creatures.
Tumble Behind When the caligni skulker Tumbles Through (*Player Core* 233) a creature's space, that creature is off-guard against the next attack the skulker makes against it before the end of its turn.

Caligni Hunter

Although caligni hunters are often pressed into leading their skulker kin, most hunters prefer to wander the Darklands or raid the surface free from those responsibilities. Their preferred assaults are usually done by solo caligni hunters or in small groups of two or three.

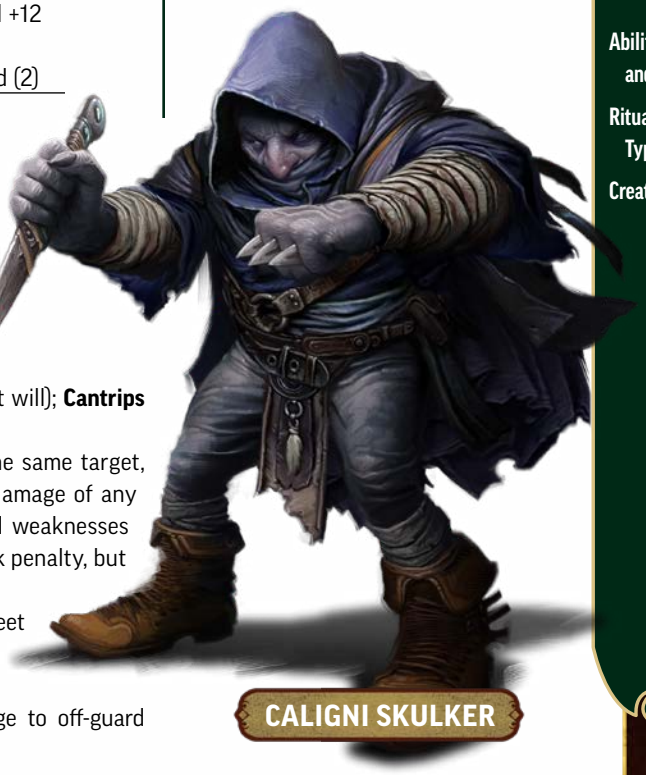
CALIGNI HUNTER — CREATURE 4

MEDIUM CALIGNI HUMANOID

Perception +10; greater darkvision, light blindness
Languages Caligni, Sakvroth
Skills Acrobatics +13, Athletics +8, Stealth +13, Thievery +11, Survival +12
Str +2, **Dex** +5, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
Items darkening poison (6 doses; page 48), leather armor, shortsword (2)

AC 21; **Fort** +10, **Ref** +13, **Will** +8
HP 60, final fate
Final Fate (occult, spirit) When the hunter dies, their soul leaves their body in an explosion of spiritual energy. All creatures in a 20-foot burst take 5d6 spirit damage (DC 19 basic Will save). The hunter's possessions are left in a pile where they died.

Speed 25 feet
Melee ❖ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+7 piercing plus darkening poison (page 48)
Occult Innate Spells DC 19; **2nd** *darkness* (at will), *see the unseen* (at will); **Cantrips (2nd)** *figment*
Double Slice ❖❖ The caligni hunter makes two Strikes against the same target, one with each of their shortswords. The hunter combines the damage of any attacks that hit and applies precision damage, resistances, and weaknesses only once. Both attacks count toward the hunter's multiple attack penalty, but the penalty increases only after both attacks.
Encircling Command ❖ (auditory) Each caligni skulker within 30 feet of the hunter can Step. Each skulker can benefit from Encircling Command only once per round.
Sneak Attack The caligni hunter deals 1d6 extra precision damage to off-guard creatures.



CALIGNI SKULKER

THE CALIGNI LEGACY

The caligni are descendants of humans who, millennia ago, fled underground to escape a devastating cataclysm and begged for salvation from malevolent, shadowy demigods known only as the Forsaken. The Forsaken warped the refugees into tough survivors, but at a price: every caligni that dies transforms into energy as a scrap of their soul feeds the Forsaken. The Forsaken themselves later vanished despite these offerings, leaving shadowy proxies to shape caligni and their culture.

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Domesticating Big Cats

While it's common practice to keep a house cat in the home to ward off unwanted rodents, keeping a big cat for a pet is a different matter entirely. Nevertheless, up-and-coming merchant lords, impetuous princes and princesses, and status-obsessed nobles have tried to do just that, often resulting only in terrified house staff and ruined upholstery. Many among the idle rich will gladly pay for the services of an unscrupulous druid or ranger who promises to help them achieve their dreams of an oversized feline friend, but the dire risks of such an endeavor are enough to dissuade even the greediest would-be animal trainers from even attempting the feat.

Cat

Few predators of the natural world can match the cat's talent for stalking and stealth. Large cats can be found in almost any environment, usually keeping their distance from settlements. When civilization encroaches onto a big cat's hunting grounds, the animals are often driven to making desperate attacks against unwary travelers.

Leopard

Leopards are among the smallest of the big cats, yet they are still dangerous creatures to tangle with. Leopard statistics can also be used for black panthers, white-spotted snow leopards, or tawny-coated cougars.

LEOPARD — CREATURE 2

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +7, Stealth +8 (+11 in undergrowth)
Str +3, **Dex** +4, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

AC 18; **Fort** +8, **Ref** +10, **Will** +5
HP 30

Speed 30 feet, climb 20 feet
Melee ❖ jaws +10 (finesse), **Damage** 1d10+3 piercing plus Grab (page 359)
Melee ❖ claw +10 (agile, finesse), **Damage** 1d6+3 slashing
Maul ❖ The leopard makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks are made.
Pounce ❖ The leopard Strides and makes a Strike at the end of that movement. If the leopard began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The leopard deals 1d4 extra precision damage to off-guard creatures.

Lion

Lions are cooperative hunters, ambushing dangerous prey in groups of lionesses that work in tandem to trap and kill, bringing food home to their prides. Male lions are typically larger, with long manes, and when they hunt, they tend to do so on their own.


LION

LION — CREATURE 3

LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +9, Stealth +10
Str +4, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** –2

AC 18; **Fort** +9, **Ref** +10, **Will** +7
HP 45

Speed 30 feet
Melee ❖ jaws +11, **Damage** 1d10+6 piercing plus Grab (page 359)
Melee ❖ claw +11 (agile), **Damage** 1d8+6 slashing
Pack Attack The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.
Pounce ❖ The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.
Sneak Attack The lion deals 1d6 extra precision damage to off-guard creatures.

Tiger

Tigers are solitary and territorial hunters, using their striped hides to blend into the forests and jungles they call home and preferring to attack with surprise.

TIGER — CREATURE 4

LARGE ANIMAL

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +11, Athletics +13, Stealth +13
Str +5, **Dex** +3, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2

AC 21; **Fort** +13, **Ref** +11, **Will** +8
HP 60

Speed 30 feet
Melee ❖ jaws +13, **Damage** 1d10+7 piercing plus Grab (page 359)
Melee ❖ claw +13 (agile), **Damage** 1d8+7 slashing
Pounce ❖ The tiger Strides and makes a Strike at the end of that movement. If the tiger began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The tiger deals 1d6 extra precision damage to off-guard creatures.
Wrestle ❖ The tiger makes a claw Strike against a creature it is grabbing. If the attack hits, that creature is knocked prone.

Smilodon

Smilodons are large saber-toothed cats, apex predators that are significantly more muscular and broader than the other species of big cats. They often kill prey with a quick stab to the throat or other vulnerable spot. The smilodon's oversized fangs are particularly sought after as trophies.

SMILODON — CREATURE 6

LARGE ANIMAL

Perception +14; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +12, Athletics +16, Stealth +12
Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 23; **Fort** +15, **Ref** +12, **Will** +10
HP 110

Speed 30 feet
Melee ❖ fangs +16, **Damage** 2d10+6 piercing plus Grab (page 359)
Melee ❖ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab (page 359)
Pierce Armor ❖ The smilodon makes a fangs Strike against a creature that's grabbed or restrained. If the attack hits, the creature is knocked prone; if the creature is wearing armor with Hardness 10 or lower, the armor is broken. If this Strike breaks a creature's armor or damages a creature who is unarmored or wearing broken armor, the creature also takes 2d6 persistent bleed damage. This Strike doesn't further damage armor that's already broken.
Pounce ❖ The smilodon Strides and makes a Strike at the end of that movement. If the smilodon began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The smilodon deals 1d6 extra precision damage to off-guard creatures.


SMILODON

CAT LAIRS

Leopards are exceptionally adaptable, able to survive in any grassland, forest, or jungle, and even on the fringes of deserts.

Lions live in grassy plains and savannas, although species adapted for temperate environs that dwell in mountains exist as well. Male mountain lions lack the manes of their somewhat larger grassland-dwelling kin, but are no less dangerous.

While tigers are most common in forests, they also inhabit grasslands and savannas as long as vegetation is dense, and their dens are often found in caves.

Smilodons live in wooded and grassland areas.

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The Catfolk Nation

Catfolk claim to hail from a far-off nation called Murraseth in southern Garund. It is a nation rumored to hold a dark secret at its center, the details of which its discreet inhabitants do not willingly divulge to outsiders. Indeed, few adventurers from the Inner Sea region have managed to gain entrance to Murraseth, let alone discover any of its mysteries.

Catfolk

Lithe and agile, with catlike features and long tails, the amurruns are wanderers, explorers, and extroverts who share a gregarious nature and an unbridled curiosity. This latter characteristic leads many individual amurruns into trouble, yet this inquisitiveness is paired with a penchant for good fortune that offsets much of their self-induced peril. They accept the term "catfolk" as a name for their people with grace and a hint of amusement.

Ever eager to explore and learn, catfolk have spread to other parts of the world from their native nations in the southern tropics, yet never in large groups. A lone amurrun can be found anywhere in the world, but it's rare to find a settlement beyond their traditional national borders. This is due to their innate wanderlust and insatiable wonder. As many an amurrun might say, "I've lived with my people my whole life, but you? You're new and different! There's so much to learn from you!"

Longstanding amurrun legends claim the catfolk were first created as guardians and were then charged with protecting the world from those sinister forces that exist at its fringes. Often, this charge manifests as a longstanding opposition to cultists of demon lords, archdevils, and other fiendish demigods. Many catfolk worship the spirits of creation, using serendipitous rituals to attract good fortune and banish ill luck in the spirits' name, while others venerate their own small pantheon of divinities. Those who travel often find comfort in the worship of Desna, whose teachings closely match their own predilections.

Catfolk adapt well to adventuring roles, and can be quite diverse in their areas of study and specialization. Those who follow the traditions of rangers and rogues are perhaps the most commonly encountered, but not overwhelmingly so. Their natural curiosity leads some catfolk to take up mystical arts, training as wizards or following a divine path to become clerics.



Catfolk Pouncer

Catfolk pouncers travel the world in search of new experiences. With a spring in their step and a positive attitude, a pouncer can usually lithely avoid or quickly bounce back from negative ordeals, much to their enemies' chagrin.

CATFOLK POUNCER **CREATURE 1**

MEDIUM CATFOLK HUMANOID

Perception +6; low-light vision

Languages Amurrun, Common

Skills Acrobatics +7, Athletics +6, Nature +4, Stealth +7, Survival +4

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

Items dagger (3), greataxe

AC 17; **Fort** +6, **Ref** +9, **Will** +4

HP 17

Cat's Luck ↻ (fortune) **Trigger** The catfolk pouncer fails or critically fails a Reflex saving throw; **Frequency** once per day; **Effect** Reroll that saving throw and take the better result.

Speed 30 feet

Melee ◆ greataxe +8 (sweep), **Damage** 1d12+3 slashing

Melee ◆ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Ranged ◆ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4 +3 piercing

Sudden Charge ◆◆ The catfolk pouncer Strides twice. If the catfolk ends their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

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Cauthooj

These large, flightless birds are deceptively agile, considering their long bodies and awkward, hopping gait. Solitary predators, they use their hypnotic warbling song to drive prey into a wild frenzy, manipulating them into attacking one another so that the cauthooj can then feast on the remains.

Known to some scholars as the puppet master bird, and to others as the shrill shrike, cauthoojs are widely reviled by most intelligent humanoids, in part because they seem to prefer humanoids as prey. Sightings typically lead to the creation of hunting parties to track the creature down before it can kill again, with would-be hunters typically stuffing their ears full of wax in an effort to avoid being affected by its cry. Those who have survived the creature's song report that the experience is uniquely unnerving, and almost all accounts agree that there is no other sound as terrible.

While one might assume the cauthooj is an unintelligent animal, these creatures are smarter than they look. Cauthoojs stalk the perimeter of remote settlements in hopes of finding a lone traveler they can feast upon. They can even understand a few rudimentary words in Fey, although they are incapable of clearly speaking themselves. This doesn't stop the cauthooj from attempting to mimic the sounds it hears, but when it does so, its eerie primal nature enhances the attempt, leading to the bird's signature ability to manipulate minds and encourage conflict, a trait the cauthooj is just barely smart enough to understand—and enjoy.

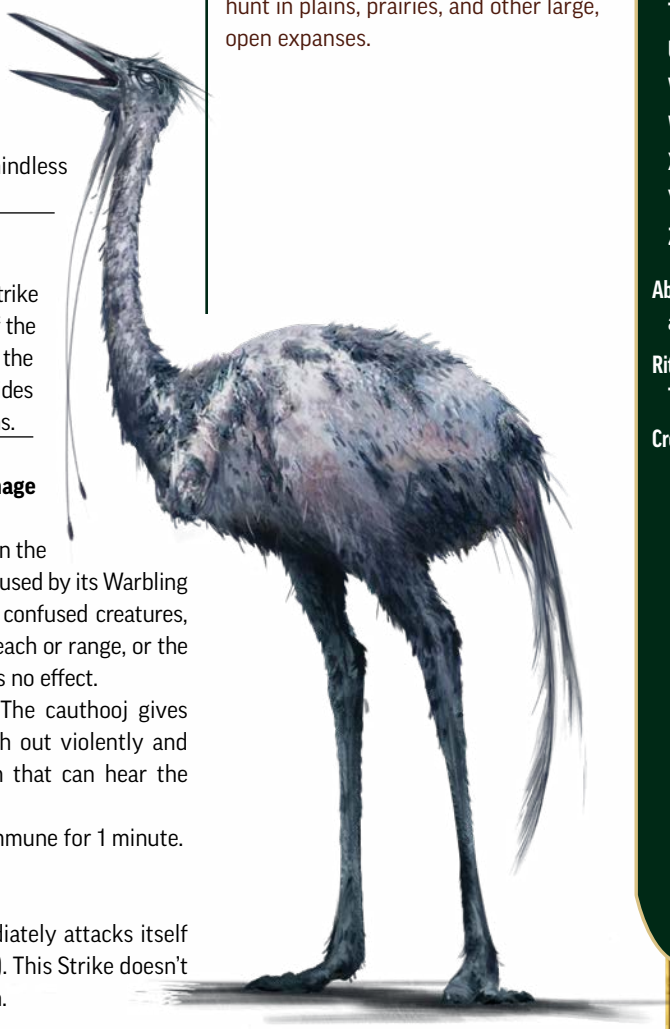
Cauthooj — Creature 12

MEDIUM BEAST

Perception +22; thoughtsense (imprecise) 60 feet
Languages Fey (can't speak any language)
Skills Athletics +24, Stealth +25
Str +6, **Dex** +4, **Con** +7, **Int** –3, **Wis** +2, **Cha** +0
Thoughtsense (mental, occult) The cauthooj senses all non-mindless creatures at the listed range.

AC 33; **Fort** +25, **Ref** +20, **Will** +18
HP 215; **Resistances** sonic 15
Hop-Dodge ↷ (move) **Trigger** The cauthooj is the target of a melee Strike and is adjacent to another enemy that is also within the reach of the melee Strike; **Effect** The cauthooj nimbly hops aside, redirecting the triggering Strike against the adjacent enemy. The cauthooj Strides up to half its Speed, and this movement does not trigger reactions.

Speed 35 feet
Melee ❖ beak +26 (agile, deadly d12, reach 10 feet), **Damage** 2d12+12 piercing
Staccato Strike ❖ (mental, primal, sonic) With subtle alterations in the pitch and tone of its song, the cauthooj directs one creature confused by its Warbling Song to make a Strike. This works like other Strikes made by confused creatures, except that the cauthooj chooses the target. If no target is in reach or range, or the creature is unable to Strike for any other reason, this ability has no effect.
Warbling Song ❖❖ (auditory, incapacitation, mental, primal) The cauthooj gives a strange, ululating cry that causes nearby creatures to lash out violently and without control. Each creature within a 120-foot emanation that can hear the cauthooj must attempt a DC 32 Will save to resist the effect.
Critical Success The target is unaffected and is temporarily immune for 1 minute.
Success The target is unaffected.
Failure The target is confused for 1 round.
Critical Failure The target is confused for 1 round and immediately attacks itself (in the normal fashion for attacking oneself while confused). This Strike doesn't give the creature a flat check to recover from the confusion.



Shiny Collections

Like magpies, cauthoojs are attracted to shiny baubles, and they often pick up choice treasures from their victims, depositing these trinkets in large piles in their lairs. Not all that glitters is gold, however, and adventurers will find as many colorful bits of string, broken mirror shards, and pieces of costume jewelry as they find coins, magic weapons, and other valuable treasures.

Cauthooj Lairs

Cauthoojs make their lairs in small caverns, alcoves, and similar out-of-the-way places, but claim large stretches of territory and wander many miles from their lairs in search of food. They often hunt in plains, prairies, and other large, open expanses.



Belly of the Beast

The adventure need not end simply because the party was ingloriously swallowed whole by a giant worm. Perhaps the PCs find an undigested item that helps them survive the inhospitable environ, or maybe the worm regurgitates them in a cavern far off from where they started. Whatever the specifics, you can easily draw from folklore and popular fiction to create your own "belly of the worm" adventure for heroes who wind up on the wrong side of the monster's maw!

Cave Worm

Cave worms are gigantic scavengers that bore through the depths of the world, eating whatever material they find. Named for their distinctive habitats, these worms are ravenous and display overwhelming destructive capabilities. Cave worms of different types and abilities lurk in the more remote corners of the world—tales speak of arctic worms that dwell within immense glaciers or icebergs and grave worms that burrow through the boneyards of long-forgotten ruins, to name a few.

Cave Worm

The most common and infamous of the cave worms gives its name to the entire family—a much-feared monster wandering the twisting tunnels of the Darklands that is capable of carving out entire cave systems. Tunnels bored by a cave worm don't always last long after these creature's passage, and areas where they nest are maddening mazes of passageways that lead nowhere, yet navigating the labyrinth to find the worm's central nest often yields amazing treasures left behind by the worm's prior victims.

CAVE WORM **CREATURE 13**

GARGANTUAN ANIMAL

Perception +20; darkvision, tremorsense (imprecise) 100 feet
Skills Athletics +30
Str +9, **Dex** –1, **Con** +7, **Int** –5, **Wis** –1, **Cha** –1

AC 32; **Fort** +28, **Ref** +21, **Will** +21
HP 270

Inexorable The cave worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds



CAVE WORM

and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Slough Skin ↻ **Frequency** once per day; **Trigger** The cave worm would be affected by a condition or adverse effect (such as *cursed metamorphosis*); **Effect** The cave worm negates the triggering condition or effect by sloughing an outer layer of its skin. Effects from artifacts, deities, or a similarly powerful source can't be avoided in this way.

Speed 40 feet, burrow 40 feet, swim 20 feet

Melee ❖ jaws +28 (deadly 2d10, reach 15 feet), **Damage** 3d10+15 piercing plus Improved Grab (page 359)

Melee ❖ stinger +28 (agile, poison, reach 15 feet), **Damage** 2d12+15 piercing plus cave worm venom

Melee ❖ body +26 (reach 15 feet), **Damage** 1d10+13 bludgeoning

Ranged ❖ regurgitate +26 (brutal, range increment 60 feet), **Damage** varies (see ability)

Cave Worm Venom (poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage and enfeebled 2 (1 round); **Stage 2** 6d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 8d6 poison damage and enfeebled 2 (1 round)

Fast Swallow ↻ **Trigger** The cave worm Grabs a creature; **Effect** The worm uses Swallow Whole.

Regurgitate The cave worm can violently regurgitate a creature or boulder it has swallowed to make a ranged Strike. The Strike deals bludgeoning damage depending on the size of the projectile: Tiny deals 2d6+13, Small 3d6+13, Medium 4d6+13, Large 5d6+13, and Huge 6d6+13. A regurgitated creature takes falling damage from the height of the target or from 20 feet, whichever is greater.

Boulders occupy space in the worm's stomach as a creature of equivalent size, and cave worms often have several boulders swallowed. A cave worm can use a single action to swallow a new boulder.

Rock Tunneler A cave worm can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.

Swallow Whole ❖ (attack) Huge, 3d6+9 bludgeoning, Rupture 24 (page 360)

Thrash ❖❖ The worm attempts one Strike against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

RAVENOUS TUNNELERS

Cave worms are infamous for being nearly unstoppable and for swallowing their prey whole. A cave worm also ingests earth and minerals as it tunnels. The worm processes some of these minerals, resulting in its armored hide and toxic sting, while it leaves others behind—often including treasure or other valuables that incidentally serve to lure explorers into the worm's proximity and, more often than not, its gullet. While not completely mindless, cave worms are difficult to train, and most attempts to domesticate them (in theory, a cave worm would make an excellent mining resource) result in disaster.



BENTHIC WORM

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Notorious Worms

Some societies view immense worms as natural disasters or incarnations of wrathful gods. Worms that have been active in a region often become part of that area's local lore. For example, in the notorious Cinderlands of eastern Varisia, Shoanti have long told tales of Cindermaw, an immense magma worm viewed by some as worthy of worship, and by others as the ultimate test of bravery.

Benthic Worm

The benthic worm is a deep-blue creature that is more at home in flooded tunnels than dry caves. While a benthic worm is a strong swimmer, it prefers to lie in wait within the walls, floor, or even ceiling of flooded caverns, ready to spring out and ambush creatures swimming past its hiding spot. The benthic worm is particularly hated and feared by Darklands-dwelling cultures, due to the fact that a benthic worm that burrows into a tunnel often brings with it waters from the submerged river or lake it calls home. When it becomes obvious that a benthic worm is near a Darklands settlement, the inhabitants quickly establish a hunting party to deal with the menace before it can bring ruin.

BENTHIC WORM — CREATURE 15

GARGANTUAN AMPHIBIOUS ANIMAL

Perception +22; darkvision, tremorsense (imprecise) 100 feet
Skills Athletics +33, Stealth +20 (+25 in water)
Str +10, **Dex** –1, **Con** +8, **Int** –5, **Wis** –1, **Cha** –1

AC 35; **Fort** +32, **Ref** +20, **Will** +23
HP 320
Inexorable As cave worm.
Slough Skin ↻ As cave worm.

Speed 40 feet, burrow 40 feet, swim 60 feet
Melee ❖ jaws +31 (deadly 2d10, reach 15 feet), **Damage** 3d12+16 piercing plus Improved Grab (page 359)
Melee ❖ stinger +31 (agile, poison, reach 15 feet), **Damage** 4d6+16 piercing plus benthic worm venom
Melee ❖ body +29 (reach 15 feet), **Damage** 2d8+14 bludgeoning
Benthic Worm Venom (poison) **Saving Throw** DC 37 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and clumsy 2 (1 round); **Stage 2** 4d6 poison damage and clumsy 2 (1 round); **Stage 3** 6d6 poison damage and clumsy 2 (1 round)
Breach ❖❖ The benthic worm Swims up to its swim Speed, then Leaps vertically out of the water up to 30 feet, making a Strike against a creature at the apex



MAGMA WORM

of the jump (this lets it attack a creature within 45 feet of the water's surface). After the Strike, the worm splashes back down. It can use Improved Grab on this Strike and follow it up with Fast Swallow.

Fast Swallow ↷ **Trigger** The worm Grabs a creature; **Effect** The worm uses Swallow Whole.

Swallow Whole ❖ (attack) Huge, 3d8+10 bludgeoning, Rupture 27 (page 360)

Thrash ❖❖ As cave worm.

Magma Worm

Among the most dangerous of their kind are the fiery magma worms. In addition to being even larger than benthic worms, the magma worm has a penchant for burrowing through volcanic regions that, over the generations, have infused it with a supernatural link to the Elemental Plane of Fire. The fiery heart of an active volcano is an attractive lair for a magma worm, as are the sprawling fields of molten rock found in the deepest reaches of the Darklands. Legends of ancient dwarven societies and colonists of the Elemental Planes populating moats of lava with magma worms likely have some basis in truth, although the methods used to keep these "moat worms" contained—and prevented from chewing their way through fortress foundations—must have been significant.

Magma worms sometimes frequent areas on the surface where volcanism creates hot springs or other geothermal features, but even then they prefer to spend most of their time burrowing through the ground in their never-ending search for sustenance. Surface lands claimed by magma worms are notable for the mound-shaped burrows these creatures leave behind as they dig.

MAGMA WORM — CREATURE 18

RARE GARGANTUAN BEAST FIRE

Perception +25; darkvision, tremorsense (imprecise) 100 feet

Skills Athletics +38

Str +10, **Dex** –1, **Con** +9, **Int** –3, **Wis** –1, **Cha** –1

AC 40; **Fort** +36, **Ref** +25, **Will** +27

HP 410; fire healing; **Immunities** fire; **Weaknesses** cold 15

Fire Healing As long as a magma worm is in contact with a fire or body of magma at least as large as itself, it gains fast healing 20. When struck by a magical fire effect from anything other than itself, a magma worm regains Hit Points equal to half the fire damage the effect would otherwise deal.

Inexorable As cave worm.

Slough Skin ↷ As cave worm.

Speed 40 feet, burrow 40 feet, swim 20 feet

Melee ❖ jaws +36 (deadly 3d10, fire, reach 20 feet), **Damage** 3d10+18 piercing plus 2d6 fire and Improved Grab (page 359)

Melee ❖ stinger +36 (agile, fire, poison, reach 20 feet), **Damage** 2d12+18 piercing plus 2d6 fire and magma worm venom

Melee ❖ body +34 (fire, reach 15 feet), **Damage** 2d10+16 bludgeoning plus 2d6 fire

Fast Swallow ↷ **Trigger** The worm Grabs a creature; **Effect** The worm uses Swallow Whole.

Fire Breath ❖❖ (fire, primal) The magma worm breathes a blast of flame in a 60-foot cone that deals 18d6 fire damage to all creatures in the area (DC 41 basic Reflex save). It can't use Fire Breath again for 1d4 rounds.

Magma Worm Venom (poison) **Saving Throw** DC 41 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and drained 1 (1 round); **Stage 2** 2d6 poison damage and drained 1 (1 round); **Stage 3** 2d6 poison damage and drained 2 (1 round)

Rock Tunneler As cave worm.

Swallow Whole ❖ (attack) Huge, 3d10+10 bludgeoning plus 2d6 fire, Rupture 36 (page 360)

Thrash ❖❖ As cave worm.



CAVE WORM GUARDIANS

Cave worms are notoriously dim witted, driven primarily by purely animalistic needs to feed and reproduce. This hasn't prevented attempts to tame them or use them as guardians. Magic can be used to maintain control over a worm, but gifted, patient, and brave animal trainers can condition cave worms to serve in all manner of roles, such as living siege engines, shocking methods of executing foes, or merely pets.

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Centaur Craftwork

Many centaurs appreciate fine weapons and armor. Some craft their own, maintaining designs traditional to their communities, while others use quality armaments they take from their enemies; however, due to their forms, centaurs who want to use armor heavier than breastplates need to have it tailor-made.

Centaur

Centaurs are legendary hunters and trackers who resemble heavily muscled humans with the bodies of powerful horses from the waist down. They are typically nomadic and consider themselves the stewards of the surrounding landscapes. While stories of bloody clashes between centaurs and humanoid travelers are well known, centaurs are neither intrinsically bloodthirsty nor recklessly aggressive. Rather, they are proud and stubborn and do not take kindly to outsiders who seeks to plunder the natural resources of the areas in which their communities have lived, some of which have been home to centaurs for thousands of years. Against despoilers of nature who fail to heed their warnings, centaurs do not hesitate to use their finely honed hunting skills to inflict deadly wounds.

Centaurs train with weapons as well as their heavy hooves, and the thunder of centaurs charging across the plains is often mistaken for a stampede or even an earthquake. Despite the tight bonds they form with their kin, some centaurs establish close alliances with elves, fey, gnomes, and isolated human communities. Such allies often benefit by learning from the centaurs' extensive knowledge of herbalism and wilderness survival. While centaurs enjoying traveling, most find it difficult to cut ties with their families and leave their bands to seek adventure in the wider world.

Centaurs have incredible variation in their individual size and coloration. Their upper torsos share the same variation in skin tone as other humanoids of their region, but their lower bodies—like those of horses—can vary widely from parent to child. Most centaurs are at least 7 feet tall and weigh more than 2,000 pounds.

Centaurs live in groups of dozens of members, usually led by an individual who has carried out many noble deeds and earned a lifetime of respect from their comrades. The revered leader guides the habits of their entire group; a wise seer might encourage the clan to roam far from civilization to preserve some unspoiled terrain, while an aggressive warrior might foster skirmishes with nearby humanoid settlements and rival centaur groups.



Centaur Herbalist

Many centaurs are skilled in the study of plants, especially those in the areas in which they roam. They can use such herbs to both heal and cause distress in those who attack them.

CENTAUR HERBALIST **CREATURE 3**

LARGE BEAST CENTAUR HUMANOID

Perception +10; darkvision

Languages Common, Elven, Fey

Skills Athletics +11, Diplomacy +6, Medicine +7, Nature +7, Survival +7

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

Items healer's toolkit, herbal sachet (6), sling (10 bullets)

AC 18, **Fort** +8, **Ref** +9, **Will** +10

HP 36

Speed 40 feet

Melee ❖ hoof +9 (agile), **Damage** 1d10+4 bludgeoning

Ranged ❖ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

Load Sachet ❖ **Requirements** The centaur herbalist has at least one herbal sachet; **Effect** The centaur herbalist Interacts to load an herbal sachet in her sling. The next ranged Strike she makes with her sling deals an additional 1d6 poison damage.

Trample ❖❖❖ Medium or smaller, hoof, DC 18 (page 360)

Centipede

Hunters and scavengers that live amid dung and detritus, centipedes are a relatively common and often reviled threat faced by adventurers. Scurrying about with surprising speed on the scores of legs attached to their long, segmented bodies, centipedes strike with poisoned mandibles to slow and torment their prey with a vicious toxin before they settle down to feed in slow and disgusting leisure.

Giant Centipede

Most giant centipedes (known as sewer centipedes when found in cities) nest in small groups but hunt alone when they seek out food. Attempts to domesticate giant centipedes for use as guardians or pets generally end poorly, but some communities of goblins, kobolds, and mitflits have developed effective methods of utilizing these vermin as guardians. Other groups roast and eat centipedes, often with pungent peppers as a savory delicacy, although care must be taken in preparing the meal to avoid tainting the flesh with the creature's venom.

GIANT CENTIPEDE — CREATURE -1

MEDIUM ANIMAL

Perception +6; darkvision
Skills Acrobatics +6, Athletics +2, Stealth +6
Str –1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** –4

AC 15; **Fort** +7, **Ref** +6, **Will** +2
HP 8

Speed 30 feet, climb 30 feet
Melee ❖ mandibles +6 (finesse), **Damage** 1d4–1 piercing plus giant centipede venom
Giant Centipede Venom (poison) **Saving Throw** DC 14 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, clumsy 1, and fatigued (1 round)

Centipede Swarm

Swarms of centipedes are dangerous indeed, ravenous carpets of skittering hunger capable of devouring a traveler whole in a matter of minutes. Kobolds and mitflits are both known to incorporate swarms of centipedes into cunning traps.

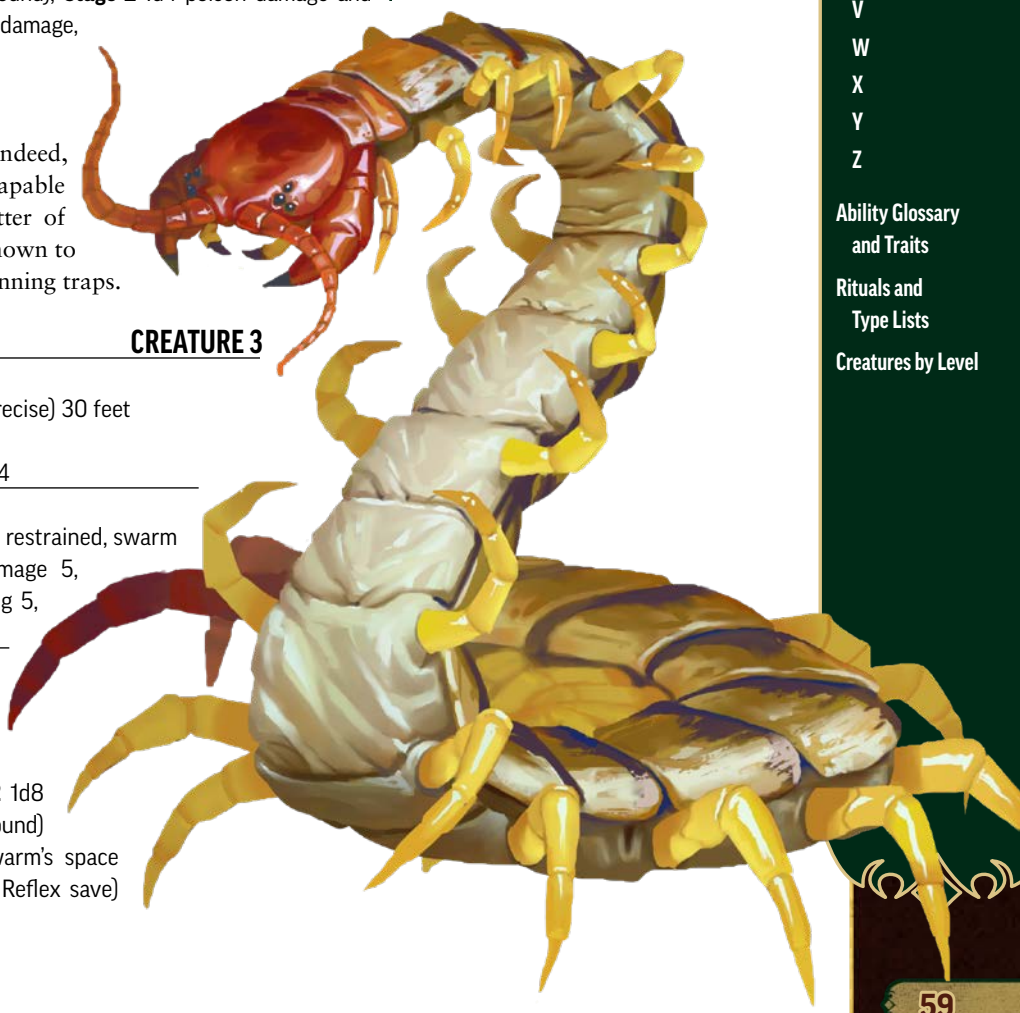
CENTIPEDE SWARM — CREATURE 3

LARGE ANIMAL SWARM

Perception +9; darkvision, tremorsense (imprecise) 30 feet
Skills Acrobatics +9, Athletics +7, Stealth +9
Str +2, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, Cha –4

AC 18; **Fort** +8, **Ref** +11, **Will** +5
HP 30; **Immunities** grabbed, precision, prone, restrained, swarm mind (page 360); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2

Speed 30 feet, climb 30 feet
Centipede Swarm Venom (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and off-guard (1 round); **Stage 2** 1d8 poison damage, clumsy 1, and off-guard (1 round)
Swarming Bites ❖ Each enemy in the swarm's space takes 1d8 piercing damage (DC 20 basic Reflex save) plus centipede swarm venom.



CENTIPEDE SPECIES

Centipedes take nearly countless forms amid nearly every climate, with specific traits and abilities varying wildly between species. Tangled forests, arid deserts, foul sewers, deep caverns, and abandoned buildings are all common haunts for centipedes, from oversized specimens capable of taking down significant prey alone to carpets of frenzied vermin gathered into a dangerous swarm. Larger and more specialized centipedes than the two presented here exist, such as the sleek giant whiptail centipede or the immense titan centipede.

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Changeling Exiles

Changelings who resist the Call and abandon the society that raised them become exiles like the one presented on this page—creatures who live solitary lives in the wild and are often driven to desperate measures to survive, taking up the lifestyles of highway bandits or risk-taking wilderness guides.

Changeling

As children of hags, perhaps destined to become hags themselves, changelings face a life of conflict. Born of supernatural creatures who usually kill and consume the child's father, changelings are deposited into their father's society to be raised. These offspring appear to be members of their paternal ancestry and have been found among dwarves, gnomes, orcs, goblins, and others, but human-ancestry changelings are by far the most common. Within the normal range for their ancestry, changelings tend toward slighter builds, darker hair, and pale complexions, though their most common feature is a nearly universal heterochromia, leading to widespread superstition about individuals with different colored eyes.

When changelings come of age, they sometimes manifest abilities granted by their hag heritage. Some gain the ability to see in the dark, some grow fingernails long and hard enough to serve as claws, and others gain even stranger abilities specific to their hag mother. For instance, dream mays, the children of cuckoo hags, can gain an enhanced ability to resist the magic of dreams and sleep. Other types of changelings include slag mays, the children of iron hags; callow mays, the children of sweet hags; brine mays, the children of sea hags; and others for each type of hag.

As beings infused with supernatural power, changelings find themselves drawn to either the occult magic common among hags or primal magic.

At roughly the same time in their lives, many changelings—women in particular—begin to hear the Call, a psychic urging from their hag mother luring them away from the communities that raised them. If followed, the Call eventually leads the changeling to the hag's coven, where they are twisted into hags themselves. Some changelings are able to resist this Call and continue on with their mortal lives. The fact that the Call disproportionately targets female changelings has led to a widespread misunderstanding that all changelings are female, while changelings of other genders are simply assumed to be members of their paternal ancestry.



Changeling Exile

This changeling exile is the child of a cuckoo hag.

CHANGELING EXILE **CREATURE 3**

UNCOMMON MEDIUM CHANGELING HUMAN HUMANOID

Perception +11; darkvision

Languages Common, Wildsong

Skills Deception +9, Medicine +9, Nature +11, Stealth +8, Survival +9

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

Items leather armor, sickle, staff

AC 19; **Fort** +7, **Ref** +8, **Will** +11; +2 circumstance to all saves vs. dream and sleep

HP 45

Speed 25 feet

Melee ❖ claws +11 (agile), **Damage** 1d4+4 slashing

Melee ❖ staff +11 (two-hand d8), **Damage** 1d4+4 bludgeoning

Melee ❖ sickle +11 (agile, trip), **Damage** 1d4+4 slashing

Primal Prepared Spells DC 21, attack +11; **2nd** *darkness*, *humanoid form*, **1st** *breathe fire*, *spider sting*, *ventriloquism*; **Cantrips (2nd)** *ignition*, *light*, *read aura*, *tangle vine*

Druid Order Spells 2 Focus Points, DC 21; **2nd** *untamed form* (*Player Core* 382), *untamed shift* (*Player Core* 383)

Charnel Creation

Made of odd scraps of skin and muscle, a charnel creation is a grotesque parody of life. Though it has no mind, it can still go into a berserk rage when harmed, giving it a faint semblance of emotion. These constructs are often fashioned to guard the secret laboratories, unhallowed funerary grounds, and bloody charnel houses of fleshwarpers and necromancers who feel no compunctions about desecrating corpses for their own ends. Though the first charnel creation is believed to have been a misguided attempt to create life from simple base elements, these monstrosities are far from human. In isolated cases, echoes of a personality might rise in a charnel creation if the brain used as part of its construction belonged to a particularly powerful personality, but such tragic instances are (thankfully) rare in the extreme.

Charnel Creation — Creature 8

UNCOMMON LARGE CONSTRUCT MINDLESS

Perception +12; darkvision

Skills Athletics +19

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

AC 26; **Fort** +18, **Ref** +14, **Will** +15

HP 140; **Immunities** bleed, death effects, disease, doomed, drained, electricity, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 5 (except adamantine), spells 5 (except fire)

Berserk A severely damaged charnel creation has a chance of going berserk. If it has 40 or fewer HP at the start of its turn, the creation must succeed at a DC 5 flat check or go berserk. A berserk creation wildly attacks the nearest living creature, or the nearest object if no creatures are nearby. A creation loses its immunity to mental effects while berserk.

Electric Healing Any time a charnel creation would be affected by an effect with the electricity trait, it loses any slowed condition it has and gains HP equal to half the damage the spell would have dealt. If the creation starts its turn in an area that deals electricity damage, it gains 2d4 HP.

Electric Reflexes ↻ **Trigger** The creation would be affected by an effect with the electricity trait and a creature is in its reach; **Effect** The creation lashes out and tries to grab a nearby creature. The creation attempts an Athletics check to Grapple a creature within reach. The creature also takes 3d6 electricity damage on a success, or 6d6 electricity damage on a critical success.

Speed 25 feet

Melee ❖ fist +20 (magical, reach 10 feet), **Damage** 2d10+7 bludgeoning

Berserk Slam ❖ **Requirements** The charnel creation is berserk; **Effect** The charnel creation Strikes with its fist at a –1 circumstance penalty. If it hits, it deals 1d6 extra damage and knocks the target prone.



Useless Remnants

Few buyers want anything to do with the remains of a destroyed charnel creation. An adventurer's best bet for profiting off of a charnel creation body is to disassemble it piece by piece, extract the few contraptions of steel and copper meant to harness electricity, and sell the parts to tinkerers who ask few questions.

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Kobold Adoration

Some kobold groups are fond of chimera guardians or pets, but few kobolds have the bravery or resources to keep a chimera happy for long. Chimeras are voracious eaters, and while a family of kobolds might appreciate having one as a guardian, they can instead find it more dangerous than the threats they'd hoped it would protect them from if they can't keep it fed.

Chimera

The chimera is the archetypal example of an unnatural monster made up of a monstrous mix of wildly different component creatures: in this case, a lion, a dragon, and a goat. Wild, hateful, and hungry, it tries to eat any creature it sees, but sometimes a strong-willed master is able to compel a chimera to serve as a guardian or even a mount. If such an individual ever loses their control over the chimera, they are often the first to be devoured.

Chimera — Creature 8

Uncommon | Large | Beast

Perception +16; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +14, Athletics +18, Stealth +18
Str +6, **Dex** +2, **Con** +4, **Int** –3, **Wis** +2, **Cha** +0

AC 27; **Fort** +18, **Ref** +16, **Will** +14
HP 135

Multiple Reactions A chimera gains 2 extra reactions each round that it can use only to make Reactive Strikes. It must use a different head for each reaction, and it can't use more than one on the same triggering action. If it loses one of its heads, it also loses one of these extra reactions.

Three Headed Any ability that would sever a chimera's head (such as a critical hit with a *vorpal* weapon) severs one head at random. Losing a head doesn't kill a chimera (as long as it has one head left), but it does prevent it from making Strikes with the lost head or using the head's Dragon Breath.

Reactive Strike ↷

Speed 25 feet, fly 40 feet

Melee ❖ dragon jaws +20, **Damage** 2d6+9 piercing plus 2d6 energy damage (see draconic bite)

Melee ❖ lion jaws +20, **Damage** 2d10+9 piercing

Melee ❖ goat horns +20, **Damage** 2d10+9 piercing

Melee ❖ claw +20 (agile), **Damage** 2d6+9 slashing

Draconic Bite A chimera's dragon head deals an extra 2d6 damage of a type matching the damage dealt by its Dragon Breath.

Dragon Breath ❖❖ The chimera breathes a cone or line that deals 9d6 damage to all creatures in the area (DC 26 basic save of a type indicated below). The chimera's dragon head is linked to one of the traditions of magic, which determines the area of its Dragon Breath, the type of damage it deals, and the type of save to avoid it. This ability gains the related traits. The chimera can't use Dragon Breath again for 1d4 rounds.

- **Arcane** 60-foot line of force (Reflex)
- **Divine** 60-foot line of spirit (Reflex); this ability can also have the holy or unholy trait
- **Occult** 30-foot cone of mental (Will)
- **Primal** 30-foot cone of acid, cold, electricity, fire, or sonic (Reflex); or poison (Fortitude)

Three-Headed Strike ❖❖ The chimera makes a Strike with its dragon jaws, lion jaws, and goat horns, each at a –2 penalty and targeting a different creature. These Strikes count as only one attack for the chimera's multiple attack penalty, and the penalty doesn't increase until after it has made all three attacks.

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Chupacabra

These notorious predators have an undeniable thirst for blood. Chupacabras prefer to prey on the weak and slow, often hiding in wait and watching potential prey for long periods before attacking. Spry and stealthy, they most often make their homes in areas of high grass and protective rock, their slightly reflective scales allowing them to blend in well with such surroundings.

Chupacabras prefer to eat lone travelers and farm animals (particularly goats) and leave little evidence of their presence apart from the grisly, blood-drained husks of their meals. Their tendency to stay out of sight combined with their naturally nocturnal activity often leads superstitious locals to conclude the worst, imagining that a particularly reckless vampire lives in the area.

A typical chupacabra measures nearly 4 feet from its muzzle to the tip of its spiny tail, and it stands just under 3-1/2 feet tall. With their slight build and lightweight bones, most weigh close to 50 pounds. They mate rarely and only during the hottest months, with the females each producing a single egg that hatches into a tiny, dehydrated creature. The mother usually leaves helpless prey in her cave so the hatchling can immediately feed.

Although chupacabras are typically solitary creatures, they have been known to form small gangs in bountiful areas. Members of these groups work well together, growing bold enough to attack larger animals, small herds, and otherwise more dangerous prey. Stories of chupacabras attacking travelers or laying siege to farmhouses typically stem from the hunting practices of such gangs. Regions where chupacabra activity like this is more common often have complex and colorful myths and tall tales about chupacabra capabilities or motive—and a few of the claims, such as that some chupacabras can fly, are all too true.

Winged Chupacabras

Some chupacabras are mutants with large reptilian wings and have been known to carry off goats or even children. A winged chupacabra has a fly Speed of 50 feet. Other chupacabras grow much larger, up to Medium sized, and can stand eye to eye with a full-grown human. These chupacabras have elite adjustments (page 6) to their statistics.

Chupacabra — Creature 3

SMALL BEAST

Perception +9; darkvision
Languages Aklo (can't speak any language)
Skills Acrobatics +9 (+11 to Leap), Athletics +9, Stealth +9 (+11 in undergrowth or rocky areas)
Str +3, **Dex** +4, **Con** +2, **Int** –3, **Wis** +2, **Cha** –2

AC 18; **Fort** +9, **Ref** +11, **Will** +7
HP 45

Speed 25 feet
Melee ❖ jaws +11 (finesse), **Damage** 1d10+5 piercing plus Grab (page 359)
Melee ❖ claw +11 (agile, finesse), **Damage** 1d6+5 slashing
Pounce ❖ The chupacabra Strides and makes a Strike at the end of that movement. If the chupacabra began this action hidden, it remains hidden until after this ability's Strike.
Suck Blood ❖ **Requirements** The chupacabra has a creature grabbed; **Effect** The chupacabra sucks blood from the grabbed creature. The chupacabra gains the quickened condition for 1 minute and can use the extra action only for Strike and Stride actions. A chupacabra can't Suck Blood again while it is quickened in this way. A creature that has its blood drained by a chupacabra is drained 1 until it receives healing (of any kind or amount).







Clay Shards

The remains of clay effigies are worth more to archaeologists and scholars than to merchants. The magnificent treasures often guarded by these ancient wardens, however, are another matter entirely.

Clay Effigy

Traditionally, clay effigies are crafted in the image of a deity and used as guardians of tombs or sacred crypts. Clay effigies have the power to lay curses upon their victims as punishment for intrusion, leading many to believe that these oft-ancient constructs have a touch of the divine in them. Out of an abundance of caution, superstitious folk still tread lightly around elaborate or particularly well-crafted statues that resemble clay effigies even in the slightest.

For some clay effigies, this divine protection goes deeper. Even though deities rarely have the time to monitor their effigies, lesser divine servants are sometimes tasked with watching over an effigy. When the effigy is damaged, these guardians can sense it. The most precious effigies are layered with rituals that summon their guardians directly. Experienced tomb robbers learn to spot such markings from afar, so as to be forewarned of any divine interference in the area.

Although often assigned to protect valuable religious relics and other treasure, clay effigies' size and heavy movements make them ill-suited to stand guard among fragile items. Entire treasuries have been totally ruined by clumsy battles, so crafters do well to make sure their treasures are secured in sturdy containers—or otherwise place the effigy on the other side of the door from the treasures they wish to protect.



Clay Effigy — Creature 10

UNCOMMON LARGE CONSTRUCT MINDLESS

Perception +16; darkvision

Skills Athletics +24

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

Sacred Art The creator of a clay effigy can dedicate the effigy to a deity while constructing it. If the deity allows a divine sanctification (*Player Core* 36), the effigy is sanctified to that deity, gaining the holy or unholy trait as appropriate.

AC 29; **Fort** +23, **Ref** +16, **Will** +17

HP 175; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 10 (except adamantine), spells 10 (except cold, earth, or water)

Effigy's Curse (curse, divine) When a creature damages the clay effigy, it must succeed at a DC 27 Will save or be afflicted with the effigy's curse. The accursed becomes fatigued when it carries part of the effigy or any item the effigy was assigned to guard. This fatigue can't be removed until the creature has given up such items for at least 24 hours.

Speed 20 feet

Melee ❖ fist +24 (magical, reach 10 feet, sanctified), **Damage** 2d10+6 bludgeoning plus 2d6 spirit

Cast Out ❖❖ (divine, sanctified, spirit) A 20-foot emanation of spiritual energy pushes against intruders, as though trying to drive their souls away. Each creature in the area takes 8d6 spirit damage depending on a DC 29 Will save. The clay effigy can't Cast Out again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 3d6 persistent spirit damage. The persistent damage ends if the creature moves over 60 feet from the clay effigy or the effigy is destroyed.

Critical Failure As failure, except the persistent damage is increased to 6d6.

Heavy Stride ❖❖ The clay effigy Strides and can move through the spaces of Medium and smaller creatures. Each creature it moves through must succeed at a DC 29 Reflex save or be knocked prone.

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Coatl

These sacred feathered serpents tirelessly serve the powers of knowledge and justice. Some operate directly as messengers and intermediaries of the deities, while others operate independently in aiding the cause of righteousness. Either way, they watch over mortals and try to influence and aid them from the shadows, shifting from plane to plane to spread wisdom and healing where they are needed. Some quetz coatls are worshipped as divinities in remote or isolated societies, and while they do not encourage such veneration, they use the trust placed in them to foster peace and cooperation with others.

Quetz coatls are typically 10 to 20 feet long and weigh nearly a ton, with iridescent blue and green scales. Their glorious wings of rainbow-hued feathers span 15 feet. They are carnivorous, feeding on birds, mammals, and even the occasional malicious humanoid.

Quetz Coatl — Creature 10

UNCOMMON LARGE BEAST COATL HOLY

Perception +21; darkvision

Languages Common, Empyreal, Sussuran, Utopian; telepathy 100 feet (page 360)

Skills Acrobatics +16, Arcana +19, Athletics +19, Diplomacy +22, Nature +22, Occultism +19, Religion +22, Survival +16

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

AC 30; **Fort** +19, **Ref** +19, **Will** +21

HP 175

Speed 15 feet, fly 50 feet

Melee ❖ jaws +23 (holy, magical), **Damage** 2d10+13 piercing plus quetz coatl venom and Grab (page 359)

Divine Innate Spells DC 29; **7th** *interplanar teleport* (self only); **5th** *breath of life*, *cleanse affliction*, *divine wrath*; **4th** *charm*, *vapor form*; **3rd** *mind reading* (at will); **Cantrips (5th)** *light*, *telekinetic hand*, *vitality lash*

Greater Constrict ❖ 2d10+7 bludgeoning, DC 29 (page 358)

Quetz 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 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d8 poison damage, enfeebled 1, and off-guard (1 round); **Stage 3** 2d10 poison damage, enfeebled 2, and off-guard (1 round)

Radiant Wings ❖❖ (divine, incapacitation, light, mental, visual) The quetz coatl spreads their multicolored wings and radiant plumage. Each enemy in a 30-foot emanation must attempt a DC 29 Will save.

Critical Success The creature is unaffected and is temporarily immune to Radiant Wings for 24 hours.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure As failure, plus if the creature is unholy, it is also stunned 3.

Wrap in Coils ❖ **Requirements** The quetz coatl has a Medium or smaller creature grabbed or restrained in its jaws; **Effect** The quetz coatl moves the creature into its coils, freeing its fangs to make attacks, then uses Greater Constrict against the creature. The quetz coatl can hold as many creatures in its coils as will fit in its space.



Other Coatls

The quetz coatl presented here is the most common of its kind, and while most adventurers and scholars refer to them simply as "coatls," other kinds exist as well, such as the fierce xiuh coatl, the nomadic auwaz coatl, the wise mix coatl, the nurturing chicome coatl, and the furious tletli coatl.





Cockatrice Treasure

Cockatrice lairs sometimes include discarded gear from past victims or smooth, pretty stones disgorged from the creature's craw. Gem workers especially prize precious stones that have been polished to perfection in a cockatrice's crop, and may pay a high price for these so-called "cockatrice rocks." Soft materials suitable for nesting, such as cloth and leather, rarely survive a cockatrice's attentions, but metal goods are often left in fine working order, since cockatrices seem to have little interest in anything shiny they can't fit in their gullet.

Cockatrice

Ugly and aggressive, the dread cockatrice stalks garbage pits and hillside dumps in search of prey that it can turn to stone with its petrifying beak and subsequently consume piece by broken piece. Cockatrices resemble gaunt and sickly roosters with bat wings and serpentine tails, and they rarely grow more than 2 feet tall and twice as long. Their absentminded clucking gives smart prey ample warning of their presence, and when angered cockatrices let out a shrill crow like that of a rooster. Their peck releases a magical toxin that causes flesh to quickly calcify, and any creature pecked repeatedly by an irritable cockatrice eventually transforms into a stone statue of itself.

The first cockatrice is rumored to have hatched from a rooster's egg incubated on a dung hill by a toad. Whether or not the rumor is true, the cockatrice's monstrous appearance certainly doesn't contradict its strange and filthy origin story, and these creatures are more than capable of propagating on their own. Cockatrices are remarkably fecund and gather in flocks of up to a dozen members. Each flock contains only a few females. The males—which differ in appearance from the females by having warty wattles and gnarled combs—often fight with each other, with lower-ranking males eventually driven away to find their own lairs or compete among other flocks. Most creatures who run afoul of a solitary cockatrice do so with one of these surly outcasts.

Cockatrice lairs are often littered with fragments of statuary from past victims, although these are as likely to be remnants of lizards and insects as people. Curiously, weasels and ferrets, which infiltrate cockatrice lairs to steal eggs, are immune to the creatures' petrifying bites. For unknown reasons, cockatrices are terrified of and enraged by roosters, and they are equally likely to flee or attack one when confronted.

Particularly brave (or foolhardy) individuals sometimes keep cockatrices as pets or guard animals. In their natural habitat among plains, forests, and sewers near humanoid settlements, cockatrices are content to live off vermin or scraps of waste, but their greatest pleasure is consuming warm meals of freshly petrified flesh.

Cockatrice — Creature 3

SMALL BEAST

Perception +8; darkvision
Skills Acrobatics +11
Str –2, **Dex** +4, **Con** +1, **Int** –3, **Wis** +1, **Cha** –1

AC 17; **Fort** +8, **Ref** +11, **Will** +6
HP 45; **Immunities** petrification

Speed 20 feet, fly 40 feet

Melee ❖ beak +13 (finesse, magical), **Damage** 1d8–2 piercing plus calcification

Calcification (incapacitation, primal) A peck from a cockatrice hardens the flesh of the creature struck. The target must succeed at a DC 20 Fortitude save or become slowed 1 (or slowed 2 on a critical failure). Further failed saves against calcification increase 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 victim can attempt a DC 20 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.



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Con Rit

The con rit is a hulking aquatic centipede that has traded its hundreds of legs for just as many fins. This sea insect swims with a grace that is just as majestic as it is unnerving. The con rit is dark brown on its dorsal side and sickly yellow on its ventral surface. This makes it much more difficult to spot, whether looking from above or below. Its exoskeleton is as hard as iron, and the shifting of its plates makes an elongated, eerie ringing sound as it swims.

Many once thought the con rit to be a dragon of some kind. This was due not only to its massive size but also to its ability to launch its venom in a concentrated blast. It would use this technique to shoot birds out of the sky or knock sailors off ships. Their movement through the water is also not entirely dissimilar to that of dragons. Those who seek out a con rit's lair in search of treasure are usually disappointed (when they aren't eaten alive by the huge insect).

There are legends that a con rit, much like a phoenix, is reborn after its death. This, however, is not the case. A con rit will make a nest far below the surface of its territory, usually in underwater caves. Throughout its life, a con rit will lay thousands of eggs in its cave that will never hatch. The con rit will eat any egg that gets too old, but there are always large numbers of them remaining. When a con rit dies, it releases a strong-smelling chemical into the air and water that triggers the hatching process. The eggs will slowly crack open within the month, and hundreds of baby con rits will begin to fight each other for territory. By year's end, one will win and reach full maturity. This cycle is what has led to the legends of endless rebirth. Other stories say that every generation of the con rit is ever so slightly smaller, leading to tales of ancient con rits that were hundreds of feet long. However, the size of such legendary insects has yet to be confirmed by scholars who study such things.

Stubborn Reluctance

Those who experience the might and tenacity of such a creature often wonder why they are so rarely seen throughout the world. This is due to their reluctance to explore and their stubborn determination to endlessly fight over the same territory. Only in rare instances do larval con rits move to another territory, and it is never by choice. They are either relocated due to a weather phenomenon, a strange change in the currents, or by people.

Con Rit — Creature 7

HUGE ANIMAL AQUATIC

Perception +15; darkvision
Skills Acrobatics +13, Athletics +18, Stealth +13
Str +6, **Dex** +3, **Con** +4, **Int** –5, **Wis** +1, **Cha** –4

AC 27; **Fort** +17, **Ref** +14, **Will** +10
HP 100; **Weakness** bludgeoning 5; **Resistances** slashing 5, piercing 5

Speed 10 feet, swim 60 feet
Melee ❖ mandible +18 (reach 15 feet), **Damage** 2d10+8 piercing plus con rit venom
Con Rit Venom (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison (1 round); **Stage 2** 2d10 poison and off-guard (1 round); **Stage 3** 2d10 poison, off-guard, and slowed 1 (1 round)
Spit Venom ❖❖ (poison) The con rit spits a propulsive blast of venom that deals 2d10 poison and 2d10 bludgeoning damage in a 30-foot line (DC 25 basic Fortitude save). Creatures who fail their save are also pushed 10 feet. The con rit cannot use Spit Venom again for 1d4 rounds.
Undulate ❖ The con rit Swims. During this movement, it can pass through spaces as narrow as 5 feet without Squeezing.





Crawling Hand Origins

A popular tale among necromancers tells of an ancient wizard who trafficked in evil magic. During a summoning ritual gone wrong, the wizard's hand became possessed and later strangled them while they slept. The hand dragged the corpse across the wizard's rooms to their workbench, propped up a knife in a vise, and severed itself from the rest of the body. According to the story, the hand went on to commit several more murders and disappeared into the sewers of a major metropolis, never to be seen again. Some necromancers believe that this original crawling hand still creeps through the shadows of that city, killing as it pleases.

Crawling Hand

Typically, crawling hands form when severed appendages are endowed with a crude sentience by necromantic energies that turn them into tireless killers. Yet, crawling hands can also arise spontaneously, usually when a creature loses an appendage in a place rife with necromantic energy or with a connection to the Void.

Crawling Hand

A crawling hand formed from the appendage of a Medium creature is quick and agile, skittering in the shadows until it can strike its prey.

CRAWLING HAND **CREATURE -1**

TINY UNDEAD UNHOLY

Perception +5; lifesense 30 feet (page 359), tremorsense (imprecise) 30 feet
Skills Athletics +5, Stealth +6, Survival +2
Languages Common (can't speak any language)
Str +1, **Dex** +3, **Con** +0, **Int** –4, **Wis** +0, **Cha** +0

AC 12; **Fort** +2, **Ref** +5, **Will** +2
HP 8, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet
Melee ❖ claw +7 (agile, finesse), **Damage** 1d4+1 slashing plus Throat Grab
Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and to damage rolls when it Strikes its quarry.
Throat Grab ❖ This ability functions as Grab (page 359), but the crawling hand grips the throat of a Medium or smaller creature. A creature grabbed or restrained this way has difficulty speaking and must spend an extra action to perform any action that requires speaking, including casting spells.

Giant Crawling Hand

A giant crawling hand is the appendage of a very large creature, such as a giant.

GIANT CRAWLING HAND **CREATURE 5**

MEDIUM UNDEAD UNHOLY

Perception +12; lifesense 30 feet (page 359), tremorsense (imprecise) 30 feet
Skills Athletics +13, Stealth +11, Survival +12
Languages Common (can't speak any language)
Str +4, **Dex** +2, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

AC 22; **Fort** +13, **Ref** +11, **Will** +10
HP 75, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious, visual

Pus Burst ↷ **Trigger** The giant crawling hand takes piercing or slashing damage; **Effect** A random creature adjacent to the giant crawling hand is sprayed with vile pus that deals 4d6 void damage. The affected creature must attempt a DC 21 Reflex save.
Critical Success The creature takes no damage.
Success The creature takes half damage and becomes sickened 1.
Failure The creature takes full damage and becomes sickened 2.
Critical Failure The creature takes double damage and becomes sickened 3.

Speed 20 feet
Melee ❖ claw +15, **Damage** 2d6+7 slashing plus Grab (page 359)
Mark Quarry As crawling hand.



Crocodile

Powerful and primeval in appearance, crocodiles are dangerous natural predators that dwell in marshes, riverbeds, swamps, and other wetlands.

Crocodile

Crocodiles can be found basking on riverbanks, lurking in swamps, or floating in lakes. They are usually indistinguishable from logs when viewed from afar—at least until they attack. Alligators have similar statistics, but because they often live in more temperate climates, they endure cold temperatures better. Unlike alligators, crocodiles can tolerate salt water. Both are formidable predators that are likely to devour careless adventurers who fail to watch where they step.

CROCODILE — CREATURE 2

LARGE ANIMAL

Perception +7; low-light vision
Skills Athletics +8, Stealth +7 (+11 in water)
Str +4, **Dex** +1, **Con** +3, **Int** –5, **Wis** +1, **Cha** –4
Deep Breath The crocodile can hold its breath for about 2 hours.

AC 17; **Fort** +9, **Ref** +7, **Will** +5
HP 30

Speed 20 feet, swim 25 feet
Melee ❖ jaws +10, **Damage** 1d10+4 piercing plus Grab (page 359)
Melee ❖ tail +10 (agile), **Damage** 1d6+4 bludgeoning
Aquatic Ambush ❖ 35 feet (page 358)
Death Roll ❖ (attack) **Requirements** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

Deinosuchus

The deinosuchus is a primeval relative of the crocodile, and is an enormous predator capable of catching and eating dinosaurs that wander too close to its domain! Much longer lived than other crocodiles, it can grow to around 30 feet long.

DEINOSUCHUS — CREATURE 9

HUGE ANIMAL

Perception +17; low-light vision
Skills Athletics +20, Stealth +16 (+20 in water)
Str +7, **Dex** +3, **Con** +5, **Int** –5, **Wis** +2, **Cha** –4
Deep Breath A deinosuchus can hold its breath for about 2 hours.

AC 26; **Fort** +20, **Ref** +16, **Will** +15
HP 175

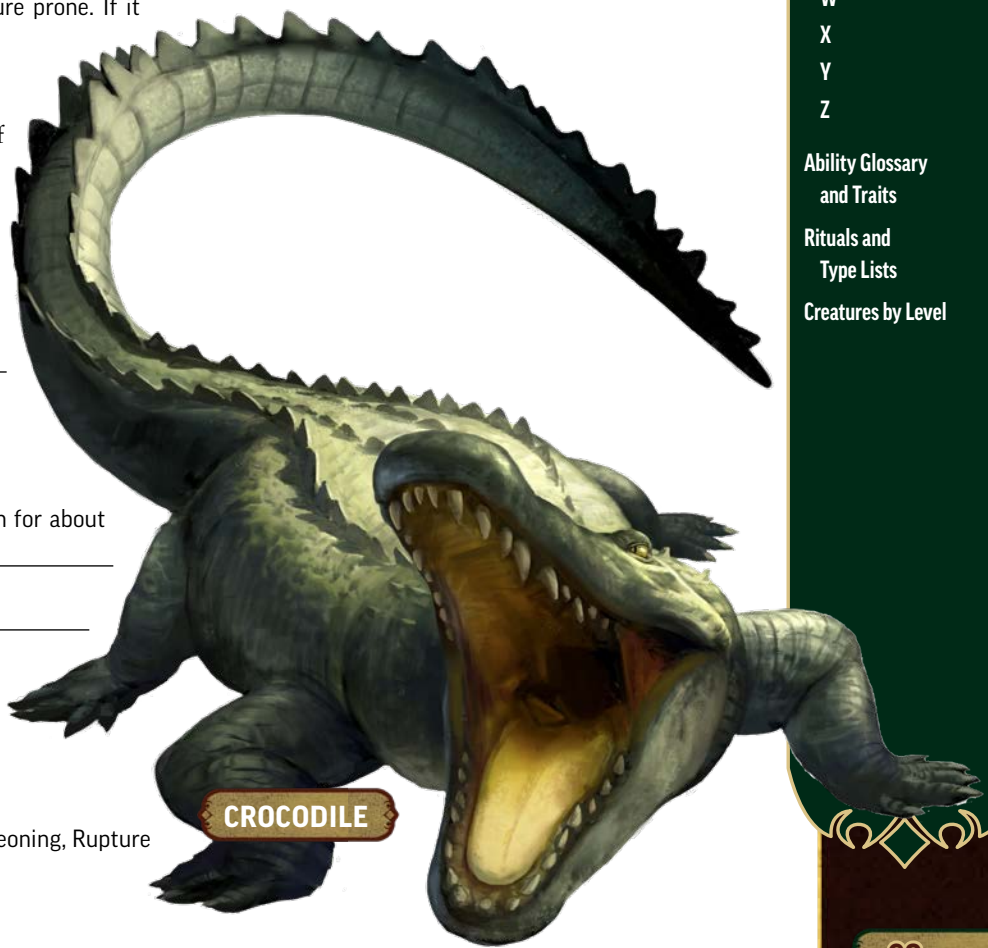
Speed 30 feet, swim 40 feet
Melee ❖ jaws +22 (reach 15 feet), **Damage** 2d10+13 piercing plus Grab (page 359)
Melee ❖ tail +20 (agile, reach 15 feet), **Damage** 1d10+11 bludgeoning
Aquatic Ambush ❖ 50 feet (page 358)
Swallow Whole ❖ (attack) Large, 2d8+7 bludgeoning, Rupture 18 (page 360)

REPTILIAN RESOURCES

A crocodile's skin can be used as leather, and its meat is chewy and mild, though even a large crocodile doesn't usually yield more than 50 pounds of usable meat.

PROWLING THE WATERS

Crocodiles often live in warm, tropical areas, either in fresh or salt water. Alligators are found in more varied climates, but only in fresh water. Deinosuchuses, particularly the largest and most dangerous of their kind, prefer estuaries, bays, or other brackish bodies of water connected to both river and sea.



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Lost Civilizations

Cyclopes dwell in or near the remains of their lost civilizations—notably Ghol-Gan in Garund, Koloran in northwestern Casmaron, and various kingdoms in Iblydos. Ruins of Ghol-Gan still dot the archipelago of the Shackles, and untold numbers of treasures belonging to the ancient cyclops empire still await discovery. Pirates and treasure hunters regularly conduct expeditions in search of lost Ghol-Gani relics, but many of these voyages never return. Among those that do, survivors speak of terrible curses, gruesome traps, and one-eyed undead guardians.

Cyclops

The cyclopes are violent giants with a tragic past. Although they possess only one eye, they could once see far more than most, possessing occult wisdom and divinatory magic that gave them the mystic ability of foresight. But their legendary oracular powers failed to prevent the fall of their society, and the vast kingdoms of the cyclops long ago collapsed into ruin. Today, cyclopes have forgotten much of what they once knew, and they skulk among the crumbling remains of their fallen cities like forgotten kings and queens of their own fallen kingdoms.

Cyclops

The kingdoms of the cyclopes date to an age before the rise of humanity, when dragons and giants and serpentfolk ruled the world. The cyclopes built enormous stone cities and prayed to ancient gods of brutality and wrath, but their power to foresee the future failed them and their civilization collapsed. Today, most cyclopes have virtually no knowledge of the former glory of their kind, even though it is not uncommon for them to dwell among the ruins of their greatness. Cyclops cities include monuments and imposing murals which depict their peoples' history, but few now among them can read or interpret these relics of the past.

In addition to their single eye, cyclopes are also famous for their never-ending hunger, an appetite so all-consuming that some scholars theorize it may in fact be some kind of curse. The ever-present hunger of the cyclopes seems to have some connection to the death of their civilization—though whether this voracity was the cause or a side-effect of their people's downfall is likely destined to remain a mystery.

Although details of the cyclopes' gods have largely been lost to the annals of time, what little is known about these deities suggests they were vindictive and petty enough to curse their own people if they felt neglected or badly served.



CYCLOPS

CYCLOPS **CREATURE 5**

UNCOMMON LARGE GIANT HUMANOID

Perception +12; low-light vision

Languages Common, Cyclops, Jotun

Skills Athletics +14, Fortune-Telling Lore +13, Intimidation +10, Survival +12

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

Items greataxe, heavy crossbow (10 bolts), hide armor

AC 21; **Fort** +13, **Ref** +8, **Will** +12

HP 80

Ferocity ↻ (page 359)

Flash of Insight ◈ (fortune, occult) **Frequency** once per day; **Trigger** The cyclops is about to roll a d20; **Effect** The cyclops peers into an occluded spectrum of possible futures. They get a success (but not a critical success) on the roll instead of rolling.

Speed 30 feet

Melee ❖ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+9 slashing

Ranged ❖ heavy crossbow +8 (range increment 120 feet, reload 2), **Damage** 1d10+4 piercing

Swipe ❖❖ **Frequency** once per round; **Effect** The cyclops makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within their 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 cyclops's multiple attack penalty.

Great Cyclops

Gigantic loners, the great cyclopes are their lesser kin writ large. They're stronger and more violent, but their uncontrolled vision of possible futures has driven them beyond reason. They see every moment as a potential storm of uncontrollable fury and, out of a desperate desire for peace, quiet, and an end to their hunger, lash out at any who come near. Wise creatures avoid great cyclopes at all cost. It's fortunate for humanoids that great cyclopes prefer to dwell far from settlements.

Debate has long raged over the origins of these massive, destructive giants. They are so large that it had long been assumed they were used as beasts of burden by their lesser kin, now free to hunt and kill without restraint. Other scholars believe the great cyclops is the ultimate fate of the entire cyclops species. Whatever foolish decision or wayward curse caused the end of their civilization is still playing out, occasionally causing a cyclops to withdraw from their own kind, lose all semblance of intellect, and mutate into a lumbering, feral colossus.

GREAT CYCLOPS CREATURE 12

UNCOMMON HUGE GIANT HUMANOID MUTANT

Perception +22; low-light vision

Languages Common, Cyclops, Jotun

Skills Athletics +25, any one Lore +18, Survival +22

Str +7, **Dex** +1, **Con** +6, **Int** –2, **Wis** +4, **Cha** –1

Items greatclub, hide armor

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

HP 235

Ferocity ↻ (page 359)

Flash of Brutality ◈ (fortune, occult) **Frequency** once per day, and recharges when the great cyclops uses Ferocity; **Trigger** The great cyclops succeeds at an attack roll; **Effect** The attack becomes a critical success.

Speed 40 feet

Melee ❖ greatclub +25 (backswing, reach 15 feet, shove), **Damage** 3d10+13 bludgeoning

Melee ❖ horn +25 (reach 15 feet), **Damage** 2d10+13 piercing

Melee ❖ fist +25 (agile, reach 15 feet), **Damage** 3d4+13 bludgeoning

Ranged ❖ rock +23 (brutal, range increment 120 feet), **Damage** 4d6+7 bludgeoning

Powerful Charge ❖❖ The great cyclops Strides twice and makes a horn Strike. If they moved at least 20 feet away from their starting position, the Strike's damage is increased to 3d10+20.

Throw Rock ❖ (page 360)

CYCLOPS SEERS

Great cyclopes are traditionally violent creatures, but some retain fragments of the old ways that lull them into periods of calm. During such times, they can be incredible sources of information, but one must take care to be well away from the great cyclops's lair before its bestial rage wakens once more.



GREAT CYCLOPS

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Daemonic Divinities

Numerous powerful and unique daemon demigods, known collectively as harbingers, rule over swaths of Abaddon. Above these demigods, though, are entities of even greater power—the four Apocalypse Riders. As the eons go on, the names and identities of specific Riders change. Currently, they consist of Apollyon (Rider of Pestilence), Charon (Rider of Death), Szuriel (Rider of War), and Trelmarixian (Rider of Famine). Of these, only Charon has never fallen to an upstart. Some hold that a "Fifth Rider" once ruled over the other four, while others maintain that the eternally eclipsed sun in the skies above Abaddon is all that remains of this long-dead god.

Daemon

Denizens of the bleak and terrible plane of Abaddon, daemons are shaped by and devoted to the destruction of life in all its forms. They seek the death of every mortal being by the most painful and horrible means possible, in service to the Apocalypse Riders. Each kind of daemon represents a different way to die, and their powers are nearly always aimed at spreading that particular form of death. Through the use of these powers, they seek to drag all existence down into a pit of hopelessness and despair, and to commit all souls to oblivion.

While mortals who summon daemons usually seek to use the creatures' destructive and corrupting powers for their own ends, daemons always look for ways to spread fear, doubt, and despair wherever they go. Often, daemons disguise their plots as the workings of other fiends, knowing that such confusion compounds mortals' fear and keeps those mortals from bringing the most effective weapons. As a result, learned mortals sometimes refer to daemons as "riders" after their leaders or "soul mongers" after their largest industry.

While many fiends seek to tempt mortals into lives of nihilistic evil to increase their own numbers and power on their native planes, daemons are further driven by a supernatural hunger for mortal souls and use a variety of methods—not least of which is the cacodaemons' soul gems—to entrap them. On Abaddon and in other forbidding places across the multiverse, souls are simultaneously a delicacy, a trade good, and a source of magical power, and the daemons are among the greatest gluttons, merchants, and abusers of this spiritual "resource."

Cacodaemon (Harvester Daemon)



These twisted embodiments of violence and spite are spawned from eddies of angry and warped souls amid Abaddon's mists. Cacodaemons constantly hunger for mortal souls and yearn to create suffering. As gnashing spheres of teeth, fins, and spines, they are the weakest of daemonkind, an amalgam of various petty forms of death without the strength that comes from focusing on a single cause of demise.

CACODAEMON **CREATURE 1**

TINY DAEMON FIEND UNHOLY

Perception +6; darkvision

Languages Daemonic; telepathy 100 feet (page 360)

Skills Acrobatics +8, Deception +5, Religion +6, Stealth +8

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

AC 16; **Fort** +7, **Ref** +8, **Will** +6

HP 22; **Immunities** death effects; **Weaknesses** holy 3

Speed 5 feet, fly 40 feet

Melee ❖ jaws +8 (agile, disease, finesse, magical, reach 0 feet, unholy) **Damage** 1d8 piercing plus cacodaemonia

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *fear*; **Cantrips (1st)** *detect magic*

Cacodaemonia (disease) The cacodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier (1 day); **Stage 2** stupefied 1 (1 day); **Stage 3** stupefied 2 (1 day)

Change Shape ❖ (concentrate, divine, polymorph) (page 358)

- **Lizard** Speed 20 feet; **Melee** jaws +8 (agile, finesse), **Damage** 1d8+1 piercing
- **Octopus** size Small; Speed 20 feet, swim 30 feet; **Skills** Athletics +6; **Melee** tentacle +8 (finesse), **Damage** 1d8+1 bludgeoning plus Grab (page 359); **Melee** beak +8 (agile, finesse), **Damage** 1d6 piercing plus 2 poison

- **Scorpion** size Small; Speed 30 feet; **Melee** pincer +8 (agile, finesse), **Damage** 1d6+1 bludgeoning plus Grab (page 359); **Melee** stinger +8 (agile, finesse), **Damage** 1d6+1 piercing plus 1d4 poison

Soul Lock ❖❖❖ (death, divine) **Frequency** once per day; **Effect** The cacodaemon ingests the soul of a sentient creature within 30 feet that died within the last minute. When they do, the cacodaemon grows a fist-sized soul gem (Hardness 2, HP 8) in their gut and can regurgitate it at any time as an Interact action. Destroying the gem frees the soul within but doesn't return the deceased creature to life. If a caster attempts to return to life a creature whose soul is trapped within a soul gem, they fail unless they succeed at a DC 30 Religion check. A success causes the soul gem to shatter so the creature is returned to life as normal for the spell.

A fiend can Interact to ingest a soul gem it is holding, condemning the soul to the fiend's home plane. The fiend gains fast healing 5 for 1 minute.

Venedaemon (Pact Daemon)

Those killed by magic or killed in the pursuit of magic can arise as venedaemons. Although among the weaker daemons, these robed figures can often be seen serving as researchers or clerks throughout the plane. Even within the mortal Universe, scholars barter souls or arcane knowledge with venedaemons for their secrets and assistance.

VENEDAEMON CREATURE 5

MEDIUM DAEMON FIEND UNHOLY

Perception +12; darkvision, smell magic (imprecise) 60 feet

Languages Aklo, Common, Chthonian, Daemonic, Diabolic, Draconic, Requian; telepathy 100 feet (page 360)

Skills Acrobatics +13, Arcana +16, Deception +12, Occultism +14, Religion +13, Scribing Lore +14

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

Smell Magic A venedaemon is aware of magical items and active spells as an imprecise sense. The subtle differences in these scents reveal the tradition and traits of the magic.

AC 21; **Fort** +9, **Ref** +11, **Will** +14; +1 status to all saves vs. magic

HP 75; **Immunities** death effects; **Weaknesses** holy 5

Speed 25 feet

Melee ❖ tentacle +13 (agile, finesse, magical, reach 10 feet, unholy), **Damage** 2d6+5 bludgeoning

Arcane Spontaneous Spells DC 22; **3rd** (3 slots) *fireball*, *levitate*, *paralyze*; **2nd** (4 slots) *blazing bolt*, *dispel magic*, *invisibility*, *noise blast*; **1st** (4 slots) *enfeeble*, *fear*, *force barrage*, *illusory disguise*; **Cantrips (3rd)** *electric arc*, *shield*, *sigil*, *telekinetic hand*, *void warp*

Divine Innate Spells DC 22; **4th** *translocate*

Residual Force ❖ (arcane, force) **Requirements** The venedaemon's most recent action was to cast a spell; **Effect** Fading runes cling to the venedaemon's tentacles. The venedaemon makes a tentacle Strike that has a reach of 20 feet and deals 2d4 additional force damage.

Soul Spell If a venedaemon ingest a soul gem from a cacodaemon, they can recover an expended spell slot instead of gaining fast healing. The spell slot's rank can be no higher than half the level of the creature whose soul was consumed, rounded up.

Twisted Whispers ❖ (arcane, auditory, concentrate, linguistic, mental) The venedaemon whispers to a creature within 15 feet, which must succeed at a DC 22 Will save or be stupefied 2 for 1 minute (or stupefied 3 on a critical failure). Regardless of the results of the save, the creature is immune to Twisted Whispers for 24 hours.



VENEDAEMON

SOUL GEMS AS TREASURE

Soul gems are traded in illicit markets, a tradition celestials and psychopomps alike find vile. Soul gems' value varies, but they're generally worth an amount relative to the level of a gem's captive soul.

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THE DAEMONIC PARADOX

Daemons embody a fundamental paradox—while they are incarnations of death and seek to devour all that lives, they are themselves living creatures. Some speak of a glorious end time after which reality will finally be free of the contagion that is life itself. Most daemons give no thought to this paradox.

Leukodaemon (Pestilence Daemon)

These skull-headed, vulture-winged daemons are harbingers of pestilence and servants of their patron Apocalypse Rider, Apollyon. Manifestations of evil souls who perished from disease in life, leukodaemons work tirelessly alongside one another to spread disease across all the worlds of the multiverse.

LEUKODAEMON **CREATURE 9**

LARGE DAEMON FIEND UNHOLY

Perception +20; darkvision, plaguesense (imprecise) 60 feet

Languages Daemonic; telepathy 100 feet (page 360)

Skills Acrobatics +18, Intimidation +18, Medicine +20, Religion +20, Stealth +18, Survival +16

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

Items *+1 striking composite longbow* (50 arrows)

Plaguesense A leukodaemon senses any creature with a disease, and they know the type and current stage of all diseases carried by any creature within range.

AC 28; **Fort** +15, **Ref** +21, **Will** +19; +1 status to all saves vs. magic

HP 155; **Immunities** death effects, disease; **Weaknesses** holy 10

Infectious Aura (aura, disease) 30 feet. Leukodaemons radiate infection. All creatures within 30 feet of a leukodaemon take a –2 status penalty to saves against disease. If a creature within range contracts or progresses a disease, all adjacent creatures are exposed to the same disease, at the same DC.

Speed 25 feet, fly 40 feet

Melee ❖ jaws +21 (disease, magical, reach 10 feet, unholy), **Damage** 2d12+9 piercing plus daemonic pestilence

Melee ❖ claw +21 (agile, disease, magical, reach 10 feet, unholy), **Damage** 2d8+9 slashing plus daemonic pestilence

Ranged ❖ *composite longbow* +21 (deadly d10, disease, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet, unholy), **Damage** 2d8+9 piercing plus daemonic pestilence

Divine Innate Spells DC 26; **5th** *translocate*; **4th** *dispel magic* (×2), *translocate* (at will)

Daemonic Pestilence (disease) The leukodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 28 Fortitude; **Stage 1** carrier (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day); **Stage 4** drained 2 (1 day); **Stage 5** drained 3 (1 week); **Stage 6** dead

Plague Breath ❖❖ (divine, unholy) The leukodaemon exhales a cloud of corpse-bloated, biting black flies in a 20-foot cone. Creatures within the cone take 4d8 piercing damage (DC 28 basic Reflex save). A creature that fails the save becomes sickened 1 (or sickened 2 on a critical failure).

Quicken Pestilence ❖ (divine, manipulate) The leukodaemon coaxes a disease into full bloom. They choose a target in their aura of pestilence that's currently affected by a disease. That creature must attempt a Fortitude save against the disease as if the interval for the disease's current stage had passed.



LEUKODAEMON

Astradaemon (Void Daemon)

These unnerving daemons represent death by direct assault against a soul or life-force. Rarely seen in the mortal Universe, astradaemons spend most of their time hunting the pathways between the living world and the afterlife. There, they capture migrating souls, snatching them from their rightful rewards or

punishments and dragging them to Abaddon as tribute to their undying masters. These horrifying predators of the dead can also be found stalking the banks of the River of Souls in the Astral Plane, where they constantly hunt for new victims.

ASTRADAEMON CREATURE 16

LARGE DAEMON FIEND UNHOLY

Perception +28; darkvision, lifesense 30 feet (page 359), *truesight*
Languages Common, Daemonic; telepathy 100 feet (page 360)
Skills Acrobatics +28, Athletics +32, Intimidation +33, Religion +26, Stealth +28, Survival +26
Str +8, **Dex** +6, **Con** +7, **Int** +2, **Wis** +4, **Cha** +7

AC 39; **Fort** +27, **Ref** +30, **Will** +26; +1 status to all saves vs. magic
HP 240; **Immunities** death effects, void; **Weaknesses** holy 15

Soul Siphon (aura, divine, force) 30 feet. An astradaemon draws power from the souls of the recently slain. If a Small or larger living creature dies within their aura, the astradaemon gains 5 temporary Hit Points and a +1 status bonus to attack and damage rolls for 1 round, unless the creature was slain by an astradaemon's Devour Soul ability. Incorporeal undead and living spirits that are traveling outside a body take 1d8 spirit damage each round within the daemon's aura as the astradaemon pulls in fragments of their soul.

Bent Light (divine, illusion, visual) An astradaemon appears shifted from their true position, though still in the same space. Creatures targeting the astradaemon must succeed at a DC 11 flat check to do so, as if the astradaemon were hidden, even though the astradaemon remains observed. Abilities that apply to the flat check against hidden creatures also apply against bent light.

Speed 60 feet, fly 60 feet
Melee ❖ jaws +32 (magical, reach 10 feet, unholy), **Damage** 3d6+8 piercing plus essence drain and Grab (page 359)
Melee ❖ claw +32 (agile, magical, reach 10 feet, unholy), **Damage** 2d6+8 slashing plus essence drain
Melee ❖ tail +32 (magical, reach 15 feet, unholy), **Damage** 3d10+8 bludgeoning plus essence drain
Divine Innate Spells DC 37; **8th** *execute*, *pinpoint*; **7th** *interplanar teleport* (×2), **5th** *translocate*; **4th** *translocate* (at will); **Constant (6th)** *truesight*
Devour Soul ❖ (divine, incapacitation) **Requirements** The astradaemon hasn't used an action with the attack trait yet this turn; **Effect** The astradaemon draws out and consumes the soul of a living creature they have grabbed. The creature must succeed at a DC 35 Fortitude save or instantly die. If it dies, the astradaemon gains 10 temporary Hit Points and a +2 status bonus to attack and damage rolls for 1 minute, or for 1 day if the victim was 15th level or higher. A victim slain in this way can be returned to life normally. A creature that survives is temporarily immune for 1 minute.
Essence Drain (divine, void) When an astradaemon hits with their claw, jaws, or tail, they drain the target's spiritual and vital essences. The target takes 2d10 void damage and the astradaemon regains an equal number of Hit Points. The target must succeed at a DC 37 Fortitude save or become doomed 1 and drained 1. If the target was already drained or doomed, it instead increases both conditions' value by 1, to a maximum of 4.


ASTRADAEMON

OTHER DAEMONS

As many daemons exist as there are awful ways to die. The bloody sangudaemon personifies death by blood loss, while the skeletal thanadaemon represents death from old age. The most powerful daemons are the olethrodaemons, who represent the massive deaths caused by apocalypses and the end of entire worlds.

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What makes a sin?

Some classify sin into seven categories—envy, gluttony, greed, lust, pride, sloth, and wrath. While these sins embody some of the most powerful and numerous demons, far more than seven types of demons exist. Any act of cruelty or destruction a mortal takes to gratify the self at others' expense is, in effect, a sin, and any such act can spawn a demon from a soul in the afterlife.

Demon

When a sinful mortal soul is judged and sent on to the Outer Rifts, it can become a deadly fiend—a demon. Demons are living incarnations of sin—be they classic sins like wrath or gluttony, or more "specialized" depravities like an obsession with torture or the act of treason or treachery. Once formed, a demon's driving goals are twofold—the amassing of personal power, and the corruption of mortal souls to cause them to become tainted by sin. In this way demons ensure a never-ending supply of new demons to bolster their ever-growing ranks in the Outer Rifts.

Demons are selfish and self-absorbed creatures, and most firmly believe that mortals only play at being more virtuous than fiends. They enjoy tempting mortals into damnation to both indulge their egos and swell their armies. Like many other fiends, one of the great rewards of this manipulation is fulfilling their hunger for souls. In their eyes, the primary use for these souls is to spawn new demons, who can serve as soldiers, slaves, pawns, or even currency for their more powerful masters.

Pusk (Sloth Demon)

Among the lowest and least powerful of all demons, the wretched pusks are just as vicious and cruel as their more powerful brethren. They happily vent their frustrations on anything weaker than themselves.

Born from the souls of the slothful, these demons appear vaguely humanoid in appearance with awkward limbs and slack lumps of skin hanging from their frames. Supposedly, a single slothful soul of sufficient depravity and strength can spawn an entire horde of these creatures. However, as weaker demons, their lot in life is to suffer at the hands of more powerful Abyssal predators, and only a tiny number of pusks ever manage to become something more. For this reason, pusks are quite accommodating when summoned by mortals. They're usually content to work under conditions few other fiends would accept, although they'll still gladly turn on even the kindest of masters who show even the slightest hint of weakness.



PUSK **CREATURE 2**

SMALL DEMON FIEND UNHOLY

Perception +6; darkvision

Languages Chthonian; telepathy 100 feet (page 360)

Skills Acrobatics +6, Athletics +8, Deception +6, Stealth +6

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

Sloth When a pusk regains their actions, roll 1d4. The pusk regains that many actions for the turn (to a maximum of 3, or 2 if the pusk is a minion). Effects like the slowed condition can further reduce their number of actions.

AC 17; **Fort** +10, **Ref** +4, **Will** +8

HP 36; **Weaknesses** cold iron 3, holy 3

Speed 20 feet

Melee ❖ jaws +10 (magical, unholy), **Damage** 1d8+4 piercing

Melee ❖ claw +10 (agile, magical, unholy), **Damage** 1d6+4 slashing

Divine Innate Spells DC 16; **3rd** *slow*; **1st** *fear*

Rituals DC 16; *demonic pact* (page 364)

Cower ❖ The pusk makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a –2 penalty to attack rolls. This lasts until the pusk moves from its current space, falls unconscious, or ends the effect as a free action.

Frenzied Slashes ❖❖❖ The pusk makes three claw Strikes, each at a –2 penalty, all targeting the same creature. The pusk's multiple attack penalty doesn't increase until

after it has made all three attacks. The pusk gains the clumsy 2 condition until the beginning of its next turn.

Vicious Criticals A pusk makes the most of any weakness it finds. Whenever a pusk scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.

Brimorak (Arson Demon)

These goat-headed demons have glowing red eyes and flaming hooves but measure only about 4 feet in height. Born from the souls of arsonists, the fiery brimoraks continue the work they pursued in life, as everything they touch quickly burns.

Brimoraks are ill-tempered even for demons, although their spite turns to glee in the face of a growing fire. Those who have survived encounters with these fiends report that they remember the braying sound of the brimoraks' laughter as clearly as the heat of the flames or the choking scent of smoke.

BRIMORAK CREATURE 5

MEDIUM DEMON FIEND UNHOLY

Perception +12; darkvision, smoke vision

Languages Chthonian, Draconic, Empyrean, Pyric; telepathy 60 feet (page 360)

Skills Acrobatics +12, Deception +11, Religion +10, Stealth +12

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

Extinguishing Aversion Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

Smoke Vision Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

AC 22; **Fort** +15, **Ref** +12, **Will** +10

HP 80; **Immunities** fire; **Weaknesses** cold iron 5, holy 5

Boiling Blood Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

Speed 30 feet

Melee ❖ flaming sword +15 (magical, unholy), **Damage** 2d8+4 slashing plus 1d6 fire

Melee ❖ hoof +15 (agile, unholy), **Damage** 2d4+4 bludgeoning plus 1d6 fire

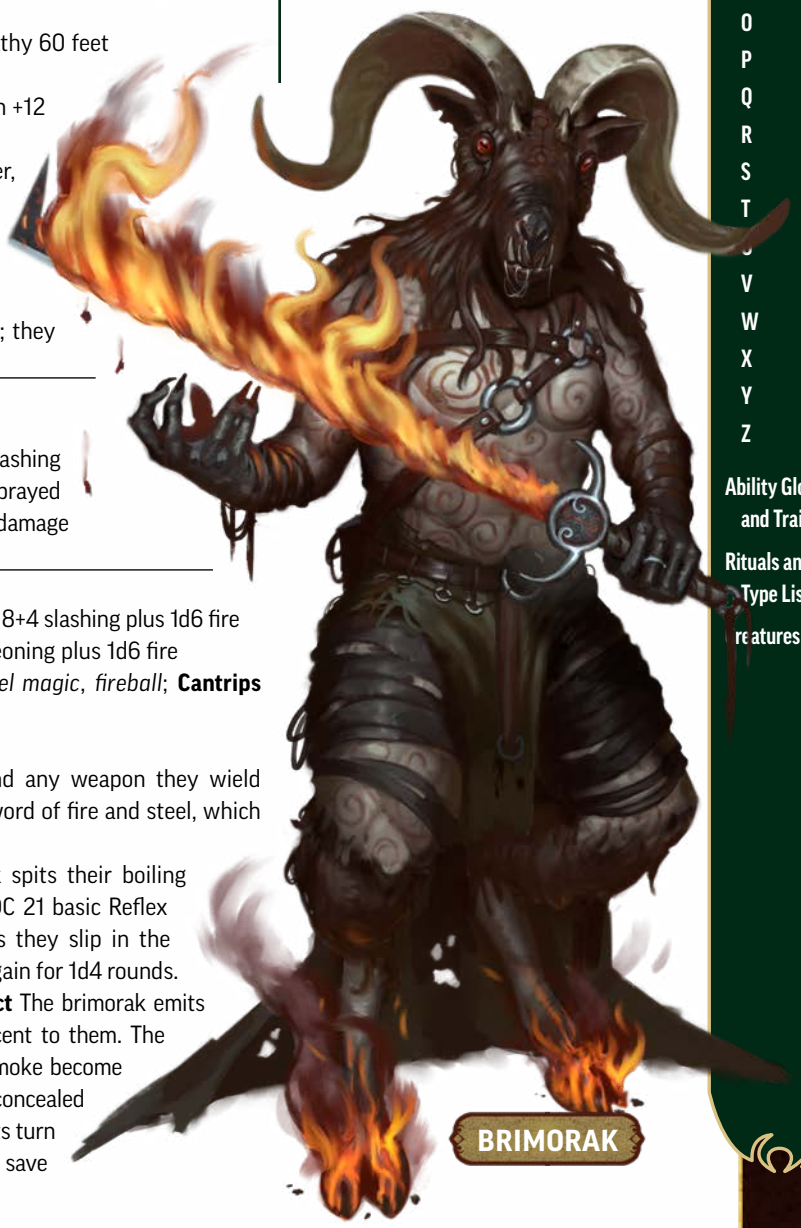
Divine Innate Spells DC 21; **4th** *translocate*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *ignition*

Rituals DC 21; *demonic pact* (page 364)

Flaming Weapon (divine, fire) A brimorak's hooves and any weapon they wield burst into flame. They can also Interact to create a sword of fire and steel, which dissolves if it leaves their grip.

Frothing Spew ❖❖ (divine, fire, unholy) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). Creatures that fail the save also fall prone as they slip in the greasy blood. The brimorak can't use Frothing Spew again for 1d4 rounds.

Fume ❖❖ (divine, fire) **Frequency** once per minute; **Effect** The brimorak emits a cloud of thick black smoke in a 10-foot burst adjacent to them. The cloud remains for 1 minute. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).



BRIMORAK

NEWCOMERS TO THE RIFTS

Though now the most plentiful fiends of the Outer Rifts, demons are relative newcomers, spawning only as mortal influence—and mortal sin, in particular—began to shape the plane. For eons, demons fought with other longstanding residents of the Rifts for dominance, but eventually their sheer numbers allowed them to become the predominant fiends of the plane.

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DEMONIC DEITIES

The most powerful demons are known as demon lords (the term is gender neutral in this case). Of these divinities, Lamashtu is the most powerful. Countless other demon lords exist, including Abraxas, Cyth-V'sug, Kabriri, and Zura.

Succubus (Lust Demon)

Succubi are manifestations of the sin of destructive lust, and they are the most attractive of all demons—as befits their role in seducing mortals to fall to sin. The concept of gender is fluid to a succubus, as they can adopt countless humanoid forms of any gender to aid in their goals. Most succubi have a feminine true form (incubi, which usually have a masculine true form, are a different kind of demon), but regardless of gender, a lust demon is supernaturally beautiful or handsome, but with curving horns, bat wings, sharp claws, and a sinuous tail.

When disguised as a mortal humanoid in the Universe, a succubus whispers into the ears of mortals, urging them to pursue their darkest and most destructive desires and pushing them into depravity, using magic only if persuasion fails. While mortals often fixate on succubi's application of sexual lust, these demons are can easily exploit lust for power, knowledge, fame, or any other desire as easily as more carnal appetites. Their ability to infiltrate societies makes them excellent spies, assassins, and political saboteurs as well. Ultimately, the succubus enjoys all means of upending mortal culture.



SUCCUBUS — CREATURE 7

UNCOMMON | MEDIUM | DEMON | FIEND | UNHOLY

Perception +15; darkvision

Languages Chthonian, Common, Draconic, Empyrean, three additional mortal languages; telepathy 100 feet (page 360), *truespeech*

Skills Acrobatics +14, Deception +18, Diplomacy +20, Intimidation +16, Religion +13, Society +15, Stealth +14

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

AC 23; **Fort** +15, **Ref** +14, **Will** +17; +1 status to all saves vs. magic

HP 100; **Weaknesses** cold iron 5, holy 5

Seductive Presence (aura, emotion, mental) 10 feet. Any creature in the aura that could be sexually attracted to a succubus takes a –2 circumstance penalty to checks and DCs to oppose the succubus's mental spells, Deception, and Diplomacy.

Rejection Vulnerability As succubi are beings of pure lust, creatures that reject their lust can metaphysically harm them. When a succubus fails a Diplomacy check to Embrace or Request, or when a creature succeeds at its save against a succubus's mental spell or ability, the succubus takes 2d6 mental damage. For 1 hour after causing mental damage to a succubus in this way, a creature can deal 2d6 mental damage to the succubus with a successful Demoralize action incorporating its rejection.

Speed 25 feet, fly 35 feet

Melee ❖ claw +16 (agile, finesse, magical, unholy), **Damage** 2d8+8 slashing

Divine Innate Spells DC 26; **6th** *dominate*; **5th** *translocate*; **4th** *translocate* (at will), *suggestion* (at will); **3rd** *mind reading* (at will); **1st** *charm* (at will); **Constant (5th)** *truespeech*

Rituals DC 26; *demonic pact* (page 364)

Change Shape ❖ (concentrate, divine, polymorph) The succubus can take on the appearance of any Small or Medium humanoid (page 358). 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 (typically to bludgeoning).

Embrace ❖ The succubus attempts to Grapple a creature using their Diplomacy bonus instead of Athletics. If the creature is willing, the succubus automatically succeeds.

Passionate Kiss ❖ (divine, emotion, mental, unholy, void) **Frequency** once per round; **Effect** The succubus engages a creature they have grabbed or restrained in an embrace or other act of passion to drain its vital essence. The kiss makes the creature drained 1 or increases its drained value by 1, to a maximum of 4. The creature takes 3d6 void damage and the succubus regains Hit Points equal to the damage dealt. The target must succeed at a DC 26 Will save or be affected by a *suggestion* to submit to more actions of passion rather than trying to Escape.

Profane Gift ❖❖❖ (divine, mental, unholy) **Frequency** once per day; **Effect** The succubus gives a willing humanoid a profane gift. That creature gains a +1 status bonus to attack rolls, skill checks, and saving throws. As long as the gift persists, the succubus can communicate telepathically with the target at any distance, see through the creature's senses, and target the creature with *suggestion* through the telepathic link. In addition, the creature uses an outcome one degree of success worse than it rolls on saving throws against the succubus's *suggestion* spells.

A humanoid can't have more than one profane gift at a time, and a succubus can't grant more than one profane gift at a time. Removing the gift requires an *atone* ritual. The succubus can remove the gift as a free action to give the recipient a curse, making them stupefied 3 with an unlimited duration.

A summoned succubus can't grant a profane gift.



HISTORY OF EVIL

Before mortals flooded the Universe with their sins, qlippoths (page 280) ruled the depths of the Outer Rifts. It has been ages since a qlippoth has risen high enough to directly challenge the demons' hold, but the ancient fiends still work to weaken their enemies by attacking the mortals that spawn them.

Omox (Slime Demon)

Seemingly made from living, animated filth, omoxes have no true anatomy, although they generally spend most of their time in roughly humanoid shapes, resembling some grim caricatures of half-melted humanoids. While scholars once believed these foul demons to be a pure, concentrated form of the corruption that suffuses the Outer Rifts and its inhabitants, in truth these demons arise from the souls of those who routinely befouled and polluted their surroundings in life.

OMOX — CREATURE 12

MEDIUM DEMON FIEND OOZE UNHOLY

Perception +22; darkvision

Languages Chthonian, Draconic, Empyrean; telepathy 100 feet (page 360)

Skills Acrobatics +21, Athletics +23, Religion +20, Stealth +24

Str +7, **Dex** +6, **Con** +7, **Int** +2, **Wis** +4, **Cha** +4

Cleanly Vulnerability An omox embodies filth, and they find the concept of cleanliness abhorrent. An omox subjected to an effect that cleans them, such as the tidy command of *prestidigitation*, takes 2d6 mental damage. They also take this damage the first time each round a creature hit by one of the omox's attacks spends actions cleaning off the filth.

AC 25; **Fort** +23, **Ref** +21, **Will** +20; +1 status to all saves vs. magic

HP 395; **Immunities** acid, critical hits, disease, poison, precision; **Weaknesses** cold iron 10, holy 10

Absorb Weapon ↷ (concentrate) **Trigger** A creature hits the omox with a melee weapon; **Effect** The omox attempts to Disarm the creature. On a critical success, the weapon becomes subsumed within the omox's body rather than falling to the ground. Retrieving the weapon requires Disarming the omox of it.

Speed 40 feet, climb 20 feet, swim 80 feet

Melee ❖ sludge tendril +25 (acid, unholy), **Damage** 2d6+13 bludgeoning plus 2d6 acid and Grab (page 359)



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Sinful Destruction

While they enjoy causing destruction themselves, most demons prefer to trick and tempt mortals into falling to sin of their own volition. Unlike devils, who seek control, demons have a taste for ruin.

Ranged ❖ slime ball +23 (acid, brutal, range increment 30 feet, unholy), **Damage** 2d4+11 bludgeoning plus 2d6 acid and slime trap

Divine Innate Spells DC 32; **5th** *control water*, *create water* (at will), *toxic cloud*, *translocate*; **4th** *translocate* (at will)

Rituals DC 32; *demonic pact* (page 364)

Liquid Leap ❖❖ (concentrate, teleportation) **Requirements** The omox is in a space of liquid; **Effect** The omox teleports from its current space to any unoccupied space of liquid within 120 feet.

Slime Trap A creature hit by an omox's slime ball must succeed at a DC 32 Reflex save or take a –10-foot circumstance penalty to its Speeds for 1 minute or until it Escapes (DC 35). On a critical failure, the creature is also clumsy 1 for the same duration.

Smother ❖ **Requirements** The omox has a creature grabbed or restrained; **Effect** The demon flows over the creature, covering it in oozing acidic slime. The creature must succeed at a DC 32 Fortitude save or it becomes blinded and must hold its breath or begin suffocating. These effects lasts as long as the omox has the creature grabbed or restrained.

Seraptis (Suicide Demon)

Four-armed seraptis demons are radical nihilists at heart, despising other creatures out of bitter entitlement and laughing hysterically when others die or suffer. They arise from souls that engaged in dedicated campaigns of misery, driving their victims toward despair and suicide. After their awakening as a seraptis, the hungry mouths carved into their arms devour others' suffering, bringing a lively hue to the demon's cold skin.

These demons seek to drag mortals down to their level, luring pawns into deep-seated resentment. Feeding their targets an unending stream of half-truths and propaganda, they often drive these mortals to vent their rage into unforgivable deeds against innocents. Although thrilled by the misery their mortal pawns inflict, the demons' true comfort is to harvest the souls of those pawns as more of their kind.



SERAPTIS — CREATURE 15

MEDIUM DEMON FIEND UNHOLY

Perception +25; darkvision, *truesight*

Languages Chthonian, Draconic, Empyrean; telepathy 100 feet (page 360), *truespeech*

Skills Acrobatics +30, Athletics +31, Deception +29, Religion +27, Stealth +28

Str +8, **Dex** +7, **Con** +6, **Int** +3, **Wis** +4, **Cha** +6

Items *+1 striking wounding scimitar* (2)

AC 37; **Fort** +27, **Ref** +28, **Will** +25; +1 status to all saves vs. magic

HP 340; **Weaknesses** cold iron 15, holy 15

Blood Healing (aura, healing, vitality) 30 feet. Whenever a humanoid within the aura takes bleed damage, the blood flows through the air to the seraptis's mouths and the seraptis heals by the same amount.

Recovery Vulnerability When a creature within the seraptis's blood healing aura recovers from persistent damage, the seraptis takes 3d6 mental damage.

Speed 40 feet, fly 40 feet

Melee ❖ *wounding scimitar* +32 (forceful, magical, sweep, unholy), **Damage** 2d6+16 slashing plus 2d6 mental and 1d6 persistent bleed

Melee ❖ claw +31 (agile, magical, unholy), **Damage** 2d4+16 slashing plus 2d6 mental and Grab (page 359)
Ranged ❖ caustic blood +30 (acid, magical, unholy), **Damage** 7d6 acid
Divine Innate Spells DC 35; **8th** *dominate*, **6th** *phantasmal calamity*, *wave of despair*; **5th** *translocate*; **4th** *translocate* (at will); **3rd** *illusory disguise* (at will); **Constant (8th)** *truesight*, *truespeech*
Rituals DC 36; *demonic pact* (page 364)
Bloody Dance ❖❖ The seraptis makes a Strike with up to four arms, each against a different target and using a claw or scimitar as appropriate. These attacks count toward the seraptis's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks. The seraptis can use Grab following this activity, separately attempting to Grapple each creature hit by a claw.
Gnawing Arms ❖ (unholy) **Requirements** The seraptis has at least one creature grabbed or restrained; **Effects** The seraptis's arm mouths gnaw on those creatures, dealing each of them 2d6+8 piercing damage with a DC 37 basic Fortitude save. Creatures that fail the save also take 2d6 persistent bleed damage.
Isolating Words ❖ (mental, curse, linguistic) The seraptis telepathically explains a plausible secret to a creature within 30 feet. That creature must succeed at a DC 37 Will save or be mentally cut off from those around them for 1 minute (or permanently on a critical failure). The affected creature treats no one as an ally and any speech they hear is warped, encouraging conflict, and negating any linguistic ability from creatures that aren't unholy. Regardless of the results of the saving throw, the creature is immune to Isolating Words for 24 hours.

Shemhazian (Mutilation Demon)

Shemhazians rise from the souls of torturers and those who reveled in mutilating the physical bodies of their victims. Standing 35 feet tall, a shemhazian is well equipped with a wide range of claws, pincers, and fangs to continue inflicting such torments on those they encounter.

Shemhazians delight in tormenting mortals, of course, but more than most demons, they revel in sharing the pain with their own kind. Other demons fear and hate shemhazians for this reason, with only the most powerful willing to work with a shemhazian to achieve a shared goal. Even then, the shemhazian is always on the watch for an opportunity to bring pain and suffering to their allies along with any foe.

SHEMHAZIAN CREATURE 16

GARGANTUAN DEMON FIEND UNHOLY

Perception +30; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Chthonian, Draconic, Empyrean; telepathy 100 feet (page 360)
Skills Athletics +31, Deception +25, Intimidation +27, Medicine +28, Religion +30
Str +9, **Dex** +5, **Con** +7, **Int** +0, **Wis** +6, **Cha** +3
AC 39; **Fort** +32, **Ref** +26, **Will** +27; +1 status to all saves vs. magic
HP 350; **Weaknesses** cold iron 15, holy 15
Paralyzing Gaze (aura, divine, unholy, visual) 30 feet. A non-demon creature that ends its turn in the aura must attempt a DC 35 Fortitude save. If it fails, it's slowed 1 for 1 round, and if it critically fails, it is paralyzed for 1 round.



SHEMHAZIAN

OUT OF THE RIFTS

The winding, ever-changing realm of the Outer Rifts is the planar home of demonic life, but demons can be found anywhere the capacity to sin exists. Evil or foolish conjurers are fond of calling upon demons for advice or darker needs. When the Outer Rifts wear through the boundaries of reality to create wound-like portals into other worlds, demons can spill over to wreak incredible havoc.

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Demonic Sources

When a sinful mortal soul is consigned to the Outer Rifts, it spends time wallowing in the mire and feeding on filth. If it survives and is not itself eaten, the soul eventually ascends into a demon, as influenced by the nature of its sin, yet most demons are themselves capable of reproduction as well. The fecundity of demonic life is perhaps the greatest—and most threatening—aspect of these dangerous fiends.

Succor Vulnerability A shemhazian's mutilation is a part of them, and they can't bear to see it reversed. The first time each round that a creature heals from damage the shemhazian dealt on their last turn, the demon takes 3d6 mental damage.

Tail Whip ↷ **Trigger** A creature within reach of the shemhazian's tail leaves a square during a move action it's using; **Effect** The shemhazian attempts to Trip the triggering creature. On a success, the creature also takes damage as if the shemhazian had hit with a tail Strike, and if the creature was flying, it falls 30 feet.

Speed 35 feet, climb 20 feet, fly 35 feet

Melee ❖ jaws (magical, reach 20 feet, unholy) +33, **Damage** 3d12+17 piercing plus enfeebling bite

Melee ❖ claw (agile, magical, reach 20 feet, unholy) +33, **Damage** 3d8+17 slashing

Melee ❖ pincer (magical, reach 20 feet, unholy) +33, **Damage** 3d8+17 bludgeoning plus Improved Grab (page 359)

Melee ❖ tail (magical, reach 30 feet, unholy) +33, **Damage** 3d8+17 slashing

Divine Innate Spells DC 37; **8th** *divine decree*; **5th** *scouting eye* (×3), *translocate*; **4th** *clairvoyance* (×3), *translocate* (at will); **2nd** *invisibility* (at will); **Constant (7th)** *truesight*

Rituals DC 37; *demonic pact* (page 364)

Enfeebling Bite (divine) If the shemhazian's jaws Strike damages a creature, the target is enfeebled 3 for 24 hours. The target can attempt a DC 37 Fortitude save to reduce this to enfeebled 1 (or be unaffected on a critical success).

Focused Gaze ❖ (concentrate, divine, incapacitation, visual) The shemhazian focuses their gaze on a non-demon creature they can see within 30 feet. If that creature isn't already slowed by the shemhazian's paralyzing gaze, it must attempt a save against the shemhazian's paralyzing gaze. If that creature is slowed, it must succeed at a DC 35 Fortitude save or be paralyzed for 1 round. A shemhazian can't use this ability against the same creature more than once per round.

Rend ❖ claw (page 360)

Vrolikai (Death Demon)

Powerful vrolikais command the untamed armies of demonkind, uniting them behind their one unifying desire for death and destruction. Unlike other demons, the dreaded vrolikai doesn't form directly from a single soul—they instead manifest when a demon devours so many damned souls that their own individual desires are lost in the sinful cacophony. A vrolikai who survives this process gains great power and can claim a region of the Outer Rifts as their own domain.

Vrolikais' enthusiastic embrace of the multitude of sins makes them uniquely suited to lead and unite demons, such that even demon lords often must rely on vrolikais to command their forces. The chaotic and conflicting motivations of demonkind leave little room to find common ground, but the vrolikai can expound upon the beauty of every kind of sin while marching demon armies to battle.

VROLIKAI — CREATURE 20

LARGE DEMON FIEND UNHOLY

Perception +34; darkvision, *truesight*

Languages Chthonian, Draconic, Empyrean, Necril; telepathy 100 feet (page 360)

Skills Acrobatics +37, Arcana +33, Athletics +36, Deception +36, Intimidation +38, Religion +34, Stealth +34, Survival +34

Str +10, **Dex** +7, **Con** +9, **Int** +6, **Wis** +6, **Cha** +8

AC 45; **Fort** +35, **Ref** +33, **Will** +34; +1 to all saves vs. magic

HP 440; **Immunities** death effects; **Weaknesses** cold iron 15, holy 15

Death-Stealing Gaze (aura, divine, visual) 30 feet. When a non-demon ends its turn in the aura, it must attempt a DC 38 Fortitude save. If it fails, it becomes

drained 1. A creature that dies while it has drain from a vrolikai's gaze rises as a ghoul (page 162) the next midnight. The GM determines what kind of ghoul.

Speed 35 feet, fly 50 feet

Melee ❖ black flame knife +40 (agile, magical, unholy), **Damage** 3d4+18 piercing plus 2d6 void

Melee ❖ jaws +38 (magical, reach 10 feet, unholy), **Damage** 4d12+18 piercing

Melee ❖ stinger +38 (magical, reach 15 feet, unholy), **Damage** 4d8+18 piercing plus mindwarping

Divine Innate Spells DC 44; **10th** *execute*, *paralyze*, *massacre*, *vampiric exsanguination*; **7th** *regenerate*; **5th** *translocate* (at will); **Constant** *truesight*

Rituals DC 44; *demonic pact* (page 364)

Black Flame Knives ❖ (divine, unholy) The vrolikai manifests a dagger-shaped blade of what looks like crystallized black flame in each of their four hands. These weapons function as *+2 greater striking daggers* that deal an additional 2d6 void damage. They fade away into nothingness 1 minute after a vrolikai no longer carries them.

Consume Death ❖ (concentrate, divine, visual) The vrolikai focuses their death-stealing gaze upon a single target they can see within 30 feet. The target must immediately attempt a Fortitude save against death-stealing gaze.

Success The creature is unaffected.

Failure The creature is affected by deathstealing gaze and becomes drained 1. If the creature was already drained 1 by the death-stealing gaze before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The vrolikai gains 10 temporary Hit Points, and the drained creature is temporarily immune until the start of the vrolikai's next turn.

Critical Failure As failure, but the creature increases the amount of drain by 2.

Focused Flames ❖❖ The vrolikai attacks a single target with all of their black flame knives. The demon makes a black flame knife Strike with the following additional effects. This counts toward the vrolikai's multiple attack penalty as a number of attacks equal to the number of back flame knives the vrolikai used.

Critical Success The target takes an additional 2d6 void damage for each knife beyond the first (typically 6d6 extra damage) and takes 4d6 persistent void damage.

Success The target takes an additional 2d6 void damage for each knife beyond the first.

Failure The vrolikai deals the damage their black flame knife Strike normally deals on a hit.

Mindwarping (emotion, mental) The sting of a vrolikai is mind-warping. A creature struck must attempt a DC 44 Will save.

Critical Success The creature is unaffected.

Success The creature becomes stupefied 1 for 1 minute.

Failure The creature becomes stupefied 1. If it's already stupefied, its stupefied value increases by 1 instead (to a maximum of stupefied 4).

Critical Failure As failure, plus the creature is confused for 1 minute.

UNCOUNTABLE DEMONS

The Outer Rifts may be the largest of the Outer Planes, and mortals have an equally large capacity to betray themselves, society, and the natural order of reality. With this limitless source for increasingly specialized sins, the Outer Rifts is constantly generating new types of demons to plague reality. While the vast majority of these are swiftly destroyed and never rise again, enough survive that dozens, if not hundreds, of types of demons are known to exist beyond those listed here.



VROLIKAI

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Cytillesh Toolkits

These healer's toolkits are collections of crystalline scalpels and gritty salves made of cytillesh. They all glow the same sickly blue. While the toolkit is outside its opaque container, it sheds dim light in a 5-foot radius. Any non-dero using or wearing the toolkit is sickened 1 until 1 hour after they've stopped, which cannot be reduced during that time.

Dero

Deros are short, wiry humanoids with milky white eyes, gray-blue skin, and wild shocks of off-white or gray hair. The descendants of a mysterious type of fey abandoned in the deepest, darkest caverns of Golarion, deros are the subject of fearful legends and folk tales to most of the world's surface races. They skulk beneath major metropolitan areas, performing cruel and twisted experiments on unwilling subjects.

Deros, particularly the leading magisters, are fixated with curing their allergy to sunlight. To understand how the surface dwellers can withstand the light of the sun, deros conduct late-night raids on surface cities, abducting victims and performing terrible experiments on them. Those who survive are often returned with much of their memory erased and their bodies bearing mysterious scars.

The largest dero settlements are built around esoteric machines of floating crystals. As these crystals grind against each other and hum with sickening blue energy, crystal flakes and powdery residue collect beneath the machinery. Dero magisters gather these products, creating tools and repurposing the crystals to power magical items.

Dero Stalker

Dero stalkers explore the surface world by night, seeking out victims to abduct. While hiding from the burning light of day, stalkers often assist with magisters' experiments.

DERO STALKER **CREATURE 2**

SMALL DERO HUMANOID

Perception +5; darkvision
Languages Aklo, Sakvroth
Skills Acrobatics +8, Medicine +5, Stealth +8, Thievery +8
Str +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** –1, **Cha** +1
Items club, cytillesh toolkit (see sidebar), hand crossbow (20 bolts), lethargy poison (2 doses), rope (50 feet)

AC 18; **Fort** +7, **Ref** +10, **Will** +3
HP 30; **Immunities** confused
Vulnerable to Sunlight A dero stalker takes 4 damage for every hour they're exposed to sunlight.

Speed 20 feet
Melee ❖ club +8, **Damage** 1d6+2 bludgeoning
Ranged ❖ club +10 (thrown 10 feet), **Damage** 1d6+2 bludgeoning
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus lethargy poison (*GM Core* 250)
Occult Innate Spells DC 17; **Cantrips (1st)** *daze*, *light*, *read aura*
Dero Medicine ❖ (healing, manipulate) **Requirements** The dero is wearing a cytillesh toolkit and has a hand free; **Effect** The dero excises damaged flesh and crudely stitches wounds shut, healing themself or an ally in reach for 2d8 Hit Points. For 1 hour, the target has slashing weakness 2 and is immune to Dero Medicine.
Exploit Lethargy A creature afflicted with lethargy poison is off-guard to the dero stalker, and the stalker can choose to add the nonlethal trait to their attacks against the creature without taking the normal penalty.
Sneak Attack A dero stalker deals 1d6 extra precision damage to creatures who are off-guard.



DERO STALKER

Dero Strangler

Dero stranglers specialize in capturing living victims, and they are often called upon to aid in abductions.

DERO STRANGLER CREATURE 3

SMALL DERO HUMANOID

Perception +6; darkvision
Languages Aklo, Sakvroth
Skills Athletics +11, Intimidation +7, Medicine +6, Stealth +10
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** –1, **Cha** +2
Items cytillesh toolkit (see sidebar on page 84), hand crossbow (10 bolts), lethargy poison (5 doses), rope (50 feet), spiked chain

AC 19; **Fort** +10, **Ref** +8, **Will** +6
HP 45; **Immunities** confused
Ill Glow (disease, light) A non-dero living creature that starts its turn grabbed or restrained by the strangler is exposed to the sickly blue light from the strangler's cytillesh toolkit. It must succeed at a DC 19 Fortitude save or become sickened 1. This has no effect if the strangler isn't wearing the toolkit.
Vulnerable to Sunlight As dero stalker, but 8 damage.

Speed 20 feet
Melee ❖ spiked chain +11 (disarm, trip), **Damage** 1d8+6 bludgeoning
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison (*GM Core* 250)
Occult Innate Spells DC 19; **2nd** *darkness*, *revealing light*; **Cantrips (2nd)** *daze*, *light*, *read aura*
Dero Medicine ❖ As dero stalker.
Strangle ❖ (attack, nonlethal) **Requirements** The dero must have two free hands or be wielding a spiked chain; **Effect** The dero attempts an Athletics check to Grapple with a +2 circumstance bonus. On a success, the target also takes 1d6+6 bludgeoning damage and can't speak (including to Cast a Spell) as long as they're grabbed or restrained.

Dero Magister

Dero magisters are leaders among dero society. They perform the bulk of the cruel operations and memory-altering procedures inflicted upon their victims.

DERO MAGISTER CREATURE 5

UNCOMMON SMALL DERO HUMANOID

Perception +8; darkvision
Languages Aklo, Sakvroth
Skills Crafting +12, Medicine +10, Occultism +12, Stealth +11
Str +1, **Dex** +4, **Con** +2, **Int** +3, **Wis** –1, **Cha** +5
Items cytillesh toolkit (see sidebar on page 84), staff

AC 22; **Fort** +10, **Ref** +13, **Will** +10
HP 65; **Immunities** confused
Vulnerable to Sunlight As dero stalker, but 10 damage.

Speed 20 feet
Melee ❖ staff +10 (two-hand 1d8), **Damage** 1d4+3 bludgeoning
Occult Innate Spells DC 24; **4th** *nightmare*, *rewrite memory*; **2nd** *darkness*, *revealing light*; **Cantrips (3rd)** *daze*, *light*, *read aura*
Occult Spontaneous Spells DC 24; **3rd** (3 slots) *blindness*, *levitate*, *vampiric feast*; **2nd** (4 slots) *laughing fit*, *paranoia*, *stupefy*, *telekinetic maneuver*; **1st** (4 slots) *force barrage*, *grim tendrils*, *phantom pain*, *soothe*; **Cantrips (3rd)** *detect magic*, *forbidding ward*, *light*, *message*, *void warp*
Cytillesh Stare ❖ (concentrate, incapacitation, mental, visual) **Frequency** once per round; **Effect** The magister focuses their gaze on a creature they can see within 30 feet. The target is dazzled for 1 round and must succeed at a DC 24 Will saving throw or be confused for 1 round.
Dero Medicine ❖ As dero stalker but healing 2d8+10 Hit Points.

CYTILLESH

Deros grow and ingest a poisonous fungus called cytillesh, also known as brain mold. Cytillesh gives off a pale blue glow and can cause birth defects and various adverse effects. Deros aren't fazed by these detriments, as prolonged exposure can also slow the effects of aging and, in rare cases, provide occult powers to certain individuals known as "magisters." Deros can also brew cytillesh spores into lethargy poison, along with many hallucinogenic toxins.


DERO STRANGLER

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Diabolic Divinities

Numerous unique and powerful devils hold positions of power in Hell. The most numerous of these are the infernal dukes, many of whom were promoted to this position from already impressive statures as nessaris. The supreme ruler of Hell itself is Asmodeus, the Prince of Darkness. Between these two tiers rule the eight archdevils—see the sidebar on the facing page.

Devil

Masters of corruption and architects of conquest, devils seek both to tempt mortal life to join in their pursuit of all things profane and to spread tyranny throughout all worlds. The temptations they offer mortals range from great powers granted by the signing of an infernal contract to twisted favors following a whispered pledge to a diabolic patron, or any number of even subtler exchanges. Those who succumb to these temptations find themselves consigned to an afterlife of endless torment in the pits of Hell, wherein the only hope of escape lies in the chance of being promoted to become a devil in the infernal ranks.

Every devil has a specific role to play in the upkeep of the remorseless bureaucratic machine that is Hell, from soldiers and scholars to inquisitors, lawyers, judges, and executioners. Lowly orts perform subservient labor to more powerful and specialized devils, such as infantry and contract devils, while the greatest nessaris command entire infernal armies.

Asmodeus stands at the apex of the structure he created, but the layers below him are marked by a constant jockeying for position. Most diabolic plans ultimately serve to improve the schemer's place in the hierarchy.

Ort (Drudge Devil)

These shapeless masses of quivering flesh are the least of devilkind. Pathetic creatures from Hell's first layer, orts roam alongside damned and suffering souls. Nessaris can combine the essence of a mob of orts to concentrate their collective wickedness within a single form, granting it an infernal sentience and transforming it into a more powerful devil (see the nessari's Shape Devils ability).

ORT **CREATURE 0**

MEDIUM DEVIL FIEND MINDLESS UNHOLY

Perception +0; greater darkvision

Skills Athletics +6

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

AC 13; **Fort** +9, **Ref** +6, **Will** +2

HP 20; **Immunities** fire, mental; **Weaknesses** holy 3; **Resistances** physical 3 (except silver), poison 5

Speed 20 feet

Melee ❖ claw +8 (agile, magical, unholy), **Damage** 1d4+2 slashing

Subservience Orts have little drive of their own, but other devils can take command of them. A non-ort devil can issue a command to all orts within 60 feet of it with a single action, which has the auditory and concentrate traits. The devil picks one of the following orders orts can understand, and the orts follow that order. The command and its effects end once the commander is out of the ort's sight, when a new command is issued by the same or another devil, or when the ort dies.

- **Kill** The ort attacks one target the commander singles out and gains a +1 circumstance bonus to attack rolls against the target.
- **Defend** The ort circles the commander and attacks any creature that comes near. It gains a +1 circumstance bonus to AC and saves.
- **Fetch** The ort gains a +10-foot circumstance bonus to its Speed and attempts to get an object or person the commander singles out. It attacks anyone and anything that gets in the way.
- **Work** The ort performs drudge work dictated by the commander.



ORT

Vordine (Infantry Devil)

The vast city of Dis trains endless legions of vordines to guard the upper layers of Hell and march across the planes at the archdevils' orders. Although quick to bend their knees to higher-ranking devils and even mortals favored by Asmodeus, vordines are relentlessly cruel to orts and other devils they can call their subordinates.

Although higher ranks in the infernal military are held by more powerful devils, like the nessari who serve as generals, a labyrinthine structure gives each vordine a rank and certain responsibilities. Some vordines are responsible for the battlefield command of squads, while others relay orders from above or are set to handling specific administrative tasks for their unit. The greatest gift one can offer a vordine is an increased rank to lord over other vordines.

VORDINE — CREATURE 5

MEDIUM DEVIL FIEND UNHOLY

Perception +12; greater darkvision
Languages Common, Diabolic; telepathy 100 feet (page 360)
Skills Acrobatics +13, Athletics +15, Intimidation +13, Warfare Lore +13, Religion +12
Str +4, **Dex** +4, **Con** +5, **Int** +2, **Wis** +3, **Cha** +2
Items breastplate, whip, trident

AC 22; **Fort** +14, **Ref** +13, **Will** +10; +1 status to all saves vs. magic
HP 60; **Immunities** fire; **Weaknesses** holy 5; **Resistances** physical 5 (except silver), poison 5
Reactive Strike ↷ (page 359)

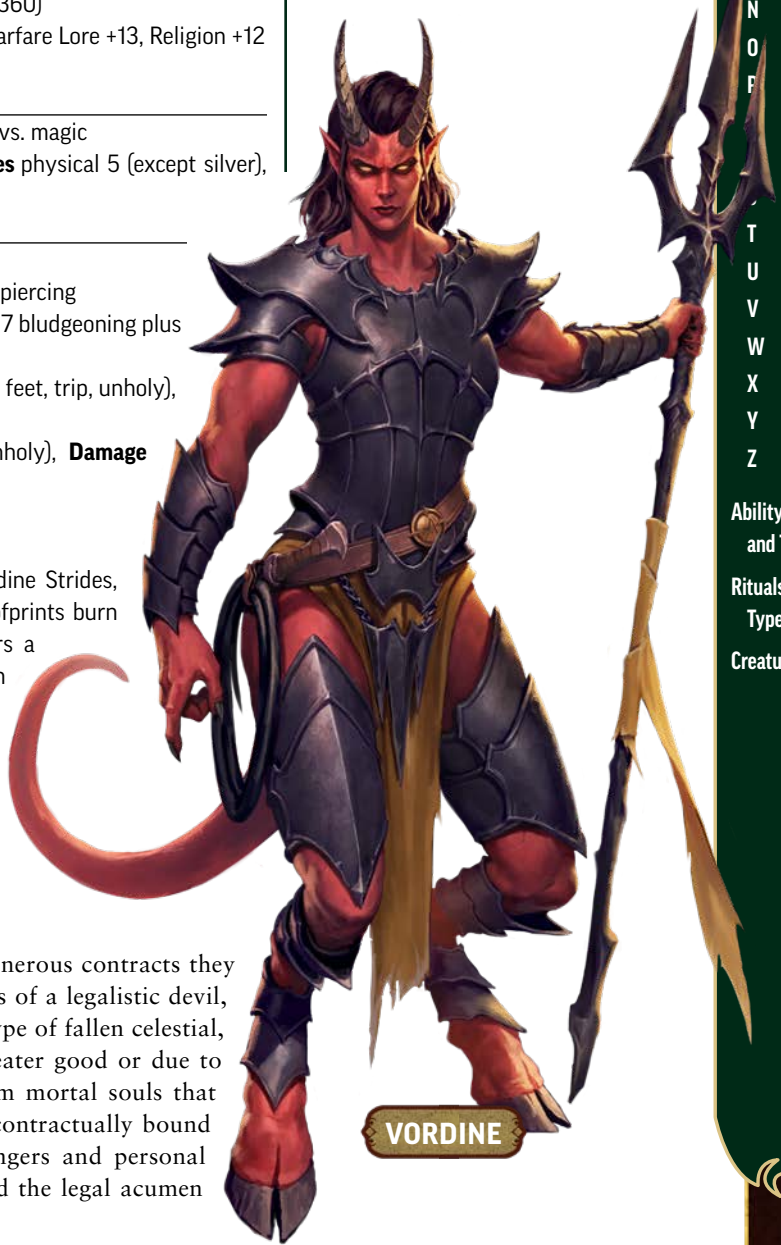
Speed 25 feet
Melee ❖ trident +15 (magical, unholy), **Damage** 1d8+10 piercing
Melee ❖ hoof +15 (agile, magical, unholy), **Damage** 1d4+7 bludgeoning plus 1d4 fire
Melee ❖ whip +15 (disarm, magical, nonlethal, reach 10 feet, trip, unholy), **Damage** 1d4+10 bludgeoning
Ranged ❖ trident +13 (magical, thrown 20 feet, unholy), **Damage** 1d8+10 piercing
Divine Innate Spells DC 19; **4th** *translocate* (at will)
Rituals DC 19; *diabolic pact* (page 364)
Burning Hoofprints ❖❖ (divine, fire, unholy) The vordine Strides, trailing hoofprints in each square they exit. The hoofprints burn for 1 minute. A creature on the ground that enters a square with burning hoofprints or begins its turn in one takes 1d4 fire damage.
Trident of Dis ❖ The vordine makes a trident Strike, increasing their reach to 10 feet for that Strike. If there is an unholy ally between the vordine and their target, that creature's energy causes the Strike to deal an additional 1d6 spirit damage.

Coarti (Messenger Devil)

The burning-winged coartis are marked by the onerous contracts they agreed to and bound to Hell by the machinations of a legalistic devil, usually a phistophilus. Some coartis are truly a type of fallen celestial, those trapped in horrible agreements for the greater good or due to grievous errors in judgment, but most arise from mortal souls that were on the path to become celestials yet were contractually bound to Hell. Coartis serve in public roles as messengers and personal attendants to demonstrate the power of Hell and the legal acumen of their corruptors.

ARCHDEVILS

Eight archdevils rule the eight upper layers of Hell, while the deepest layer is ruled by Asmodeus. Barbatos is the doorwarden of Hell's uppermost layer, while Dispater rules Hell's largest city. Mammon guards Hell's treasuries, and Belial designs new weapons for Hell's legions. Geryon is the oldest archdevil and keeper of many secrets, while Moloch leads Hell's armies. Baalzebul is a brooding archdevil who has fallen from Asmodeus's favor, while Mephistopheles was formed from the plane of Hell itself.


VORDINE

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Fiendish Relations

Devils view daemons' constant hunt for souls as a short-sighted waste of potential, and demons' selfish destruction of society and flesh as uncivilized and obnoxious, but they do not loathe their fiendish counterparts. Indeed, most devils are more than willing to take advantage of daemons and demons as they can to further their own machinations.

Celestials universally pity coartis and despise their creators, but their preferred methods of dealing with the corrupted beings differ. While angels argue against lost cases in Pharasma's courts, seeking loopholes in the voluminous contracts, azatas scheme daring heists against the contract storehouses. Archons are the most direct, working to end their blighted lives.

COARTI CREATURE 7

MEDIUM DEVIL FIEND UNHOLY

Perception +17; greater darkvision

Languages Common, Diabolic, Draconic, Empyrean; telepathy 100 feet (page 360), *truespeech*

Skills Acrobatics +15, Athletics +15, Deception +17, Legal Lore +14, Religion +17

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

Items *+1 morningstar*

AC 24; **Fort** +13, **Ref** +17, **Will** +15; +1 status to all saves vs. magic

HP 110; **Immunities** fire; **Weaknesses** holy 5 (see blood contract); **Resistances** physical 5 (except silver), poison 5

Blood Contract When the coarti takes damage from their holy weakness, blood flows freely from their eyes and the contract carved into their skin. They take 1d6 persistent bleed damage and are dazzled as long as the persistent damage continues, but their Despairing Shriek recharges.

Speed 25 feet, fly 40 feet

Melee ❖ morningstar +18 (magical, unholy, versatile P), **Damage** 1d6+10 bludgeoning plus 1d6 spirit

Melee ❖ wing +17 (agile, unholy, versatile P), **Damage** 1d6+7 bludgeoning plus 1d6 fire

Divine Innate Spells DC 25; **4th** *darkness*, *translocate* (at will); **Constant (5th)** *truespeech*

Rituals DC 25; *diabolic pact* (page 364)

Despairing Shriek ❖❖ (divine, sonic, unholy) The coarti lets out a terrible cry, dealing 4d6 sonic damage to all creatures in a 30-foot emanation with a DC 25 basic Will save. Holy creatures that fail this save are also frightened 2; this added effect has the emotion, fear, and mental traits. The coarti can't use Despairing Shriek again for 1d4 rounds.

Wing Snap ❖ **Frequency** once per turn; **Effect** The coarti makes two wing Strikes, then falls if it's flying. It can't Fly until the end of its turn.



COARTI

Sarglagon (Drowning Devil)

Sarglagons dwell in Hell's myriad waterways, lakes, and oceans. They serve as guardians of the Academy of Lies—the repository of secrets in Stygia, the fifth layer of Hell. Sarglagons breathe water and air with equal ease, and can move through water, land, and even air with uncanny swiftness. Few fiends travel the waterways of the multiverse, but where a river crosses the planes, odds are sarglagons have traveled it to further their infernal machinations. The only body of water they avoid is the River Styx, as the fiends have yet to develop any defense against that waterway's memory-sapping qualities. Mortal spellcasters sometimes bind sarglagons as

guardians of precious secrets or treasures, particularly in aquatic areas. Most strangely, sarglagons sometimes act as unnerving caretakers to mortals who have no idea what they did to earn their unwanted protectors' attention. The constant uninvited vigilance of these devils is often disturbing and stifling to their wards.

SARGLAGON CREATURE 8

LARGE AMPHIBIOUS DEVIL FIEND UNHOLY

Perception +18; greater darkvision, *see the unseen*

Languages Diabolic, Empyrean; telepathy 100 feet (page 360)

Skills Arcana +14, Athletics +18, Deception +15, Diplomacy +15, Intimidation +17, Stealth +15

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

AC 27; **Fort** +18, **Ref** +13, **Will** +16; +1 status to all saves vs. magic

HP 120; **Immunities** fire; **Weaknesses** holy 5; **Resistances** physical 5 (except silver), poison 10

Heavy Aura (aura, divine, incapacitation) 10 feet. A creature that enters the heavy aura must attempt a DC 23 Will save. It is then temporarily immune for 10 minutes.

Success The creature is unaffected.

Failure The creature is encumbered while it remains in the area. If the creature is already encumbered, it is immobilized while it remains within the aura.

Critical Failure As failure, but the effect persists for 3 rounds after leaving the aura.

Stygian Guardian ↷ **Trigger** A creature or object within the sarglagon's reach is targeted by an attack; **Effect** The sarglagon interposes themself, giving the creature or object standard cover against the attack (+2 circumstance bonus to AC), or greater cover (+4 circumstance bonus to AC) if the sarglagon was already granting it lesser cover.

Speed 25 feet, fly 25 feet, swim 30 feet

Melee ❖ fangs +20 (magical, unholy), **Damage** 2d12+9 piercing

Melee ❖ tentacle arm +20 (agile, magical, unholy); **Damage** 2d8+9 bludgeoning plus sarglagon venom

Divine Innate Spells DC 23, attack +18; **5th** *control water*, *translocate*; **4th** *translocate* (at will), *hydraulic torrent*, *unfettered movement*; **Constant (2nd)** *see the unseen*

Rituals DC 23; *diabolic pact* (page 364)

Drown ❖❖ (divine, incapacitation, water) The sarglagon conjures murky water to fill the lungs of a creature within 30 feet of it that can't breathe water. The target must attempt a DC 26 Fortitude save.

Critical Success The target is unaffected.

Success The target coughs up water and is sickened 1.

Failure The target is holding its breath (*Player Core* 437). The only action it can take is to attempt a Fortitude save against Drown to expel the water, which is a single action.

Critical Failure The target falls unconscious and begins suffocating. If the target succeeds at its Fortitude save while suffocating, it coughs up the water and can breathe again.

Sarglagon Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round)

DIABOLIC LOCATIONS

The nine layers of Hell are the planar home of all devils, and they much prefer its tyrannically ordered environs to anywhere else in the multiverse. Yet devils can be encountered anywhere mortals can be tempted by infernal bargains or to seek diabolic aid. On Golarion, the nation of Cheliax is particularly aligned with Hell. Its government is based upon Hell's organization, and the state church is that of Asmodeus.



SARGLAGON

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Infernal Contracts

The diabolic contracts created by contract devils are not the only ways a devil can engage a mortal in a binding agreement, but they are the most convenient. Other devils must perform complex rituals or jump through bureaucratic hoops to organize a contract with a mortal, and in most cases the easiest solution for devils in this situation is to simply enlist the aid of a contract devil.

Phistophilus (Contract Devil)

Contract devils are clerks, scribes, and bureaucrats of Hell rarely found outside the infernal courts, and then almost always to pursue potential contracts, tempting mortals to sell their souls in exchange for achieving their worldly desires. If a target is desirable enough, a phistophilus can offer contracts for prices seemingly lesser than their soul all at once, though in this case, the devil carefully manipulates the price to drive the signatory toward the forces of Hell anyway. Contract devils are tall creatures with skin tones that range from bronze to crimson and large curving horns extending from their bodies, over which they often drape favored or important contracts.

PHISTOPHILUS — CREATURE 10

MEDIUM DEVIL FIEND UNHOLY

Perception +21; greater darkvision

Languages Aklo, Chthonian, Common, Draconic, Diabolic, Empyrean, Sakvroth; telepathy 100 feet (page 360), *truespeech*

Skills Arcana +19, Deception +23, Diplomacy +21, Intimidation +21, Legal Lore +25, Religion +19, Society +19, Stealth +18

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

AC 30; **Fort** +18, **Ref** +18, **Will** +23; +1 status to all saves vs. magic

HP 150; **Immunities** fire, ward contract; **Weaknesses** holy 10; **Resistances** physical 10 (except silver), poison 10

Ward Contract A signed contract carried by a living contract devil (including draped over their horns) is immune to damage from all creatures other than that contract devil. A contract devil is immune to mental effects that would make them destroy, nullify, or alter a contract.

Speed 25 feet

Melee ❖ binding contract +23 (agile, disarm, magical, reach 10 feet, trip, unholy), **Damage** 3d6+11 slashing plus Grab (page 359) and infernal wound

Melee ❖ horn +21 (magical), **Damage** 3d10+11 piercing plus infernal wound

Divine Innate Spells DC 31; **10th** *scrying* (at will, see infernal investment) **7th** *interplanar teleport*; **5th** *fireball*, *illusory scene*, *lightning bolt*, *locate* (at will), *mind probe*, *sending* (at will), *translocate*; **4th** *peaceful bubble*, *silence*, *translocate* (at will); **3rd** *mind reading* (at will); **Cantrips (7th)** *detect magic*; **Constant (5th)** *truespeech*

Rituals DC 31; *diabolic pact* (page 364)

Draft Contract ❖❖❖ (divine, manipulate) The contract devil produces an infernal contract for a single living mortal. This contract can grant a wide range of abilities and effects, akin to the power of a *wish* ritual but fulfilled to the letter by the contract devil. To receive any of those benefits, the mortal must willingly sign its true name to the contract. At that point, the mortal's soul is bound to the contract devil and Hell.

While the contract is in effect, the victim can't be restored to life except by *wish* or similar magic. If the mortal is restored to life by those means, the contract devil knows which mortal came to life and can locate the creature or creatures who restored the mortal to life for 1 year, gaining the effects of a *locate* spell with unlimited range. Avoiding the terms of an infernal contract is difficult and often dangerous.

Infernal Investment A contract devil can cast a 10th-rank innate *scrying* spell at will, but only to target a creature with which they have a contract. The target automatically critically fails its save.

Infernal Wound (divine) The wounds from a contract devil's Strikes resist healing. A spellcaster or item attempting to use healing magic



PHISTOPHILUS

on a creature suffering first attempts to counteract infernal wound (DC 29). If it is not counteracted, the healing has no effect.

Gylou (Handmaiden Devil)

Though gylous are deeply entrenched in the expansive and complex machinations of Hell, they are highly skilled agents capable of nuanced diplomacy, masterful deception, physical finesse, and nearly any other tasks they set their minds to. This versatility has led to gylous becoming widespread throughout all layers of Hell, enabling them to filter key information to their masters regarding other devils' plots and schemes. Their allegiance is no secret, but their skills are so great that powerful devils employ one or more gylous regardless. While most gylous have a feminine form (combined with their role, this is the source of their common moniker of "handmaiden"), some have other gender presentations, and nearly all gylous take on carefully cultivated illusions to best suit the roles they fill. More often than not, gylous arise when lesser devils who have demonstrated exceptional utility and invaluable skills are uplifted into a new form, though on rare occasions they are shaped from the souls of evil mortals who showed unparalleled savvy within bureaucratic enterprises.

GYLOU — CREATURE 14

MEDIUM DEVIL FIEND UNHOLY

Perception +28; greater darkvision, *truesight*

Languages Common, Diabolic, Draconic, Empyrean; telepathy 100 feet (page 360)

Skills Acrobatics +28, Athletics +28, Arcana +25, Deception +30, Diplomacy +28, Religion +26, Stealth +28

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

AC 36; **Fort** +22, **Ref** +25, **Will** +28; +1 status to all saves vs. magic

HP 240; **Immunities** fire; **Weaknesses** holy 10; **Resistances** physical 10 (except silver), poison 10

Reflexive Grab ↷ **Trigger** A creature leaves a square within the gylou's reach using a move action or attempts a melee Strike against the gylou; **Effect** The gylou lashes out with a tentacle, attempting to Grapple the triggering creature. If the triggering Strike was with a melee weapon, the attacking creature can Release the weapon to cause the gylou to automatically fail the Athletics check.

Speed 35 feet, climb 35 feet

Melee ❖ tentacle +30 (finesse, magical, reach 10 feet, unholy), **Damage** 3d12+12 bludgeoning plus Grab (page 359)

Melee ❖ claw +30 (agile, finesse, magical, unholy), **Damage** 3d8+12 slashing

Rituals DC 36; *diabolic pact* (page 364)

Divine Innate Spells DC 36, attack +28; **7th** *dispel magic*, *dominate*; **5th** *illusory object* (at will), *slither*, *translocate*; **4th** *charm* (×3), *translocate* (at will), *enthrall* (at will); **Constant (7th)** *truesight*

Change Shape ❖ (concentrate, divine, polymorph) The gylou adopts the appearance of any Small or Medium humanoid (page 358). This doesn't change their Speed or the attack and damage modifiers of their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Encage in Tentacles ❖ (attack) **Requirements** The gylou has a Medium or smaller creature grabbed or restrained; **Effect** The gylou transfers the grabbed creature into their lower body's net of encaging tentacles, freeing their limbs and tentacles to make Strikes. This has the



FIRE AND ICE

The classic depiction of Hell is of a burning wasteland of magma and volcanoes, a searing landscape rife with the screaming souls of the damned. Yet those who have visited Hell know the awful truth—for its torments do not cease at eternal burning. Some regions of Hell are perpetually frozen reaches of razor-sharp ice and flesh-scouring wind, while others are miasmic swamps filled with poison and disease. Hell does not limit its torturous toolbox merely to the fires for which it is so well known!

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SHAPE DEVILS

A nessari needs a minimum number of orts in order to shape the roiling mass into a devil of a particular level, as summarized below.

Devil Level	Number of Orts
4 or below	4
5–6	8
7–8	16
9–10	32
11–12	64
13–14	128
15–16	256
17–18	512
19–20	1,024

same effects as Swallow Whole (Medium, 2d12+12 bludgeoning, Rupture 30; page 360), except the encaged creature is not at risk of suffocation, and the gylou can bring the encaged creature with them when they cast *translocate*. A gylou can have only one creature encaged at a time.

Indispensable Savvy ↻ **Frequency** once per day; **Trigger** The gylou attempts a skill check but hasn't rolled yet; **Effect** The gylou demonstrates a preternatural ability for the task at hand. They use their Deception modifier for the triggering check and for all skill checks using the same skill thereafter until the next time the gylou uses this ability or until 24 hours have passed, whichever happens first.

Nessari (Tyrant Devil)

When an army of devils invades to bathe a region in bloodshed and hellfire, it is likely that one of the nessaris masterminded the incursion. Cunning, powerful, and ruthless, nessaris often serve the archdevils directly. They rule infernal duchies, subjugate mortal worlds, and usurp infernal rivals using unparalleled despotism and calculated ferocity. To realize their tyrannical machinations, nessaris claim mortal souls that they corrupt into ort servants, which can then be shaped and transformed through infernal manipulation into the terrifying devils that form Hell's formidable legions. They often select the most wicked and vicious orts for their armies, drawing upon these lesser devils' depravity during powerful magical ceremonies to create hideous and terrifying abominations that can cow and eviscerate the nessari's enemies.

Each nessari is crafted deep within the nightmarish bowels of Nessus, the ninth layer of Hell, to serve the whims of archdevils and infernal dukes. Those nessaris that don't leave Nessus to command infernal legions in the upper layers of Hell often form the courts of Hell's elite, gathering cronies and sects that shape Hell's political landscape through subterfuge and manipulation. But many nessaris see themselves as living embodiments of hellfire, the all-encompassing wrath of Hell, and thus prefer to dwell in realms consumed by fire. In Avernus, Dis, Malebolge, Nessus, and Phlegethon, nessaris build vast citadels of brimstone wreathed in flame to lord over.

Rather than being above the constant power struggles of the diabolic ranks, nessaris are in the thick of it. Even apocalyptic schemes to conquer or despoil mortal worlds usually begin from a desire to claw a single rank up the immortal hierarchy of Hell. For this reason, the best, yet also most dangerous, ally against a nessari is the nessari next to them.

Nessaris tower over other devils, standing at least 16 feet tall, weighing over 1,000 pounds, and brandishing wingspans in excess of 20 feet.

Infernal Dukes

Elite members of Hell's political infrastructure and leadership hierarchy, the dukes of Hell are chosen from among the most tyrannical, oppressive, and conniving devils. While not all infernal dukes are nessaris, a nessari's natural disposition toward conquest and oppression often makes them an ideal candidate for this position. To create an infernal duke, adjust the nessari to be between 21st and 25th level. Because of their physical prowess, manipulative nature, and powerful spellcasting abilities, infernal dukes make excellent villains for long-running campaigns.

NESSARI — CREATURE 20

LARGE DEVIL FIEND UNHOLY

Perception +37; greater darkvision, *truesight*

Languages Common, Diabolic, Draconic, Empyrean; telepathy 100 feet (page 360)

Skills Acrobatics +34, Arcana +32, Athletics +33, Deception +39, Diplomacy +34, Intimidation +39, Religion +37, Society +36, Stealth +34

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

Shape Devils (divine, downtime) The nessari reshapes a large number of orts within a 600-foot emanation into more powerful devils to swell Hell's legions. The nessari must have available the number of orts listed on the table in the sidebar on page 92. The nessari can shape 100 orts per day, to a maximum of 1,100 orts in 11 days. Devils created in this way are in thrall to the nessari and follow their orders, with the exception of created nessaris or other devils of similar power, which are always independent. As a result, few nessaris choose to create peers. At the end of the Shape Devils activity, the nessari attempts an incredibly hard (*GM Core* 53) Religion check of the desired devil's level, with results as follows.

Critical Success The nessari shapes two devils from the massed orts instead of one.

Success The nessari shapes a devil of the desired type and level.

Failure The devil shaped from the orts is 2 levels lower than the intended devil.

Critical Failure The nessari fails to shape any devils and draws the ire of an archdevil for their waste of resources.

AC 46; **Fort** +37, **Ref** +32, **Will** +35; +1 status to all saves vs. magic

HP 335, regeneration 30 (deactivated by holy); **Immunities** fire; **Weaknesses** holy 15; **Resistances** physical 15 (except silver), poison 15

Commander's Aura (aura, divine) 100 feet. Commanded or allied unholy creatures in the aura of lower level than the nessari gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Frightful Presence (aura, divine, emotion, fear, mental) 20 feet, DC 42 (page 359)

Reactive Strike ↻ The nessari can make a Reactive Strike (page 359) when a creature within reach uses a concentrate action, in addition to the usual trigger. The devil can disrupt triggering concentrate actions, and they disrupt actions on any hit, not only a critical hit.

Speed 35 feet, fly 50 feet

Melee ❖ jaws +40 (magical, poison, reach 10 feet, unholy), **Damage** 4d10+17 piercing plus nessari venom

Melee ❖ claw +38 (agile, magical, reach 10 feet, unholy), **Damage** 4d6+17 slashing

Melee ❖ tail +36 (magical, reach 10 feet, unholy), **Damage** 4d10+17 bludgeoning plus Improved Grab (page 359)

Melee ❖ wing +36 (magical, reach 15 feet, unholy), **Damage** 4d6+17 slashing

Divine Innate Spells DC 42; **10th** *falling stars*, *manifestation*; **9th** *seize soul* (at will); **8th** *dispel magic* (at will), *divine decree* (at will), *fireball* (at will), *scrying*, *wall of fire* (at will); **5th** *translocate*; **4th** *translocate* (at will); **Constant (8th)** *truesight*

Rituals DC 42; *diabolic pact* (page 364)

Constrict ❖ (unholy) 2d10+17 bludgeoning, DC 43 (page 358)

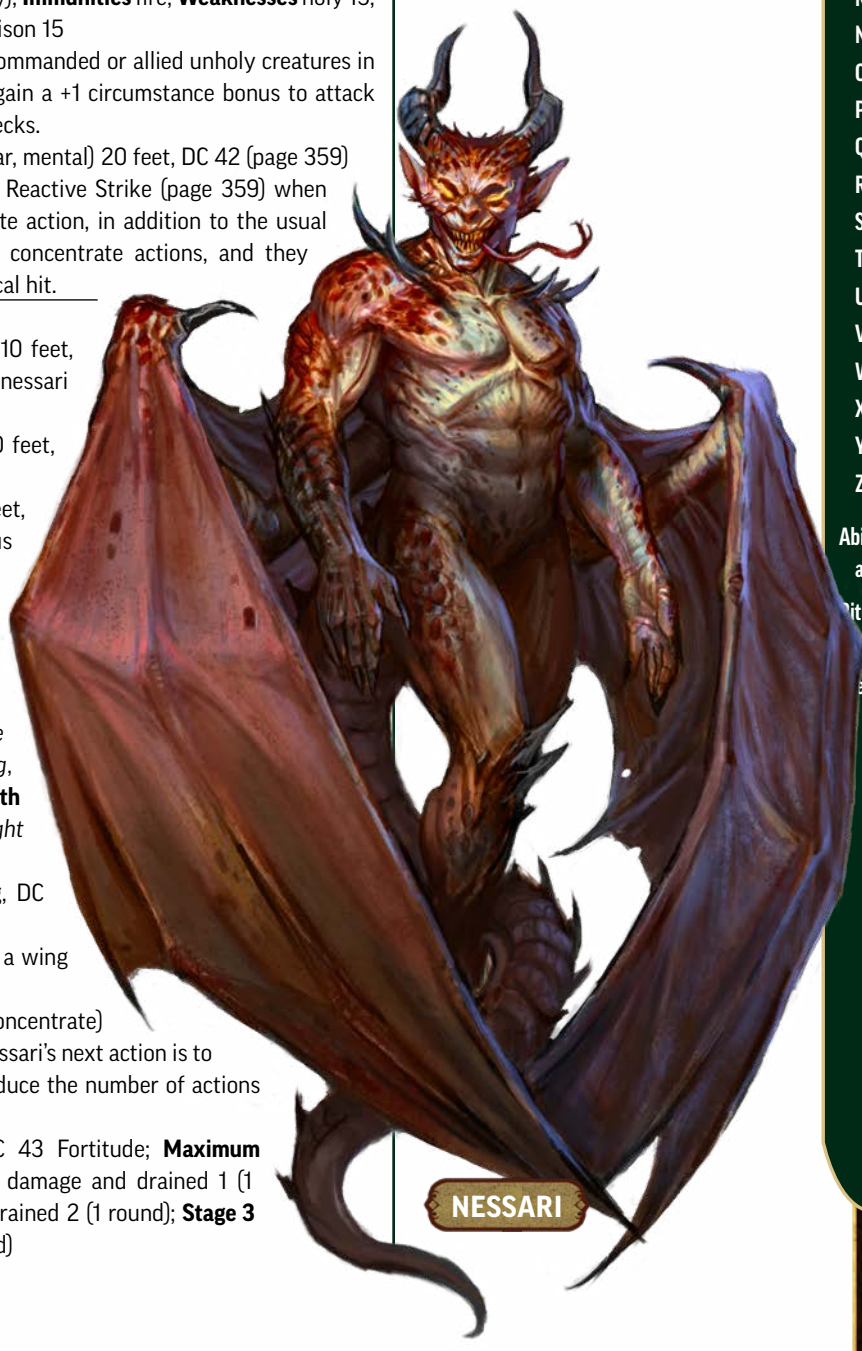
Fast Swoop ❖ The nessari Flies and makes a wing Strike at any point during its movement.

Masterful Quickened Casting ◈ (concentrate) **Frequency** once per round; **Effect** If the nessari's next action is to cast an 8th-rank or lower innate spell, reduce the number of actions to cast it by 1 (minimum 1 action).

Nessari Venom (poison) **Saving Throw** DC 43 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 6d6 poison damage and drained 1 (1 round); **Stage 2** 7d6 poison damage and drained 2 (1 round); **Stage 3** 8d6 poison damage and drained 3 (1 round)

OTHER DEVILS

The devils presented on these pages are a small sampling of the torments Hell has to offer. Other devils, like the mechanical warmonger devils, the cherub-faced and fly-bodied accuser devils, and the executioner devils beholden to the Queens of Night are but a few examples of these widespread immortal creatures.



NESSARI

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Dezullon Venom

The dezullon is most well known for the psychoactive effects of its secretions. Affected creatures suffer amnesia, briefly forgetting where they are and why they are in pain. Some creatures, desperate to escape the past, willingly expose themselves to a dezullon's amnesia venom in an effort to make their painful memories fade.

Dezullon

Dezullons are dangerous, carnivorous pitcher plants that dwell in forested regions with thick canopies or deep in marshes where few other plants can grow. They hunt for meat along the forest's understory when not sunning themselves in the boughs above. Dezullons are smart enough to notice that some creatures are attracted by shiny things, and sometimes use such objects to set up ambushes. To assume that the dezullon's ambulations are slow simply because the creature has a root structure is a foolish mistake; many an adventurer has been crushed to death by this surprisingly agile plant. In addition, dezullons are expert climbers, which makes escaping them in a forest even more difficult.

A hungry dezullon keeps prey off-balance by spilling its putrid, psychoactive digestive juices from its central pitcher. In addition to being highly acidic, the enzymes in a dezullon's digestive tract, once expelled, inflicts powerful hallucinations and amnesia. This secondary effect makes dezullons highly sought after in some circles, including avid drug users, experimental doctors, and criminals who deal in poisons.

Attempts to cultivate dezullons typically end in disaster, although druids and fey who can communicate with plants have found measured success. Meanwhile, horned dragons looking for breakthroughs in their research or groups of marsh giants seeking visions from their esoteric gods trust their power to hunt and overwhelm the plants.

Many varieties of dezullon exist, including lumbering giants of incredible size, dezullons with tiny, cup-shaped pitchers that proliferate along lengths of creeping ivy like suckers on a squid's tentacles, and a variant with hundreds of blood-red, razor-sharp leaves that protrude from the inside of their pitchers like a leech's teeth. This latter variety is especially dangerous, since the leaves can all but eviscerate creatures that become trapped inside their pitchers.



Dezullon **Creature 10**

MEDIUM PLANT

Perception +18; low-light vision

Skills Acrobatics +21, Athletics +19, Stealth +21 (+24 in forests or swamps)

Str +5, **Dex** +7, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 30; **Fort** +17, **Ref** +21, **Will** +16

HP 130, regeneration 15 (deactivated by fire; page 360); **Resistances** acid 20

Stench (aura, olfactory) 30 feet, DC 27 (page 360)

Speed 25 feet; climb 30 feet

Melee ❖ vine +21 (acid, agile), **Damage** 3d6+8 bludgeoning plus 3d6 acid and Grab (page 359)

Ranged ❖ acid glob +23 (acid, range 30 feet), **Damage** 4d8 acid plus amnesia venom

Amnesia Venom (mental, poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** off-guard (1 round); **Stage 2** off-guard and clumsy 1 (1 round); **Stage 3** confused, off-guard, and clumsy 2 (1 round); **Stage 4** as Stage 3 and permanently forget the last hour (1 round)

Constrict ❖ 2d6+2 bludgeoning, DC 29 (page 358)

Root ❖ (concentrate) Until the next time it acts, the dezullon appears to be a normal pitcher plant. It has an automatic result of 41 (44 in forests or swamps) on Deception checks and DCs to pass as a non-creature plant.

Dhampir

As the mortal offspring of a vampire and a living parent, dhampirs occupy an unusual place among the living. Their vampiric parentage lends them elongated incisors, an unearthly beauty and physical grace, ghostly pallor, and a piercing gaze. Perhaps their most distinctive feature, however, is their connection to energy from the Void, which heals them, leaving them as vulnerable to life energy as any undead creature. Though they don't suffer the full range of a vampire's vulnerabilities, they do share certain characteristics with their vampire parent, leading to several distinct dhampir heritages across Golarion. By far the most common dhampirs are svetochers, the children of the more common moroi vampires.

Many dhampirs grow up as orphans because their mortal parent perished as a result of a difficult childbirth, or else they believed their child to be cursed and abandoned them. Often outcast, some dhampirs leverage their charisma and personal magnetism to manipulate those around them, while others struggle to form even basic relationships. Mistrust of a dhampir's ancestry presents further challenges when dhampirs attempt to integrate into mortal society. Those who seek out their vampiric parent often find themselves judged as inferior, rejected as they were by mortals but for different reasons. But in regions like Nidal, Geb, and Ustalav, where vampires are viewed with some degree of respect, dhampirs can find their heritage empowering.

Dhampirs fill countless roles within many communities. Some prefer to blend in as best they can, holding regular jobs and building families (most children born to dhampirs share an ancestry with the dhampir's mortal parent, but a rare few are born as dhampirs themselves). Those who learn to make the most of their inherited charm can achieve high societal status, whether leveraging traditional avenues of power or gathering followers enamored by the dhampir's abilities. With a lifespan rivaling that of an elf, a dhampir can develop extensive influence and engage in long-reaching schemes of massive scope. Further, their ancestry lends them a proclivity to necromancy and the occult arts.

Dhampir Wizard

This dhampir is a svetocher, the child of a moroi vampire (page 334).

DHAMPIR WIZARD — CREATURE 2

MEDIUM DHAMPIR HUMAN HUMANOID

Perception +4; darkvision
Languages Common, Necril
Skills Acrobatics +7, Arcana +8, Deception +5, Intimidation +5, Society +8, Stealth +7, Vampire Lore +8
Str +2, **Dex** +3, **Con** +0, **Int** +4, **Wis** +0, **Cha** +1
Items dagger, spellbook containing their prepared spells, staff

AC 17; **Fort** +4, **Ref** +7, **Will** +6; +2 circumstance to all saves vs. disease
HP 22, void healing (page 360)
Blood of the Night The dhampir's penalty and Hit Point reduction from the drained condition are reduced as though the condition value were 1 lower.

Speed 25 feet
Melee ❖ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing
Melee ❖ staff +6 (two-handed d8), **Damage** 1d6+2 bludgeoning
Melee ❖ fist +7 (agile, finesse, nonlethal), **Damage** 1d4+2 bludgeoning
Ranged ❖ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Arcane Prepared Spells DC 18, attack +8; **1st** *command*, *force barrage*, *grim tendrils* (×2); **Cantrips (1st)** *detect magic*, *frostbite*, *prestidigitation*, *shield*, *void warp*

Dhampir Dwellings

Most dhampirs make their homes in urban areas, though some more reclusive individuals claim ruins or dungeons as their domains. Those few who maintain a connection with a vampire parent may be found living under that parent's roof and even inheriting an estate after the vampire meets an untimely end.



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Dinosaurs in Fantasy

At first glance, the inclusion of dinosaurs in a fantasy setting might seem strange, but dinosaurs are an excellent creature to use in a game that bridges the gap between familiar real-world animals and legendary monsters. If having dinosaurs mix freely with lions, manticores, and dragons still seems strange to you, consider using them in remote, primeval lands, as suggested in the sidebars on pages 98–100.

Dinosaur

Remnants from the world's primeval era, these enormous reptilian animals still exist in large numbers in remote wildernesses or underground in magical Darklands caverns. Lizardfolk, orcs, giants, and other humanoids who live near dinosaurs use the animals as mounts, guards, or hunting beasts. Occasionally, rich nobles will collect dinosaurs to display them in menageries, which almost inevitably leads to cast-offs being nursed back to health by druids and other champions of nature. When dinosaurs establish themselves in regions outside their normal habitats, it's often the result of a large collection being released.

Compsognathus

The compsognathus is a small bipedal dinosaur that moves in swift, darting motions. Its bite injects a venom that causes numbness and weakness, a trait the animal uses to bring down larger prey, although it prefers to scavenge or snatch insects and other smaller creatures for its meals.

The compsognathus is curious to a fault, often getting itself into trouble. It measures 3 feet long from head to tail and weighs 15 pounds—small enough to serve as a house pet or familiar for a spellcaster. In cases where magical links aren't involved, however, those keeping the creature would be well-advised to treat it with the same caution one might extend to a pet viper or other poisonous reptile, as they're partly tame at best.

COMPSOGNATHUS **CREATURE -1**

TINY ANIMAL DINOSAUR

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Stealth +6
Str +0, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** –2

AC 15; **Fort** +4, **Ref** +7, **Will** +4
HP 8

Speed 30 feet, swim 15 feet
Melee ❖ jaws +7 (agile, finesse, reach 0 feet), **Damage** 1d6 piercing plus compsognathus venom
Compsognathus Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 1 (1 round)



DEINONYCHUS

Velociraptor

A smaller cousin of the deinonychus, the velociraptor is a swift, cunning pack hunter. It has no fear of larger creatures, and a group of these dinosaurs won't hesitate to attack prey the size of a horse. They have manes of feathery plumage that extend down their backs and along the sides of their arms, legs, and tail, while their underbellies and flanks are scaly. These feathers allow them to blend into their natural terrain with ease, but when startled, a velociraptor can puff and frill this plumage to expose brighter colors normally covered by the longer feathers. A typical velociraptor is 1-1/2 feet tall, 7 feet long, and weighs 35 pounds.

VELOCIRAPTOR **CREATURE 1**

SMALL ANIMAL DINOSAUR

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +5 (+8 jumping), Stealth +6
Str +0, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +1

AC 16; **Fort** +5, **Ref** +7, **Will** +4
HP 20

Speed 40 feet
Melee ❖ jaws +8 (finesse), **Damage** 1d6+3 piercing
Melee ❖ talon +8 (agile, finesse), **Damage** 1d4+3 slashing
Leaping Charge ❖ The velociraptor Strides up to 10 feet, ignoring difficult terrain as it leaps over obstacles. It then makes a Strike with its talons, gaining a +1 circumstance bonus to its attack roll.
Pack Attack The velociraptor deals 1d4 extra damage to any creature that's within reach of at least two of the velociraptor's allies.

Deinonychus

Deinonychuses are wily hunters that attack in groups of up to a dozen individuals, ripping apart prey with sharp talons and powerful jaws. They are lean, muscular, and have two powerful legs and a long tail that helps them maintain balance. Although deinonychuses don't use their dexterous clawed forelimbs to attack, the dinosaurs can use them to pull aside small barriers. Although some of these dinosaurs have scaly skin, most have thatches of vibrantly colored feathers as well. A deinonychus is about 6 feet tall and weighs about 150 pounds.

DEINONYCHUS CREATURE 2

MEDIUM ANIMAL DINOSAUR
Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +9 (+12 jumping), Stealth +7
Str +3, **Dex** +3, **Con** +4, **Int** –4, **Wis** +1, **Cha** +2

AC 17; **Fort** +10, **Ref** +9, **Will** +5
HP 30

Speed 30 feet
Melee ❖ jaws +9, **Damage** 2d6+3 piercing
Melee ❖ talon +9 (agile), **Damage** 1d6+3 slashing plus 1d4 persistent bleed
Darting Attack ❖ The deinonychus Strides up to 10 feet and then makes a Strike, or makes a Strike and then Strides up to 10 feet.
Predator's Advantage Bleeding creatures are off-guard to the deinonychus.

Pachycephalosaurus

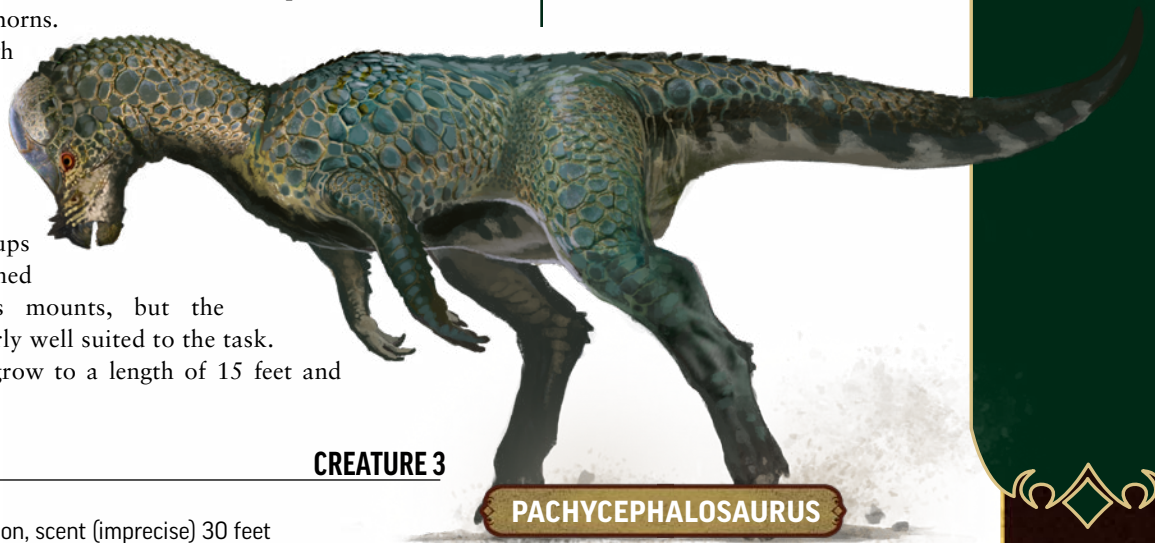
Pachycephalosauruses are normally peaceful, herbivorous dinosaurs, but they grow much more violent during mating season, when they fight one another to win over mates and warn away interlopers. They also defend themselves vehemently if potential predators stray too close to their herd. The pachycephalosaurus's skull has a distinctive dome-shaped crown surrounded by numerous blunt, bony horns. This feature, combined with the dinosaur's powerful, compact neck, allows it to make battering-ram-like charges capable of inflicting great damage.

Some humanoid groups have successfully trained pachycephalosauruses as mounts, but the creatures aren't particularly well suited to the task.

Pachycephalosauruses grow to a length of 15 feet and weigh 1,400 pounds.

PACHYCEPHALOSAURUS CREATURE 3

LARGE ANIMAL DINOSAUR
Perception +10; low-light vision, scent (imprecise) 30 feet


PACHYCEPHALOSAURUS

DINOSAUR RESOURCES

As animals, dinosaurs have little interest in treasure (although velociraptors and deinonychuses, like their bird cousins, enjoy keeping sparkling baubles in their nests), but the remains of adventurers strewn about their lairs often still have valuable gear. Beyond these traditional treasures, local civilizations often hunt dinosaurs for meat, hides, and eggs.

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DINOSAUR GUARDIANS

As with most animals, dinosaurs can be tamed or domesticated, but the difficulty of this task increases along with the dinosaur's level. Lizardfolk and xulgaths are fond of using dinosaurs as beasts of burden, mounts, or even war beasts. Certain dinosaurs, such as velociraptors and deinonychuses, make excellent trackers as well. The largest and most dangerous dinosaurs, such as the tyrannosaurus, are generally avoided, although more powerful creatures like giants have been known to be able to keep them as pets, guardians, or even brutal executioners. In more bloodthirsty cultures, dinosaurs are sadly sometimes used as combatants in gladiatorial battles.

Skills Athletics +11, Intimidation +7
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

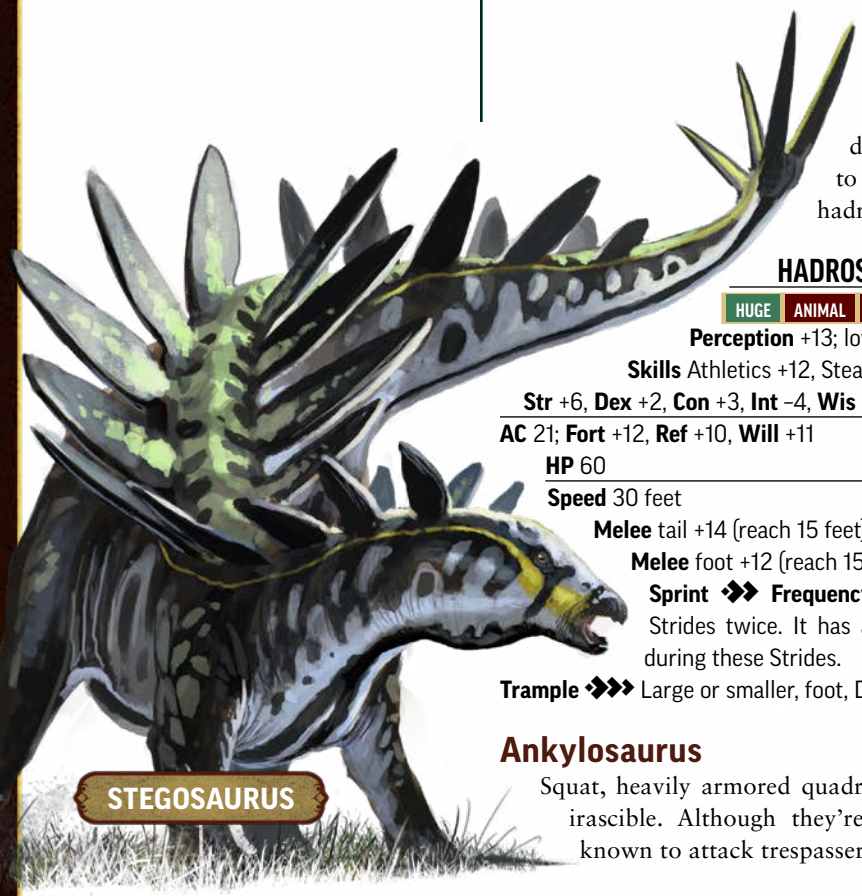
AC 17; **Fort** +12, **Ref** +11, **Will** +7
HP 65

Speed 35 feet
Melee ◆ skull +11 (forceful, reach 10 feet), **Damage** 1d10+6 bludgeoning
Clobbering Charge ◆◆ The pachycephalosaurus Strides up to its Speed. If it ends its movement within melee reach of a target, it can make a skull Strike against that target. If the pachycephalosaurus critically hits with this Strike, the creature hit is stunned 1.
Sudden Shove ↷ (attack) **Trigger** The pachycephalosaurus damages a Medium or smaller foe with its skull Strike; **Effect** The pachycephalosaurus digs in and flings its head up, shoving its foe away. It attempts an Athletics check against the target's Fortitude DC.
Critical Success The pachycephalosaurus pushes the opponent up to 10 feet away from itself and knocks the target prone.
Success The pachycephalosaurus pushes the opponent back 5 feet.
Failure The pachycephalosaurus fails to push the opponent.
Critical Failure As failure, but the failed attempt leaves the pachycephalosaurus off-guard for 1 round.

Hadrosaurid

Hadrosaurids are a broad grouping of herbivorous dinosaurs that share characteristic flat snouts filled with rows of grinding teeth well suited for feeding on vegetation. Also known as "duck-billed dinosaurs" due to the unusual shape of their jaws, hadrosaurids are lumbering creatures that can rival an elephant in size, although they tend to be much less aggressive and are prone to flight when confronted with danger. Many species of hadrosaurids have uniquely shaped crests on their heads, making them easily recognizable even to amateur dinosaur watchers.

Giants and other oversized creatures have been known to domesticate hadrosaurids to serve as livestock. Despite their ability to sprint quickly, they don't make particularly viable mounts due to their timid natures, but a panicked herd of hadrosaurids can wreak great damage.



STEGOSAURUS

HADROSAURID CREATURE 4

HUGE ANIMAL DINOSAUR

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Athletics +12, Stealth +10
Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 21; **Fort** +12, **Ref** +10, **Will** +11
HP 60

Speed 30 feet
Melee tail +14 (reach 15 feet), **Damage** 2d6+8 bludgeoning
Melee foot +12 (reach 15 feet), **Damage** 2d4+8 bludgeoning
Sprint ◆◆ **Frequency** once per minute; **Effect** The hadrosaurid Strides twice. It has a +20-foot circumstance bonus to its Speed during these Strides.
Trample ◆◆◆ Large or smaller, foot, DC 21 (page 360)

Ankylosaurus

Squat, heavily armored quadrupeds, ankylosauruses are stubborn and irascible. Although they're herbivores, ankylosauruses have been known to attack trespassers simply out of ill temper.

Ankylosauruses have few natural predators, as their bony hides are covered in spiked nubs that jut in many different directions to discourage larger creatures from biting them. An ankylosaurus is about 30 feet long, 10 feet tall at the shoulder, and weighs over 3 tons.

ANKYLOSAURUS CREATURE 6

HUGE ANIMAL DINOSAUR

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 26; **Fort** +16, **Ref** +10, **Will** +12
HP 90

Speed 25 feet
Melee ❖ tail +17 (backswing, reach 15 feet), **Damage** 2d8+7 bludgeoning plus punishing tail
Melee ❖ foot +17 (reach 10 feet), **Damage** 2d6+7 bludgeoning
Punishing Tail A creature struck by the ankylosaurus's tail must attempt a DC 24 Fortitude save. On a failure, it's stunned 1; on a critical failure, it's stunned 3.
Trample ❖❖❖ Medium or smaller, foot, DC 24 (page 360)

Stegosaurus

The stegosaurus is easily recognized by its twin rows of diamond-shaped dorsal plates that run down its spine and thick tail adorned with four large spikes. This configuration protects the herbivore, the plates deflecting attacks while it gores predators with its tail.

The stegosaurus is generally even-tempered and gentle, despite its size. This combination makes it even more popular as a trained pet or guard, but even then one should take care to not annoy the dinosaur—an angry stegosaurus can lash out with little warning.

STEGOSAURUS CREATURE 7

HUGE ANIMAL DINOSAUR

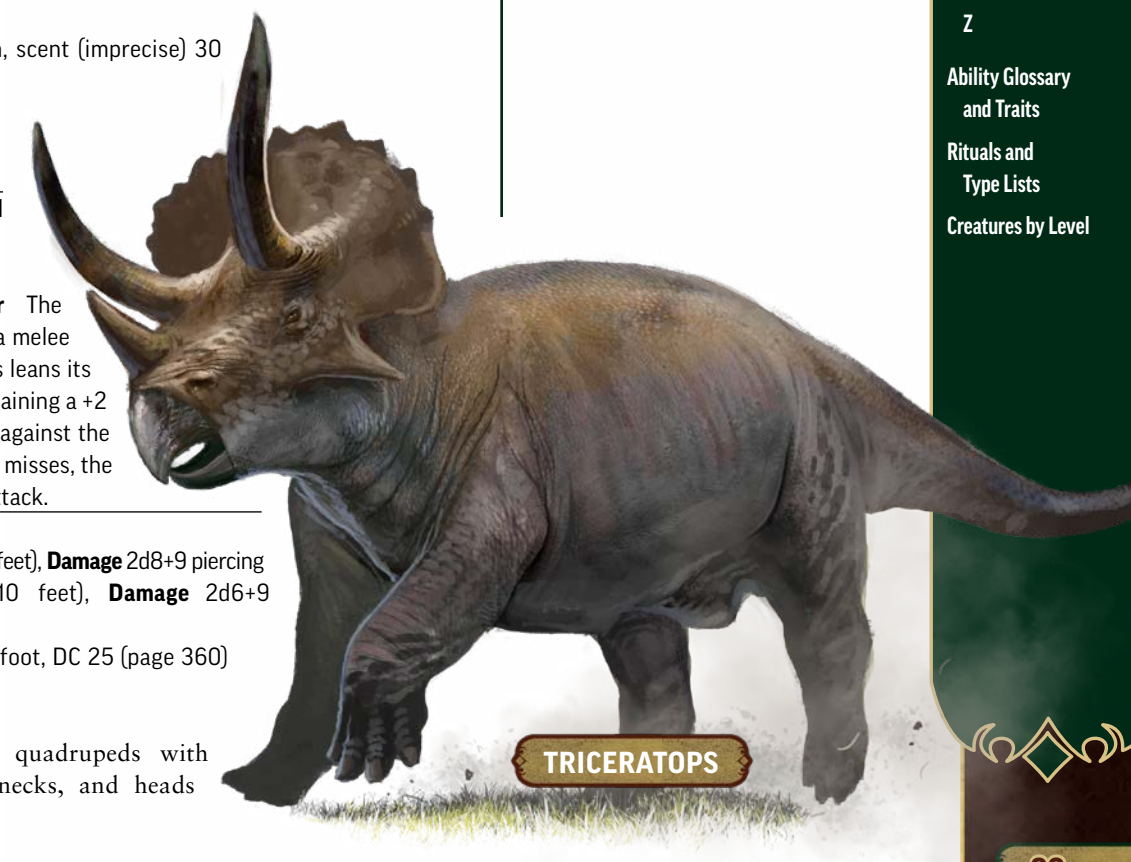
Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Athletics +20
Str +7, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 23; **Fort** +17, **Ref** +13, **Will** +13
HP 125
Dorsal Deflection ↷ **Trigger** The stegosaurus is targeted with a melee attack; **Effect** The stegosaurus leans its dorsal plates into the attack, gaining a +2 circumstance bonus to its AC against the triggering attack. If the attack misses, the stegosaurus Steps after the attack.

Speed 25 feet
Melee ❖ tail +18 (sweep, reach 15 feet), **Damage** 2d8+9 piercing
Melee ❖ foot +18 (reach 10 feet), **Damage** 2d6+9 bludgeoning
Trample ❖❖❖ Large or smaller, foot, DC 25 (page 360)

Triceratops

Triceratopses are muscular quadrupeds with powerful short legs, thick necks, and heads


TRICERATOPS

PRIMEVAL LANDS

Across Golarion, dinosaurs are found in isolated lands like primeval jungle valleys or plateaus–sometimes called lost worlds for their inaccessibility and lack of any encroaching civilization. In addition to dinosaurs, other megafauna can exist in these places as well, along with giant insects or aggressive creatures like carnivorous plants, drakes, linnorms, and rocs.

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Hollow Worlds

Hollow worlds are another classic fictional location where dinosaurs can be found. Some campaign settings might not contain entire isolated worlds within them, but many, such as Golarion, have expansive underground lands. The deepest region of the Darklands of Golarion—a realm called Orv—is an optimal region to find a hollow world. Typically infused with magic that allows for jungles to grow deep underground (and sometimes even featuring sunlike orbs that illuminate the lands from above, simulating a day-night cycle), areas such as Deep Tolguth of Orv make perfect places for dinosaurs to roam.

crowned by a wide, bony frill. Though they bear three large horns, they use these bony protrusions only to defend themselves or fight for dominance. Short-tempered and obstinate, triceratopses are unlikely to back down from a fight unless they are hopelessly outmatched, and the creatures are known to fight to the death for no apparent reason beyond stubbornness. Triceratopses often serve as mounts for humanoids, particularly giants, who can comfortably ride behind the dinosaurs' protective bone frills. A triceratops is 30 feet long and weighs as much as 10 tons.

TRICERATOPS CREATURE 8

HUGE ANIMAL DINOSAUR

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +21
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

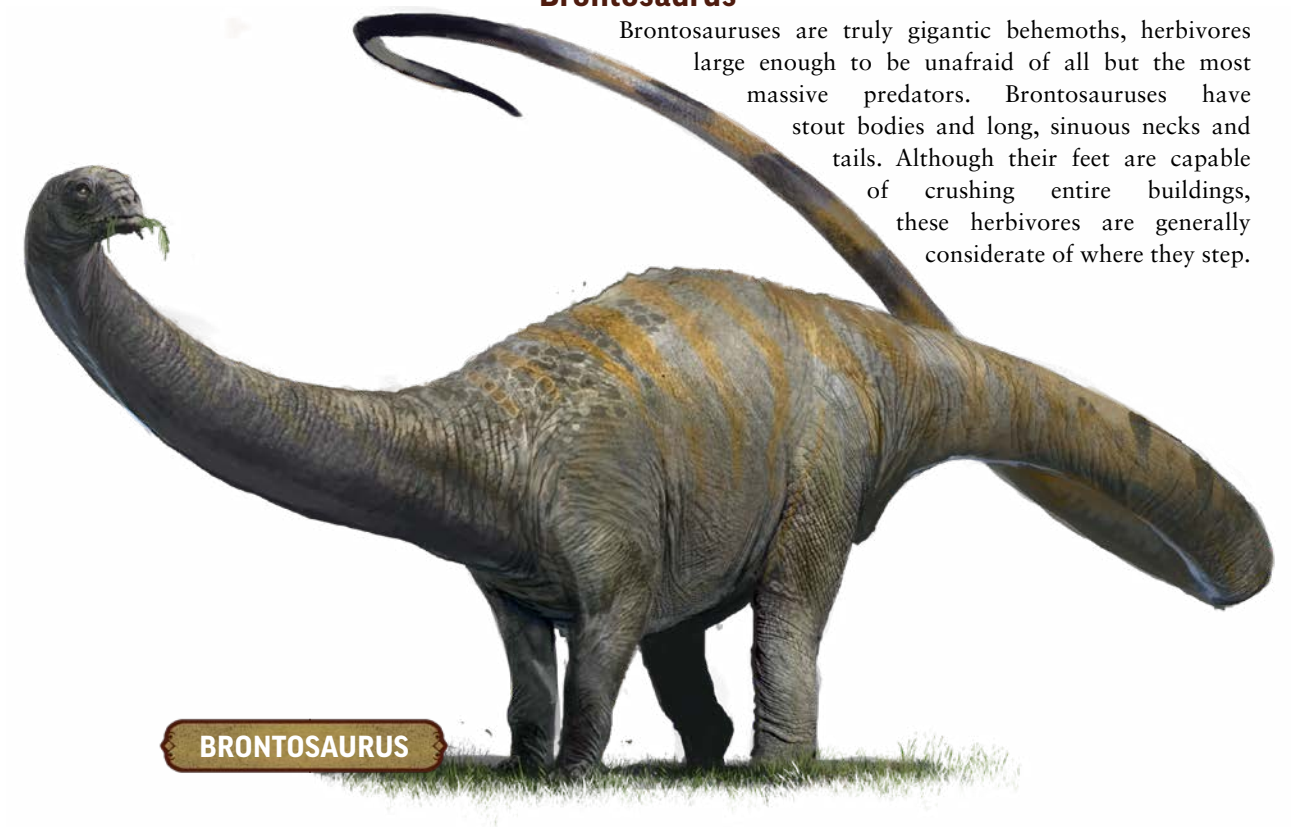
AC 26; **Fort** +18, **Ref** +12, **Will** +14
HP 140

Frill Defense ↷ **Trigger** The rider is targeted with an attack; **Requirements** A creature must be mounted on the triceratops; **Effect** The triceratops intercepts the attack with its bony frill. The rider gains a +2 circumstance bonus to its AC against the triggering attack.

Speed 30 feet
Melee ❖ horns +19 (reach 15 feet), **Damage** 2d8+9 piercing plus Knockdown (page 359)
Melee ❖ foot +19 (reach 10 feet), **Damage** 2d6+9 bludgeoning
Lumbering Charge ❖ The triceratops Strides up to 10 feet and then makes a Strike.
Trample ❖❖❖ Large or smaller, foot, DC 26 (page 360)
Vicious Gore A triceratops deals 2d6 extra persistent bleed damage to prone targets it hits with its horns.

Brontosaurus

Brontosauruses are truly gigantic behemoths, herbivores large enough to be unafraid of all but the most massive predators. Brontosauruses have stout bodies and long, sinuous necks and tails. Although their feet are capable of crushing entire buildings, these herbivores are generally considerate of where they step.



BRONTOSAURUS

BRONTOSAURUS CREATURE 10

GARGANTUAN ANIMAL DINOSAUR

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +23
Str +9, **Dex** +0, **Con** +5, **Int** –4, **Wis** +2, **Cha** +1

AC 28; **Fort** +21, **Ref** +14, **Will** +16
HP 220

Speed 35 feet
Melee ❖ tail +23 (sweep, reach 20 feet), **Damage** 2d10+13 bludgeoning plus Improved Knockdown (page 359)
Melee ❖ foot +23 (reach 15 feet), **Damage** 2d8+13 bludgeoning
Tail Sweep ❖❖ The brontosaurus makes a tail Strike and compares the attack roll to the AC of up to three foes, each of whom must be within its tail's melee reach and adjacent to at least one other target. It rolls damage only once and applies it to each creature hit. A Tail Sweep counts as two attacks for its multiple attack penalty.
Trample ❖❖❖ Huge or smaller, foot, DC 29 (page 360)

Tyrannosaurus

Widely regarded as the king of the dinosaurs, the tyrannosaurus is a massive predator with a wide mouth filled with viciously sharp teeth. Some tribes of giants have even trained tyrannosauruses as mounts or beasts of war.

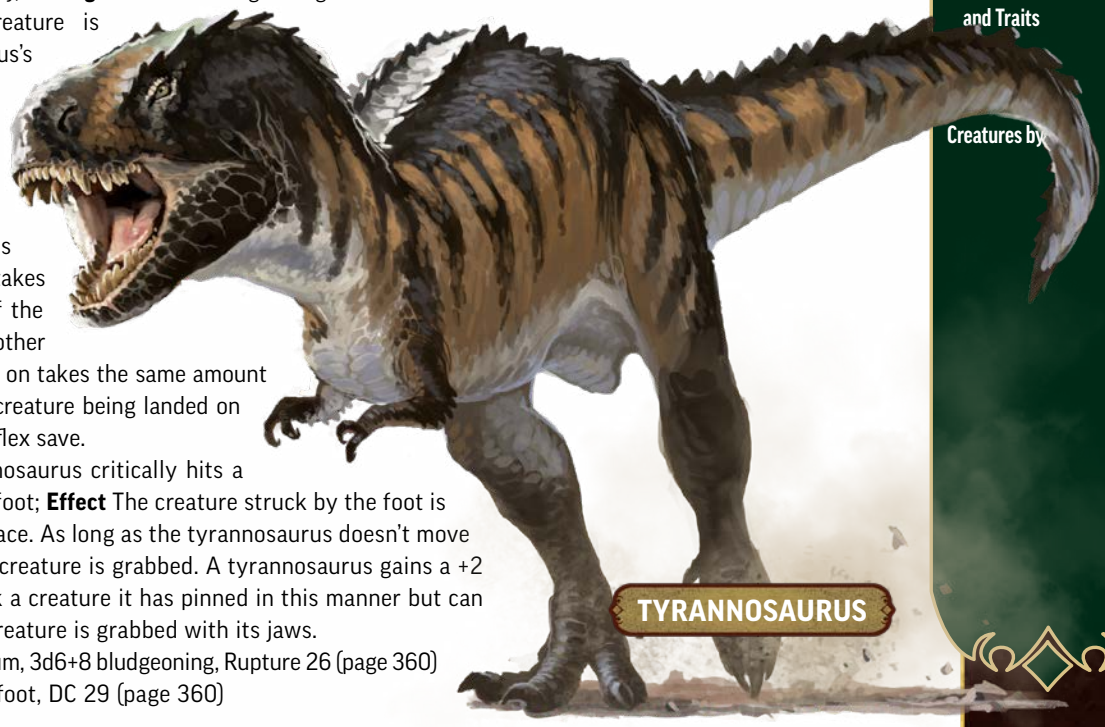
TYRANNOSAURUS CREATURE 10

GARGANTUAN ANIMAL DINOSAUR

Perception +19; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +15, Athletics +24
Str +8, **Dex** +1, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0

AC 29; **Fort** +21, **Ref** +15, **Will** +19
HP 180

Speed 40 feet
Melee ❖ jaws +22 (deadly d12, reach 20 feet), **Damage** 2d12+12 piercing plus Grab (page 359)
Melee ❖ foot +22 (reach 15 feet), **Damage** 2d10+12 bludgeoning
Fling ❖ **Requirements** A creature is grabbed in the tyrannosaurus's jaws; **Effect** The tyrannosaurus flings the creature into the air up to 10 feet up from its mouth and 20 feet away. The creature falls 25 feet (assuming the tyrannosaurus flings it as high as it can) and takes falling damage accordingly. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage. The creature being landed on can attempt a DC 23 basic Reflex save.
Pin Prey ↷ **Trigger** The tyrannosaurus critically hits a Large or smaller foe with its foot; **Effect** The creature struck by the foot is knocked prone and held in place. As long as the tyrannosaurus doesn't move from its position, the pinned creature is grabbed. A tyrannosaurus gains a +2 circumstance bonus to attack a creature it has pinned in this manner but can only Swallow Whole if that creature is grabbed with its jaws.
Swallow Whole ❖ (attack) Medium, 3d6+8 bludgeoning, Rupture 26 (page 360)
Trample ❖❖❖ Huge or smaller, foot, DC 29 (page 360)


TYRANNOSAURUS

OTHER DINOSAURS

A wide range of dinosaurs are presented on these pages, but any trip to the movies, exploration of dinosaur books, or online search reveals a wealth of additional creatures that could fit into your game as well. The spike-thumbed iguanodons, sail-backed spinosauruses, therizinosauruses with their massive claws, and more await discovery by those who would seek out the mysteries of the lost worlds where the thunder lizards still rule!

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Rabies

Many societies adore dogs and value them for their loyalty as pets. For such pet owners, there's perhaps no affliction more horrible than rabies. While many animals can be stricken with this debilitating illness, the idea of a loyal family pet growing feral and violent makes it all the more feared.

Rabies (disease) **Saving Throw** DC 17 Fortitude; **Stage 1** sickened 1 (1 day); **Stage 2** sickened 2 (1 day); **Stage 3** confused (1 day); **Stage 4** dead

Dog

Dogs are trusted and loyal companions that serve as guardians, tracking animals, and pets. Their ability to detect prey or predators via scent and their predilection to accompany humanoids makes them ideal pets for most adventurers. There are hundreds of breeds of dogs in the world—from tiny lapdogs who shower their masters in affection to brawny hounds that stand nearly 4 feet high at the shoulder—and they can be found in nearly any place where people reside. Larger breeds might even be used as mounts for smaller adventurers, and some cultures use dogs as beasts of burden capable of pulling sleds loaded with supplies across the icy tundra. Regardless, many adventurers find value in having a dog.

Guard Dog

The typical guard dog is loyal and beloved by many communities. Often adored as pets, they excel as protectors and trackers, and can be fearless when defending a beloved master or family member. The statistics presented below work well for numerous breeds of dog ranging from 20 to 50 pounds in weight. Wild dogs can also use these statistics, but their untamed nature makes them far more unpredictable. Feral canines are perhaps even more dangerous, for unlike their wild cousins, feral dogs often lack the instinctual fear of humanity that stops wild creatures from interacting with people.

GUARD DOG **CREATURE -1**

SMALL ANIMAL

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

AC 15; **Fort** +5, **Ref** +7, **Will** +4
HP 8

Speed 30 feet
Melee ❖ jaws +6, **Damage** 1d4+1 piercing
Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

Riding Dog

Riding dogs types include larger dogs, such as mastiffs, wolfhounds, and huskies, and are bred often by halflings and gnomes to serve as mounts. Riding dogs are as loyal and devoted to their masters as guard dogs and ferocious in battle, regardless of whether they bear a rider or not. As with guard dogs, these large hounds can be wild or feral in nature, and in such cases might rival wolf packs in the danger they pose to inhabitants of rural areas.



RIDING DOG **CREATURE 1**

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +7, Survival +5
Str +2, **Dex** +2, **Con** +2, **Int** –4, **Wis** +2, **Cha** –1

AC 16; **Fort** +7, **Ref** +5, **Will** +5
HP 20
Buck ↷ DC 17 (page 358)

Speed 35 feet
Melee ❖ jaws +7, **Damage** 1d6+2 piercing
Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

Dolphin

Dolphins encompass a wide range of aquatic mammals, all of which are social, intelligent, and widespread throughout the world's oceans.

Bottlenose Dolphin

The bottlenose dolphin is the most common and widespread species of dolphin. They are social predators who hunt shallow seas and rivers in large family groups called pods. Sailors are fond of bottlenose dolphins and frequently tell of how they've saved drowning mariners or protected crew from sharks with blows from their powerful snouts.

BOTTLENOSE DOLPHIN — CREATURE 0

MEDIUM ANIMAL

Perception +7; aquatic echolocation 120 feet, low-light vision
Skills Athletics +6
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +3, **Cha** +0
Aquatic Echolocation A bottlenose dolphin can use its hearing as a precise sense at the listed range, but only underwater.
Deep Breath A bottlenose dolphin can hold its breath for 2 hours.

AC 15; **Fort** +6, **Ref** +7, **Will** +5
HP 16

Speed swim 60 feet
Melee ❖ snout +6, **Damage** 1d6+2 bludgeoning
Melee ❖ jaws +6, **Damage** 1d6+2 piercing
Ramming Speed ❖❖ The bottlenose dolphin Swims twice and then makes a snout Strike. As long as it moved at least 20 feet, it gains a +1 circumstance bonus to its attack roll. A Large or smaller creature hit by this attack must succeed at a DC 16 Fortitude save or be slowed 1 for 1 round.

Orca

While many know orcas as "killer whales," they're actually the largest species of dolphin. These powerful animals hunt together in pods to take down seals, sharks, and even whales. Adult orcas are typically 15–25 feet long and weigh 8,000–12,000 pounds.

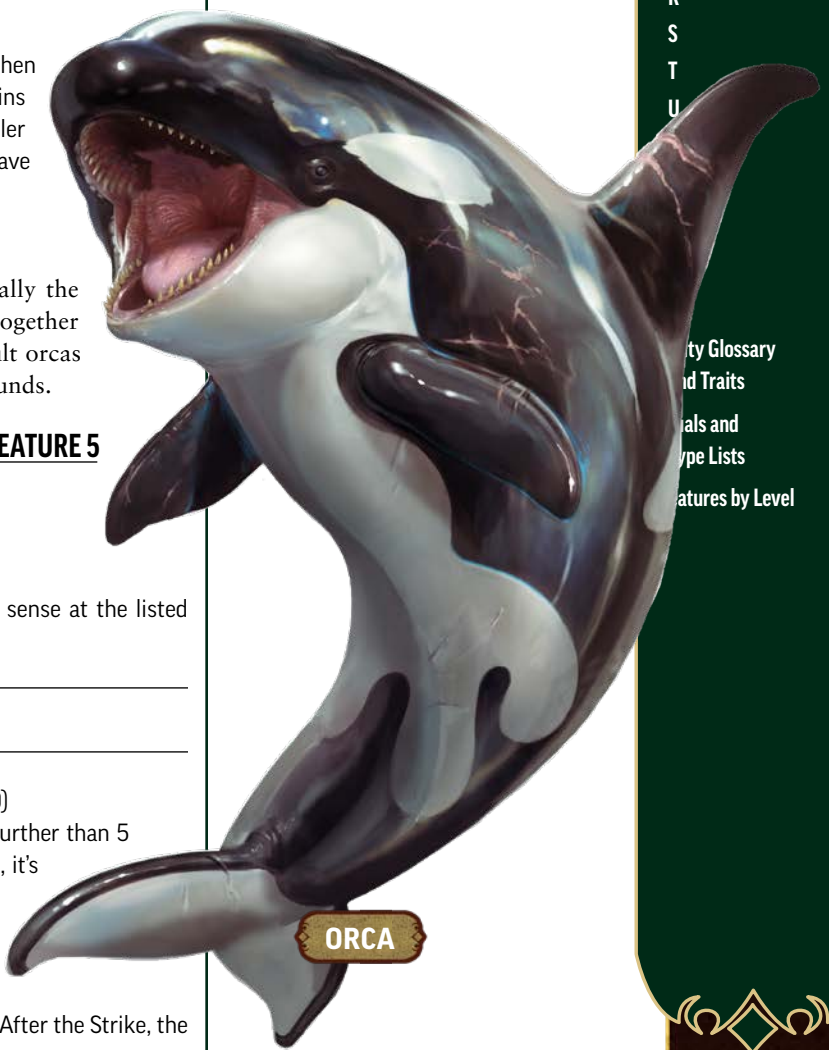
ORCA — CREATURE 5

HUGE ANIMAL

Perception +12; aquatic echolocation 120 feet, low-light vision
Skills Athletics +14, Stealth +13
Str +7, **Dex** +2, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0
Aquatic Echolocation An orca can use its hearing as a precise sense at the listed range, but only underwater.
Deep Breath An orca can hold its breath for 2 hours.

AC 21; **Fort** +14, **Ref** +11, **Will** +12
HP 75

Speed swim 60 feet
Melee ❖ jaws +13, **Damage** 2d8+9 piercing plus Grab (page 359)
Aquatic Ambush ❖ 30 feet (page 358). An orca can travel no further than 5 feet onto land as part of an Aquatic Ambush. After it does so, it's prone until it Crawls to return to the water.
Breach ❖❖ The orca Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet in the air, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the orca splashes back down into the water.



DOLPHINS TO THE RESCUE

Dolphins have a somewhat unusual trait—they often come to the aid of other creatures in distress, such as to save a drowning person or protect them from a shark attack. Not every monster in this book wants to hurt player characters—consider having a dolphin come to an endangered PC's rescue if the situation warrants it!

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Connoisseurs of Thoughts

Rhu-chaliks lack both mouths and digestive systems. Instead, they gain sustenance from the thoughts and emotions of sentient beings. Each emotion has a distinctive flavor to rhu-chaliks and, as this feeding doesn't harm the food source, rhu-chaliks often dine repeatedly upon their favorite minds. Some rhu-chaliks even incite various emotions in their prey to elicit new tastes for their mental palettes.

Dominion of the Black

The Dominion of the Black is a conglomeration of deep-space conquerors with a strong presence on Aucturn, the most remote planet in Golarion's solar system. The Dominion has secret outposts all over Golarion; most of its members on the planet are scouts, using their skills to steal brains and identities, gathering information without any consideration for the inhabitants of the worlds they infiltrate.

Rhu-Chalik (Void Wanderer)

Also called void wanderers, rhu-chaliks can survive the depths of space indefinitely, passing between worlds over the eons and scouting those planets for the Dominion of the Black. Rhu-chaliks prefer to work alone in order to reduce potential overlap in their mental predations, but sometimes receive assistance from those who believe the transmission of memories is transcendent. The furtive beings are calculating and infinitely patient, seeking only the most exceptional minds to cast beyond the stars to their masters.

RHU-CHALIK **CREATURE 6**

UNCOMMON SMALL ABERRATION

Perception +17; greater darkvision, thoughtsense 60 feet

Languages Aklo; telepathy 100 feet

Skills Athletics +13, Deception +13, Diplomacy +13, Intimidation +13, Stealth +15

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

Thoughtsense The rhu-chalik senses a creature's mental essence as a precise sense with the listed range; it cannot sense mindless creatures with thoughtsense.

AC 23, all-around vision (page 358); **Fort** +14, **Ref** +11, **Will** +17

HP 95

No Breath A rhu-chalik doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

Speed 5 feet, fly 35 feet

Melee ❖ tendril +15 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 mental and excruciating enzyme

Occult Innate Spells DC 24; **5th** *mind probe*; **4th** *rewrite memory*; **3rd** *mind reading* (at will); **2nd** *invisibility* (self only; at will)

Excruciating Enzyme (occult, pain, poison) A rhu-chalik's tendrils secrete an enzyme that causes intense pain. A living creature hit by a tendril Strike must succeed at a DC 24 Fortitude save or become sickened 1 from the pain.

Label Memories ❖❖ (mental, occult) The rhu-chalik invades the mind of a target within 100 feet, sorting the memories into alien structures for transmission. The target must attempt a DC 24 Will save.

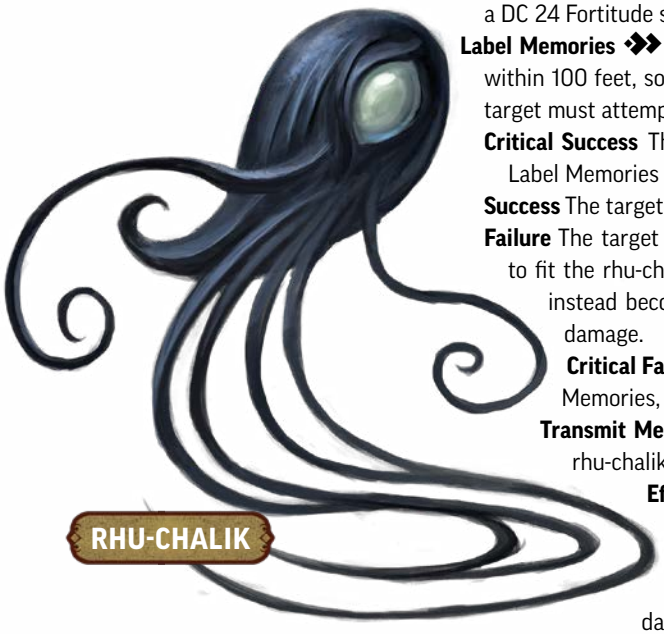
Critical Success The target creature is unaffected and temporarily immune to Label Memories for 1 minute.

Success The target is unaffected.

Failure The target becomes stupefied 2 for 1 minute as its mind is reorganized to fit the rhu-chalik's needs. If it's already stupefied by this effect, the target instead becomes confused for 1 minute or until it recovers due to taking damage.

Critical Failure As failure, but if the target is already stupefied by Label Memories, they become paralyzed for 1 minute instead of confused.

Transmit Memories ❖❖❖ (concentrate, mental, occult) **Requirements** The rhu-chalik is adjacent to a creature paralyzed due to Label Memories; **Effect** The rhu-chalik copies the creature's consciousness and mentally sends this copied consciousness through the void of space to their waiting masters. The target creature is deeply disoriented by this procedure, becoming stupefied 2 for 1 day afterward.



Xoarian (Corpse Rider)

The five-tentacled xoarians infiltrate many societies, although it's unclear how much of their activities are at the behest of the Dominion of the Black and how much is for their own perverse enjoyment. Known as corpse riders by Golarion scholars, little is understood of their origins beyond the suspicion that they come from a distant planet named Xoar.

When a xoarian infiltrates a community, its first priority is to acquire a host body. They often choose the recently dead for this role, as murdering a living host could draw unwanted attention. When the aberration compresses itself into a host's brain cavity, it becomes able to move the host's body as its own. It also acquires a complex range of senses it normally lacks.

Each new body brings the opportunity for new tastes, sounds, sights, and even pains. When gathered in groups, xoarians work to increase their status and taste the experiences denied to the lower classes. Xoarians controlling a body have little to fear but discovery, and even that simply pauses their games. Harm to the host is just another sensation to experience, and replacement bodies are easy to find.

XOARIAN — CREATURE 8

UNCOMMON SMALL ABERRATION

Perception +16; thoughtsense 60 feet, tremorsense 60 feet

Languages Aklo (can't speak any languages); telepathy 100 feet

Skills Athletics +14, Deception +20, Diplomacy +16, Occultism +17, Society +17, Stealth +18

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

Stolen Identity While a xoarian uses Body Thief, it gains the ability to understand and speak all languages known by the host, as well as knowledge of the host body's abilities, identity, role in society, and personality. However, it does not gain the specific memories or knowledge of the host body.

Thoughtsense As rhu-chalik.

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

HP 130; **Immunities** blinded, controlled, emotion, possession

Speed 35 feet, climb 20 feet

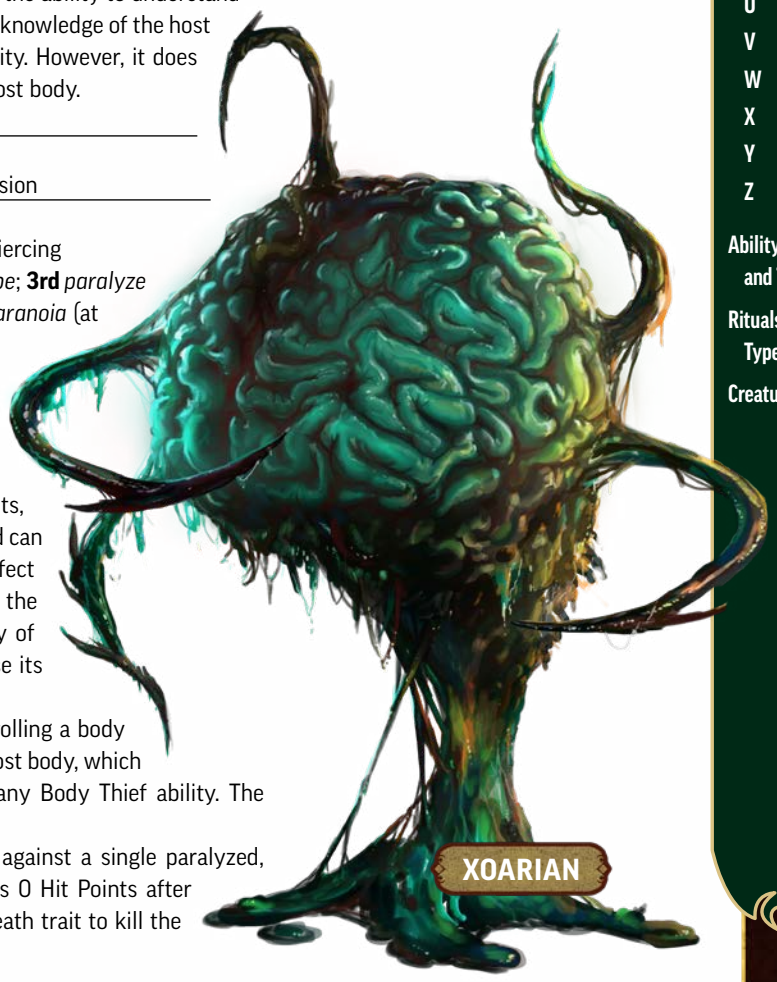
Melee ❖ tentacle +18 (agile, finesse), **Damage** 2d10+5 piercing

Occult Innate Spells DC 27; **4th** *confusion*, *dispelling globe*; **3rd** *paralyze* (×3), *soothe* (×3); **2nd** *invisibility* (at will, self only), *paranoia* (at will); **Cantrips (4th)** *daze*, *detect magic*, *read aura*

Body Thief ❖❖❖ (manipulate, occult, possession) The xoarian squeezes itself into the head of a creature dead no longer than a day, consuming and replacing that creature's brain. At the start of the xoarian's next turn, the body revives at its maximum Hit Points, controlled by the xoarian. The xoarian is conscious and can sense everything the possessed body could. Any effect that ends the possession kills the host body with the same effects as Exit Body. The xoarian can't use any of the host creature's spells with Body Thief but can use its own innate spells.

Exit Body ❖ (move) **Requirements** The xoarian is controlling a body with Body Thief; **Effect** The xoarian bursts out of its host body, which dies instantly and is no longer a suitable host for any Body Thief ability. The xoarian stretches to its full size in an adjacent space.

Ravage ❖❖❖ The xoarian makes two tentacle Strikes against a single paralyzed, restrained, or unconscious creature. If the target has 0 Hit Points after Ravage, the xoarian can use a free action with the death trait to kill the target and occupy it with Body Thief.



ILVARANDIN

Eons ago, a group of xoarians discovered a vault in the Darklands that contained an already-abandoned city, Ilvarandin. They settled into the city while spreading rumors that Ilvarandin is a utopia where every day is lived in the pursuit of greater pleasure. Truthfully, these benefits only extend to the xoarians themselves. It's unknown what purpose, if any, the city serves in the Dominion's plans.

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DOOMSDAY DAWN

More scouts are being found on Golarion in the few years since 4718 AR, a date that was set for a major invasion known as the Doomsday Dawn. The brunt of that invasion was thwarted in secret, leaving it a mystery to most scholars why the Dominion is stepping up its scouting.

Jah-Tohl (Mind Snatcher)

The grotesque jah-tohl arrive in living starships to harvest the brains of intelligent creatures. These aberrations draw no nutrition from brains, instead storing them for analysis and as vessels for occult energies.

A mind snatcher's form evokes that of a tailless scorpion, but the pulsing brain-filled blisters that glisten along its back make them impossible to mistake for oversized arachnids. Baleful eyes glare from the joints on their legs, and the unsettling, intrusive whisper-thoughts they telepathically broadcast into the minds of those they seek to feed on can be interpreted as threats or promises alike.

Mind snatchers have little empathy for the denizens of any world they visit, despite the fact that certain cults venerate them and the Dominion they hail from. To mind snatchers, terrestrial creatures are simply resources for their investigations. They have little interest in gods or being worshipped, instead practicing a philosophy that considers the primordial forces of deep space as worthy of faith and fear. Jah-tohlian philosophers contemplate these mysterious forces from many perspectives at once, burning through numerous brains in the search of insight.

JAH-TOHL — CREATURE 8

UNCOMMON | LARGE | ABERRATION

Perception +18; darkvision, thoughtsense 60 feet

Languages Aklo, Chthonian, Draconic, Protean, Sakvroth; telepathy 100 feet

Skills Acrobatics +17, Arcana +18, Athletics +16, Lore (all subcategories) +18, Occultism +21, Stealth +17

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

Thoughtsense As rhu-chalik.

AC 26; **Fort** +15, **Ref** +13, **Will** +18; +1 status on all saves vs. magic

HP 140; **Immunities** confused; **Weaknesses** brain loss

Brain Blisters A jah-tohl has seven brain blisters on its back that it uses to house stolen brains. A jah-tohl without all seven blisters full is stupefied with a value equal to the number of empty blisters.

Brain Loss If a jah-tohl takes 30 damage from a critical hit or 25 mental damage, it must succeed at a DC 26 save (Fortitude for critical damage or Will for mental damage) or one of its brain blisters is destroyed.

Speed 25 feet, fly 30 feet

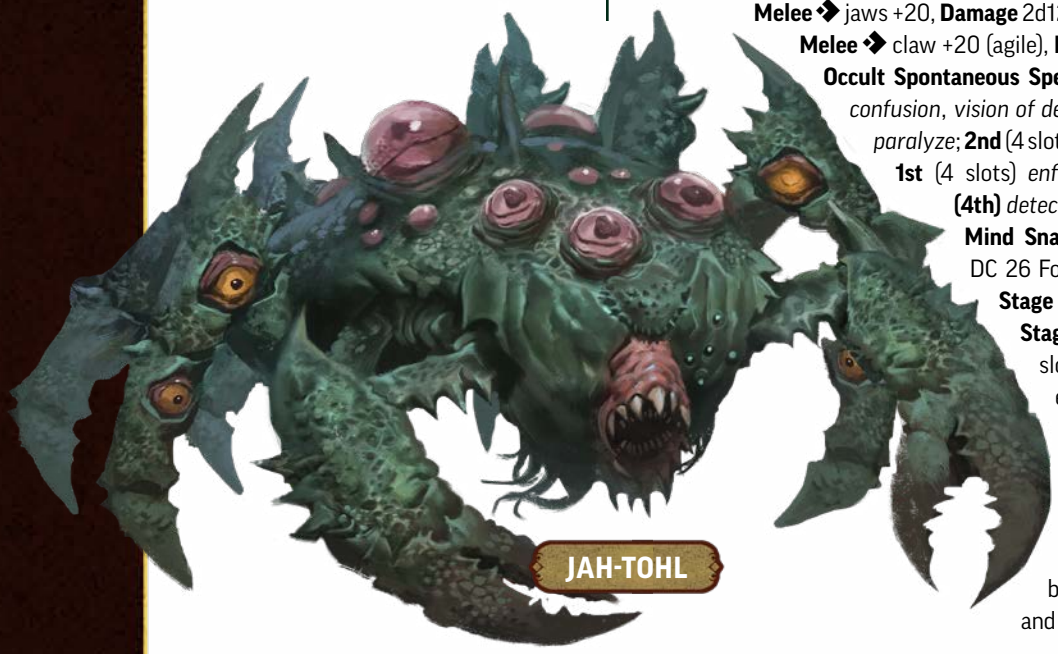
Melee ❖ jaws +20, **Damage** 2d12+6 piercing plus mind snatcher venom

Melee ❖ claw +20 (agile), **Damage** 2d8+6 slashing

Occult Spontaneous Spells DC 26, attack +18; **4th** (2 slots) *confusion*, *vision of death*; **3rd** (3 slots) *dispel magic*, *haste*, *paralyze*; **2nd** (4 slots) *humanoid form*, *invisibility*, *paranoia*; **1st** (4 slots) *enfeeble*, *mindlink*, *sure strike*; **Cantrips (4th)** *detect magic*, *figment*, *light*, *telekinetic hand*

Mind Snatcher Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 1d6 poison, enfeebled 1, and slowed 1 (1 round); **Stage 3** 2d6 poison, enfeebled 2, and slowed 1 (1 round)

Collect Brain ❖ (manipulate) The jah-tohl extracts the brain of a creature within its reach that has been dead for no more than 1 minute. It can then use an Interact action to secure the brain in one of its empty brain blisters and heal 20 Hit Points.



JAH-TOHL

Gosreg (Harvest Beacon)

Gosregs are agents of the Dominion of the Black who insinuate themselves into humanoid societies to implement the goals of their sinister masters. They're generally tasked with observing and waiting, hiding in disguised forms until their location is ripe for harvest. When this occurs, they reveal themselves as living psychic beacons, signaling their distant masters and guiding invasion forces. Over the years of an infiltration, a gosreg will assume dozens of roles, relishing any intense emotions it can inspire while laying the groundwork for future identities.

In their natural form, gosregs dart about in a jerky gallop due to stumpy legs, gangly arms, and oversized heads. They take on the appearances of humanoids to infiltrate societies, and they drop these disguises only when they're compromised and must resort to physical violence to continue their mission.

GOSREG CREATURE 11

UNCOMMON MEDIUM ABERRATION

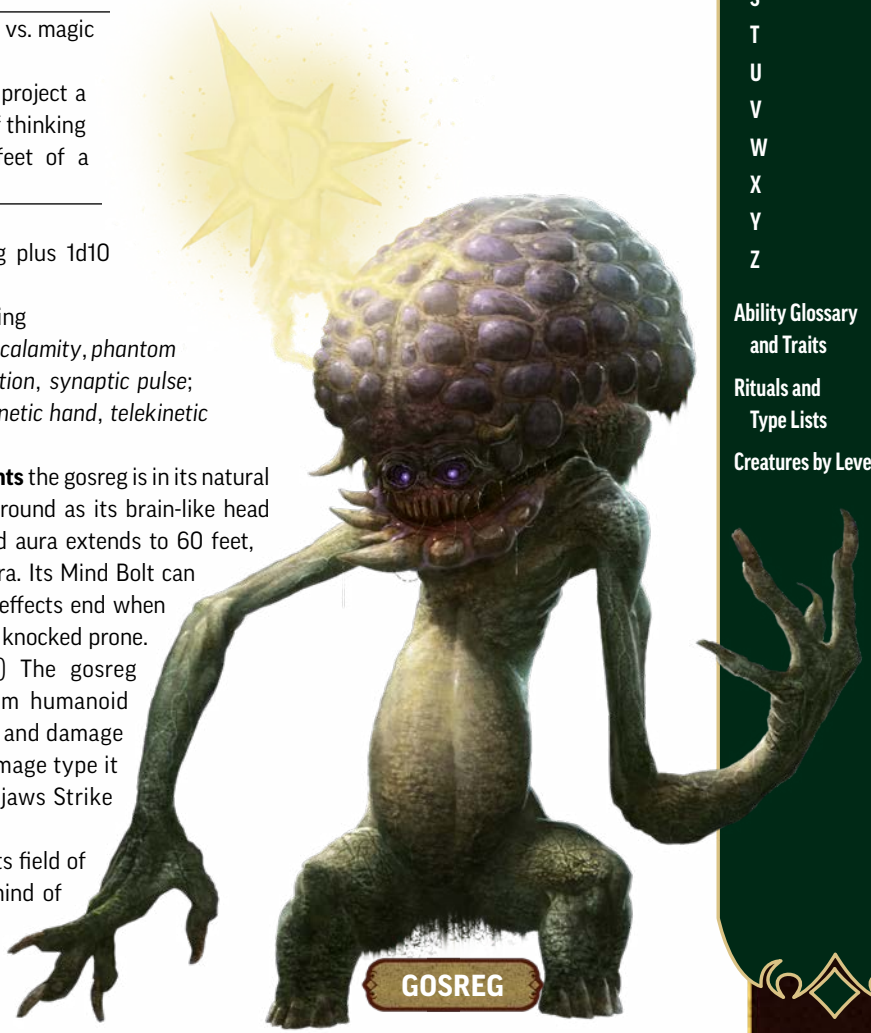
Perception +21; darkvision, thoughtsense 60 feet
Languages Aklo, Sakvroth; telepathy 100 feet
Skills Deception +24, Diplomacy +22, Occultism +23, Society +19, Stealth +23
Str +3, **Dex** +6, **Con** +3, **Int** +6, **Wis** +5, **Cha** +7
Borrow Languages The gosreg can read and speak all languages known by creatures within range of its telepathy.
Thoughtsense As rhu-chalik.

AC 31; **Fort** +18, **Ref** +23, **Will** +22; +1 status to all saves vs. magic
HP 195; **Immunities** confused; **Resistances** mental 10
Unsettled Aura (aura, mental, occult) 30 feet. Gosregs project a field of discordant energy that unsettles the minds of thinking creatures. Any non-mindless creature within 30 feet of a gosreg takes a –1 status penalty to Will saves.

Speed 25 feet
Melee ❖ jaws +21 (finesse), **Damage** 2d10+7 piercing plus 1d10 mental
Melee ❖ claw +21 (agile, finesse), **Damage** 2d8+7 slashing
Occult Innate Spells DC 30, attack +22; **6th** *phantasmal calamity*, *phantom pain*; **5th** *mind probe*, *sending*, *subconscious suggestion*, *synaptic pulse*; **4th** *nightmare*, *suggestion* (×3); **Cantrips (6th)** *telekinetic hand*, *telekinetic projectile*
Broadcast Stance ❖ (mental, occult, stance) **Requirements** the gosreg is in its natural form; **Effect** The gosreg secures its limbs into the ground as its brain-like head crackles with psychic energy. The gosreg's unsettled aura extends to 60 feet, and it blocks all other creatures' telepathy in the aura. Its Mind Bolt can also affect any number of targets in 60 feet. These effects end when the gosreg uses its claw Strike, leaves its space, or is knocked prone.
Change Shape ❖ (concentrate, occult, polymorph) The gosreg takes on the appearance of any Small or Medium humanoid (page 358). This doesn't change its Speed or attack and damage modifiers with its claw, but it might change the damage type it deals (typically to bludgeoning). It cannot use its jaws Strike while in humanoid form.
Mind Bolt ❖❖ (mental, occult) A gosreg concentrates its field of discordant mental energy and projects it into the mind of one creature within 60 feet. The target takes 6d6 mental damage (DC 30 basic Will save). On a critical failure, the creature is also confused for 1 minute or until it takes damage.

SCREAMS IN THE VOID

Despite gosregs' years of observation, even they don't know what will happen when they broadcast a psychic beacon. That decision is made by beings far above them. Depending on their superiors' plans, the response may be silence, legions that will arrive in centuries, or a leader of the Dominion teleporting directly to the beacon.


GOSREG

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Draconic Groupings

The broader grouping of dragons is generally sorted into more granular categories, the first of which is based on the four magical traditions. Each dragon falls into one of these large categories, and dragons in a given category share a number of common traits.

Arcane Dragons: These dragons seem to have greater control over magic and their innate abilities. Many arcane dragons have mastery over a certain subset of magic, such as illusions or teleportation. Other arcane dragons have the ability to tap into or manipulate raw magical energies, regardless of their origins. Their bodies tend to be more slender than other dragons due to their reliance on magic for hunting. Their scales generally come in perfect patterns or very organized shapes.

Divine Dragons: While the name might suggest dragons directly related to deific entities, divine dragons instead derive their power from planes other than the mortal Universe. Similar to how a god grants power to a cleric, these dragons receive magical abilities and other influences from another plane. As such, divine dragons are among the most varied of dragons. These dragons generally take on an appearance similar to other native creatures of their influential planes, making it difficult for them to hide their planar connections.

Occult Dragons: At times alien and off-putting and other times alluring and mysterious, occult dragons derive their powers from the inexplicable and unknown. These dragons use magic that seems to exist within the crevices and shadows between other forms of magic. Whether it's due to this strange magical influence or something else, occult dragons are most likely to directly interact with other creatures. While generally sporting similar builds to other dragons, occult dragons make greater use of their wings as supplementary appendages, leaving their forward limbs free to use for other things.

(cont'd)

Dragon

Dragons come in myriad forms, with many having magical abilities or connections to magic. Some dragons draw greater power from magic than others, allowing them to manifest abilities or alter their physiques with prolonged exposure to magic. These dragons become more powerful as they age and strengthen their connections with their magical origins. Scholars debate the classification of these dragons, with some preferring the name magical dragons and others using traditional dragons due to their connection to specific magical traditions. Regardless of their names, these dragons share a number of characteristics: their ability to tap into magical energies, intensified might and cunning as they grow older, and an inclination to hoard vast amounts of treasure and wealth.

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.

Adamantine Dragon

The powerful adamantine dragons are one of several dragons known as skymetal dragons. The innate magic that flows through these dragons causes them to draw particular metals to their bodies like magnets or, in some cases, naturally grow these skymetals on their bodies. Adamantine dragons begin their lives with tough scales that are naturally replaced with thicker and even tougher adamantine plating as they grow older. Adamantine dragons are typically steadfast and loyal. Once they commit to a certain purpose, changing their minds is nigh impossible.

YOUNG ADAMANTINE DRAGON — CREATURE 9

LARGE DRAGON PRIMAL

Perception +17; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

Languages Common, Draconic, Petran

Skills Acrobatics +17, Athletics +21, Intimidation +18, Mining Lore +16, Nature +17, Survival +19

Str +6, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** + 3

AC 27; **Fort** +21, **Ref** +15, **Will** +17; +2 status to all saves vs. primal

HP 140; **Immunities** paralyzed, petrified, sleep; **Resistances** physical 10 (except adamantine)

Abandon Armor Once the adamantine dragon is reduced to fewer than half their Hit Points, their resistance is reduced by 10 and they gain a +10 circumstance bonus to their Speeds.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26 (page 359)

Resilient Form ↻ **Trigger** The dragon is critically hit with a weapon or unarmed attack; **Effect** The dragon's tough scales ward off deadly attacks. The dragon attempts a DC 17 flat check. On a success, the triggering attack becomes a normal hit.

Speed 25 feet, burrow 30 feet, fly 90 feet

Melee ❖ jaws +21 (magical, reach 10 feet), **Damage** 2d12+9 piercing plus Grab (page 359)

Melee ❖ claw +21 (agile, magical), **Damage** 2d8+9 slashing plus Knockdown (page 359)

Melee ❖ tail +19 (magical, reach 15 feet), **Damage** 2d10+9 bludgeoning

Ranged ❖ rock +19 (brutal, range increment 90 feet), **Damage** 2d8+9 bludgeoning

Adamantine Body The dragon's unarmed melee Strikes are adamantine.

Avalanche Breath ❖❖ (primal) The dragon belches a mass of boulders that deals 8d8 bludgeoning damage in a 30-foot cone (DC 28 basic Reflex save). They can't use Avalanche Breath again for 1d4 rounds.

Burrowing Pounce ❖❖❖ **Requirements** The dragon is burrowed; **Effect** The dragon Burrows, then Leaps out of the ground, landing at a point within 25 feet. The dragon

makes a melee Strike against a creature within reach when they land. If the Strike is a critical hit, the target is knocked prone.
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.
Draconic Momentum The dragon recharges their Avalanche Breath whenever they score a critical hit with a Strike.
Rock Tunneler The dragon can burrow through solid stone at a Speed of 20 feet. They can leave a tunnel if they desire, and they usually don't.
Swallow Whole ❖ Medium, 2d12+4 bludgeoning, Rupture 22 (page 360)
Throw Rock ❖ (page 360)

ADULT ADAMANTINE DRAGON CREATURE 13

HUGE DRAGON PRIMAL
Perception +23; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 90 feet
Languages Common, Draconic, Fey, Petran, Sakvroth
Skills Acrobatics +22, Athletics +27, Intimidation +24, Mining Lore +24, Nature +23, Survival +25
Str +8, **Dex** +3, **Con** +6, **Int** +3, **Wis** +4, **Cha** + 5

AC 33; **Fort** +25, **Ref** +20, **Will** +23; +2 status to all saves vs. primal
HP 220; **Immunities** paralyzed, petrified, sleep; **Resistances** physical 15 (except adamantine)
Abandon Armor As young adamantine dragon.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30 (page 359)
Resilient Form ↻ As young adamantine dragon.

Speed 30 feet, burrow 40 feet, fly 150 feet
Melee ❖ jaws +27 (magical, reach 15 feet), **Damage** 3d12+14 piercing plus Improved Grab (page 359)
Melee ❖ claw +27 (agile, magical, reach 10 feet), **Damage** 3d8+14 slashing plus Knockdown (page 359)
Melee ❖ tail +25 (magical, reach 20 feet), **Damage** 3d10+14 bludgeoning
Ranged ❖ rock +25 (brutal, range increment 120 feet), **Damage** 3d8+14 bludgeoning
Adamantine Body As young adamantine dragon.
Avalanche Breath ❖❖ (primal) As young adamantine dragon, but a 40-foot cone, 11d8 bludgeoning damage, and DC 33.
Burrowing Pounce ❖❖❖ As young adamantine dragon.
Draconic Frenzy ❖❖ As young adamantine dragon.
Draconic Momentum As young adamantine dragon.
Rock Tunneler As young adamantine dragon.
Swallow Whole ❖ Large, 3d12+7 bludgeoning, Rupture 29 (page 360)
Throw Rock ❖ (page 360)

ANCIENT ADAMANTINE DRAGON CREATURE 18

UNCOMMON GARGANTUAN DRAGON PRIMAL
Perception +30; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 120 feet
Languages Aklo, Common, Draconic, Fey, Petran, Sakvroth
Skills Acrobatics +28, Athletics +36, Intimidation +32, Mining Lore +30, Nature +29, Survival +31
Str +9, **Dex** +4, **Con** +8, **Int** +4, **Wis** +5, **Cha** + 6

AC 41; **Fort** +32, **Ref** +26, **Will** +29; +2 status to all saves vs. primal
HP 300; **Immunities** paralyzed, petrified, sleep; **Resistances** physical 20 (except adamantine)
Abandon Armor As young adamantine dragon.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37 (page 359)
Resilient Form ↻ As young adamantine dragon.

Speed 40 feet, burrow 50 feet, fly 180 feet
Melee ❖ jaws +36 (magical, reach 20 feet), **Damage** 3d12+18 piercing plus Improved Grab (page 359)

(cont'd)
Their scales and plating generally feature strange shapes and patterns that are rarely seen in the natural world.
Primal Dragons: While all dragons are fierce and terrifying in their own way, primal dragons seem to embody the most bestial traits among dragons. These dragons derive their power from the magic of the natural world. While primal dragons aren't directly bound to serve nature, many of them choose to act as keepers of their habitats. Primal dragons are generally larger than other dragons and fall back on their instincts more often, making them particularly dangerous when threatened. Their scales typically have less elaborate shapes than other dragons, or will sometimes resemble natural terrain. Some dragons even grow natural features like small plants on their bodies.
Draconic Families: In addition to these classifications, dragons are sometimes grouped into families. These include the enigmatic esoteric dragons, the regal imperial dragons, the space-faring outer dragons, and the mighty skymetal dragons. Draconic families are sometimes made up of dragons with obvious physiological similarities, while other families seem to be made up of dragons of similar color, habitat, behavior, or other traits that make for vague connections. Often, families include dragons of varied magical traditions. As such, the members of a given family are sometimes the subject of debate and scholarly arguments.

SHAPE-CHANGING DRAGONS

Though it's uncommon, some dragons can take humanoid forms. They gain the following ability:
Change Shape ❖ (concentrate, polymorph) The dragon takes on the appearance of any Small or Medium humanoid (page 358). 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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Adamantine Dragon Spellcasters

Adamantine dragon spellcasters tend to cast the following spells.

Young Adamantine Dragon

Primal Prepared Spells DC 28, attack +21; **4th** *shape stone*, *unfettered movement*; **3rd** *earthbind*, *one with stone*, *slow*; **2nd** *darkness*, *shatter*, *water walk*; **1st** *air bubble*, *tailwind*, *vanishing tracks*; **Cantrips (4th)** *caustic blast*, *detect magic*, *know the way*, *sigil*, *tangle vine*

Adult Adamantine Dragon

Primal Prepared Spells DC 34, attack +27; As young adamantine dragon, plus **6th** *petrify*, *tangling creepers*; **5th** *impaling spike*, *magic passage*, *speak with stones*; **4th** *vapor form*; **Cantrips (6th)** *caustic blast*, *detect magic*, *know the way*, *sigil*, *tangle vine*

Ancient Adamantine Dragon

Primal Prepared Spells DC 41, attack +36; As adult adamantine dragon, plus **8th** *earthquake*, *desiccate*, *moment of renewal*; **7th** *mask of terror*, *regenerate*, *volcanic eruption*; **6th** *field of life*; **Cantrips (8th)** *caustic blast*, *detect magic*, *know the way*, *sigil*, *tangle vine*



Adamantine Dragon Lairs

Adamantine dragons live primarily in mountains, canyons, and other rocky terrain. Reaching their lairs can be difficult, as an adamantine dragon usually digs from wherever they are to reach their lair. This creates vast networks of tunnels that can be confusing. The hoard of an adamantine dragon is generally littered with gemstones and precious metals they find during their digs. As such, adamantine dragons generally prefer other gifts, with many adamantine dragons being fond of interesting tales and memorable songs over more material possessions.

Melee ❖ claw +36 (agile, magical, reach 15 feet), **Damage** 3d8+18 slashing plus Knockdown (page 359)
Melee ❖ tail +34 (magical, reach 25 feet), **Damage** 3d10+18 bludgeoning
Ranged ❖ rock +34 (brutal, range increment 150 feet), **Damage** 3d8+18 bludgeoning
Adamantine Body As young adamantine dragon.
Avalanche Breath ❖❖ (primal) As young adamantine dragon, but a 40-foot cone, 15d8 bludgeoning damage, and DC 40.
Burrowing Pounce ❖❖❖ As young adamantine dragon.
Fast Swallow ↻ **Trigger** The dragon Grabs a creature; **Effect** The dragon uses Swallow Whole.
Draconic Frenzy ❖❖ As young adamantine dragon.
Draconic Momentum As young adamantine dragon.
Rock Tunneler As young adamantine dragon.
Swallow Whole ❖ Large, 3d12+14 bludgeoning, Rupture 35 (page 360)
Throw Rock ❖ (page 360)

Conspirator Dragon

Hidden among the shadows and upper echelons of society are the conspirator dragons. These dragons are schemers, always looking to manipulate and control others, either for personal gain or simply for the thrill of watching their machinations play out. Conspirator dragons see themselves above others and typically speak with infantilizing tones and words. However, as most conspirator dragons meet others while in disguise, they do their best to maintain their disguise.

Young Conspirator Dragon — Creature 8

LARGE DRAGON OCCULT

Perception +16 (+18 to Sense Motive); darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Shadowtongue; telepathy 100 feet (page 360)
Skills Acrobatics +15, Athletics +16, Deception +18, Diplomacy +18, Intimidation +16, Lore (any one region or settlement) +16, Occultism +16, Performance +18, Society +16, Stealth +16
Str +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** + 4

AC 27; **Fort** +14, **Ref** +15, **Will** +18; +2 status to all saves vs. occult
HP 135; **Immunities** controlled, paralyzed, sleep
Retract Body ↻ **Trigger** The dragon is hit or critically hit by an attack made by a creature the dragon can see; **Effect** The dragon retracts the targeted body part or twists away to avoid the attack, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet, climb 30 feet, fly 120 feet
Melee ❖ jaws +19 (magical, reach 10 feet), **Damage** 2d8+8 piercing
Melee ❖ claw +19 (agile, magical), **Damage** 2d6+8 slashing
Melee ❖ tail +17 (magical, reach 15 feet), **Damage** 1d10+8 bludgeoning
Ranged ❖ mental blast +18 (mental, range 100 feet), **Damage** 3d6+3 mental
Occult Innate Spells DC 26; **4th** *charm*, *mind reading* (at will), *rewrite memory*; **1st** *charm* (at will)
Conjure Disguise (manipulate, occult, polymorph) **Frequency** once per day; **Effect** The dragon conjures a perfect flesh-suit replica of a humanoid they've seen of their size or smaller and compresses themself into it, along with generating appropriate clothing for the humanoid. 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 suit is destroyed. Once the process is complete, the dragon can remain in this disguise indefinitely.

The transformation has the effects of Change Shape, except that the disguise is not actively magical in nature and doesn't register as magical to *detect magic* and similar effects. The dragon loses Retract Body while transformed.

If the dragon is critically hit while wearing the disguise, the suit is destroyed and immediately explodes. This has the effects of Detonate Disguise, except that creatures use the outcome one degree of success better than they rolled on their save.

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Detonate Disguise ❖❖ (occult) **Requirements** The dragon is wearing their conjured disguise; **Effect** The dragon erupts from the disguise, destroying it. The explosive revelation deals 9d6 bludgeoning damage to creatures in a 5-foot emanation with a DC 26 basic Reflex save. A creature that fails its save is dazzled for 1 round as it becomes covered in scraps from the disguise. Any creature sharing a space with the dragon after they erupt is pushed into the nearest empty space.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge Smoke Breath.

Rushed Transformation ❖❖❖ (concentrate, occult, manipulate, polymorph) **Frequency** once per hour; **Effect** Using the aid of magic and an exhausting amount of effort, the dragon quickly reshapes their body into the form of a generic humanoid figure. This has the effects of *humanoid form* except that it lasts only 1 minute, and the dragon doesn't gain the +4 status bonus to Deception as the transformation makes use of the dragon's body to crudely mimic a humanoid form. The dragon can Dismiss the effect. Whenever the effect ends, the dragon leaves behind scraps of magically conjured flesh, which could give away the dragon's presence.

Smoke Breath ❖❖ (occult, poison) The dragon unleashes a noxious cloud of smoke that deals 7d6 poison damage in a 40-foot cone (DC 26 basic Fortitude save). The smoke remains for 1 minute. This has the effects of *mist*, except it fills the cone's area. The dragon can't use Smoke Breath again for 1d4 rounds.

Sneak Attack The dragon's Strikes deal an additional 2d6 precision damage to off-guard targets.

ADULT CONSPIRATOR DRAGON CREATURE 12

LARGE DRAGON OCCULT

Perception +23 (+25 to Sense Motive); darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Shadowtongue, Sussuran; telepathy 100 feet (page 360)

Skills Acrobatics +21, Athletics +23, Deception +25, Diplomacy +25, Intimidation +23, Lore (any one region or settlement) +25, Occultism +23, Performance +25, Society +23, Stealth +21

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

AC 33; **Fort** +20, **Ref** +21, **Will** +25; +2 status to all saves vs. occult

HP 215; **Immunities** controlled, paralyzed, sleep

Retract Body ↷ As young conspirator dragon.

Speed 40 feet, climb 40 feet, fly 140 feet

Melee ❖ jaws +25 (magical, reach 10 feet), **Damage** 3d8+11 piercing

Melee ❖ claw +25 (agile, magical), **Damage** 3d6+11 slashing

Melee ❖ tail +23 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning

Ranged ❖ mental blast +25 (mental, range 100 feet), **Damage** 3d6+6 mental

Occult Innate Spells DC 32; **6th** *charm*, *mind probe*, *mind reading* (at will), *rewrite memory*; **1st** *charm* (at will)

Conjure Disguise (manipulate, occult, polymorph) As young conspirator dragon.

Detonate Disguise ❖❖ (occult) As young conspirator dragon, but 13d6 bludgeoning damage and DC 31.

Draconic Frenzy ❖❖ As young conspirator dragon.

TRIVORRIN

The adamantine dragon Trivorrin is a well-known threat to the wandering groups of Numeria. Residing in his home within the massive rift known as the First Blade's path, Trivorrin acts as a sort of arbiter for the various clans and tribes of the region. Anyone who brings offerings of technological wonders from across Numeria earns safe passage and protection from the dragon, making his home a neutral ground for clan politics. Trivorrin has been stockpiling technology for centuries in an attempt to build a secret invention of his own.



ADULT ADAMANTINE DRAGON



Conspirator Dragon Spellcasters

Conspirator dragon spellcasters tend to cast the following spells.

Young Conspirator Dragon

Occult Prepared Spells DC 26, attack +19; **3rd** *clairaudience*, *paralyze*, *veil of privacy*; **2nd** *calm*, *invisibility*, *paranoia*; **1st** *bane*, *fear*, *phantom pain*; **Cantrips (3rd)** *daze*, *detect magic*, *figment*, *message*, *telekinetic projectile*

Adult Conspirator Dragon

Occult Prepared Spells DC 33, attack +26; As young conspirator dragon, plus **5th** *scouting eye*, *synaptic pulse*, *truespeech*; **4th** *clairvoyance*, *honeyed words*, *suggestion*; **Cantrips (5th)** *daze*, *detect magic*, *figment*, *message*, *telekinetic projectile*

Ancient Conspirator Dragon

Occult Prepared Spells DC 39, attack +33; As adult conspirator dragon, plus **8th** *hidden mind*, *unrelenting observation*; **7th** *duplicate foe*, *project image*, *warp mind*; **6th** *mislead*, *scrying*, *truesight*; **Cantrips (8th)** *daze*, *detect magic*, *figment*, *message*, *telekinetic projectile*

Conspirator Dragon Lairs

While conspirator dragons keep hoards like other dragons, they also enjoy collecting secrets and extortion materials. These range from copies of letters, contracts thought to be secret, and other incriminating evidence that aid in achieving the dragon's goals. A given conspirator dragon's goals can be varied, and each keeps items related to this goal, such as deeds for a dragon looking to own a city or ancient tomes for a dragon looking to collect information on ancient civilizations. As most conspirator dragons live among settlements, they keep their hoards in large cellars, outside of the settlement in secretive forest or mountain lairs, or even in the vault of a local bank.

Draconic Momentum As young conspirator dragon.

Rushed Transformation ◆◆◆ As young conspirator dragon.

Smoke Breath ◆◆ (occult, poison) As young conspirator dragon, but a 50-foot cone, 10d6 poison damage, and DC 33.

Sneak Attack The dragon's Strikes deal an additional 2d6 precision damage to off-guard targets.

Ancient Conspirator Dragon — Creature 17

UNCOMMON HUGE DRAGON OCCULT

Perception +30 (+32 to Sense Motive); darkvision, scent (imprecise) 60 feet

Languages Aklo, Common, Draconic, Shadowtongue, Sussuran; telepathy 100 feet (page 360)

Skills Acrobatics +30, Athletics +30, Deception +35, Diplomacy +33, Intimidation +33, Lore (any one region or settlement) +31, Occultism +31, Performance +35, Society +31, Stealth +30

Str +9, **Dex** +5, **Con** +6, **Int** +6, **Wis** +7, **Cha** + 8

AC 40; **Fort** +27, **Ref** +28, **Will** +32; +2 status to all saves vs. occult

HP 345; **Immunities** controlled, paralyzed, sleep

Retract Body ↺ As young conspirator dragon.

Speed 50 feet, climb 50 feet, fly 200 feet

Melee ◆ jaws +32 (magical, reach 15 feet), **Damage** 3d8+17 piercing

Melee ◆ claw +32 (agile, magical, reach 10 feet), **Damage** 3d6+17 slashing

Melee ◆ tail +30 (magical, reach 20 feet), **Damage** 2d10+17 bludgeoning

Ranged ◆ mental blast +31 (mental, range 100 feet), **Damage** 6d6+6 mental

Occult Innate Spells DC 41; **9th** *dominate*, *mind probe*, *mind reading* (at will), *rewrite memory*; **4th** *charm* (at will), *rewrite memory* (at will)

Conjure Disguise (manipulate, occult, polymorph) As young conspirator dragon.

Detonate Disguise ◆◆ (occult) As young conspirator dragon, but 18d6 bludgeoning damage and DC 39.

Draconic Frenzy ◆◆ As young conspirator dragon.

Draconic Momentum As young conspirator dragon.

Rushed Transformation ◆◆◆ As young conspirator dragon.

Smoke Breath ◆◆ (occult, poison) As young conspirator dragon, but 60-foot cone, 16d6 poison damage, and DC 39.

Sneak Attack The dragon's Strikes deal an additional 3d6 precision damage to off-guard targets.

Diabolic Dragon

Hell, according to some theologians, is a living entity in and of itself. Diabolic dragons, these scholars argue, are just extensions of the plane, living creatures that break off from Hell to enact its will. Whether this is true or whether diabolical dragons are simply the reborn souls of dragons sent to Hell, the fact remains that these dragons are powerful, cunning, and tyrannical. Every diabolic dragon's goal is to further Hell's will, though how this happens can vary. Regardless of their goals, these dragons always approach newcomers with an unsettling calmness.

Young Diabolic Dragon — Creature 11

LARGE DIVINE DRAGON UNHOLY

Perception +21; greater darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Diabolic, Draconic, Pyric

Skills Acrobatics +20, Athletics +24, Deception +20, Diplomacy +22, Hell Lore +19, Intimidation +20, Legal Lore +21, Religion +21, Society +19, Thievery +20

Str +7, **Dex** +3, **Con** +6, **Int** +2, **Wis** +4, **Cha** + 3

Smoke Vision Smoke doesn't impair the dragon's vision; they ignore the concealed condition from smoke.

AC 30; **Fort** +23, **Ref** +20, **Will** +21; +2 status to all saves vs. divine

HP 215; **Immunities** fire, paralyzed, sleep; **Weaknesses** holy 10
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28 (page 359)
Hell's Sting ↷ (divine, mental, unholy) **Trigger** The dragon is critically hit with a melee attack; **Effect** The dragon channels the rancor of Hell back through the body of their foe, overwhelming it with an infernal assault on the mind. The triggering creature takes 6d6 mental damage with a DC 30 basic Will save. Holy creatures use an outcome one degree of success worse than they roll on their saving throw.
Reactive Strike ↷ (page 359)

Speed 50 feet, fly 120 feet
Melee ❖ jaws +24 (fire, magical, reach 10 feet, unholy), **Damage** 2d12+10 piercing plus 2d6 fire
Melee ❖ claws +24 (agile, fire, magical, unholy), **Damage** 2d8+10 piercing plus 2d6 fire and Grab (page 359)
Melee ❖ tail +22 (fire, reach 15 feet, magical, unholy), **Damage** 2d8+10 bludgeoning plus 2d6 fire and Knockdown (page 359)
Divine Innate Spells DC 28, attack +20; **5th** *divine immolation*, *wall of fire*; **Cantrips (6th)** *ignition*
Diabolic Fire Any fire damage that a diabolic dragon deals, including fire damage from spells, is imbued with the unholy power of Hell to scorch the spirit as well. A creature takes spirit damage instead of fire damage if that would be more detrimental to the creature (as determined by the GM). A diabolic dragon is immune to the diabolic fire of other diabolic dragons, the fire from *divine immolation*, and similar effects.
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.
Draconic Momentum The dragon recharges their Hellfire Breath whenever they score a critical hit with a Strike.
Hellfire Breath ❖❖ (divine, fire, unholy) The dragon unleashes a blast of infernal fire that deals 12d6 fire damage in a 40-foot cone (DC 30 basic Reflex save). The dragon can't use Hellfire Breath again for 1d4 rounds.

ADULT DIABOLIC DRAGON CREATURE 15

HUGE DIVINE DRAGON UNHOLY

Perception +26; greater darkvision, scent (imprecise) 60 feet, smoke vision
Languages Common, Diabolic, Draconic, Empyrean, Necril, Pyric
Skills Acrobatics +27, Athletics +30, Deception +26, Diplomacy +28, Hell Lore +24, Intimidation +26, Legal Lore +26, Religion +26, Society +24, Thievery +27
Str +8, **Dex** +4, **Con** +6, **Int** +3, **Wis** +5, **Cha** + 5
Smoke Vision As young diabolic dragon

AC 36; **Fort** +29, **Ref** +25, **Will** +26; +2 status to all saves vs. divine
HP 285; **Immunities** fire, paralyzed, sleep; **Weaknesses** holy 10
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 34 (page 359)
Hell's Sting ↷ (divine, mental, unholy) As young diabolic dragon, but 8d6 mental damage and DC 36.
Reactive Strike ↷ (page 359)

Speed 60 feet, fly 150 feet
Melee ❖ jaws +30 (fire, reach 10 feet, magical, unholy), **Damage** 3d12+11 piercing plus 2d6 fire
Melee ❖ claws +30 (agile, fire, magical, unholy), **Damage** 3d8+11 piercing plus 2d6 fire and Grab (page 359)

VIXALLA

Though she's a relatively recent arrival to the politics of Taldor, the Countess Phisetta dis Alavir has made quite the impression among the country's nobility. When not out in public, the Countess sheds her noble persona and takes on her true form, that of the conspirator dragon Vixalla. The dragon maintains her hoard and a rotation of servants whose memories she regularly wipes in a cavern deep beneath her manor in Taldor's capital of Oppara.



ADULT CONSPIRATOR DRAGON

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Diabolic Dragon Spellcasters

Diabolic dragon spellcasters tend to cast the following spells.

Young Diabolic Dragon

Divine Prepared Spells DC 30, attack +24; **4th** *dispelling globe*, *divine wrath*, *planar tether*; **3rd** *blindness*, *chilling darkness*, *harm*; **2nd** *blood vendetta*, *darkness*, *translate*; **1st** *command* (×2), *fear*; **Cantrips (4th)** *detect magic*, *divine lance*, *message*, *sigil*, *void warp*

Adult Diabolic Dragon

Divine Prepared Spells DC 36, attack +30; As young diabolic dragon, plus **6th** *banishment*, *blessed boundary*, *dominate*; **5th** *sending*, *translocate*, *truespeech*; **Cantrips (6th)** *detect magic*, *divine lance*, *message*, *sigil*, *void warp*

Ancient Diabolic Dragon

Divine Prepared Spells DC 42, attack +38; As adult diabolic dragon, plus **9th** *harm*, *massacre*, *wails of the damned*; **8th** *canticle of everlasting grief*, *execute*, *pinpoint*; **7th** *eclipse burst*, *planar seal*, *truespeech*; **Cantrips (9th)** *detect magic*, *divine lance*, *message*, *sigil*, *void warp*

Diabolic Dragon Lairs

A diabolical dragon's lair is a surprisingly sparse place. Most of these dragons find caverns or large rooms within Hell to claim as their lair but keep relatively little within. A diabolical dragon's hoard is generally made up of soul gems—magical gems designed to contain mortal souls—and infernal contracts. The contracts are ones still in effect that will resolve once the mortal signer's soul reaches Hell and is forcibly placed in a soul gem. While diabolical dragons pass the souls contained in these gems off to other parts of Hell to be used for countless purposes, most dragons hold on to the souls of mortals they find particularly intriguing and call upon the souls to be servants or for other wicked purposes at a later time.

Melee ❖ tail +28 (fire, reach 15 feet, magical, unholy), **Damage** 3d8+11 bludgeoning plus 2d6 fire and Improved Knockdown (page 359)
Divine Innate Spells DC 34, attack +26; **7th** *divine immolation*, *interplanar teleport* (at will, self only), *wall of fire* (at will); **Cantrips (8th)** *ignition*
Diabolic Fire As young diabolic dragon.
Draconic Frenzy ❖❖ As young diabolic dragon.
Draconic Momentum As young diabolic dragon.
Hellfire Breath ❖❖ (divine, fire, unholy) As young diabolic dragon, but a 50-foot cone, 16d6 fire damage, and DC 36.

Ancient Diabolic Dragon — Creature 20

UNCOMMON | GARGANTUAN | DIVINE | DRAGON | UNHOLY

Perception +33; greater darkvision, scent (imprecise) 60 feet, smoke vision
Languages Aklo, Chthonian, Common, Diabolic, Draconic, Empyrean, Necril, Pyric
Skills Acrobatics +33, Athletics +38, Deception +34, Diplomacy +36, Hell Lore +33, Intimidation +34, Legal Lore +35, Religion +35, Society +33, Thievery +33
Str +10, **Dex** +5, **Con** +8, **Int** +5, **Wis** +7, **Cha** + 8
Smoke Vision As young diabolic dragon.

AC 44; **Fort** +36, **Ref** +32 **Will** +32; +2 status to all saves vs. divine
HP 390; **Immunities** fire, paralyzed, sleep; **Weaknesses** holy 15
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40 (page 359)
Hell's Sting ↷ (divine, mental, unholy) As young diabolic dragon, but 10d6 mental damage (DC 42 basic Will save).
Reactive Strike ↷ (page 359)

Speed 70 feet, fly 180 feet
Melee ❖ jaws +38 (fire, magical, reach 10 feet, unholy), **Damage** 4d12+18 piercing plus 2d6 fire
Melee ❖ claws +38 (agile, fire, magical, unholy), **Damage** 4d8+18 piercing plus 2d6 fire and Improved Grab (page 359)
Melee ❖ tail +36 (fire, magical, reach 15 feet, unholy), **Damage** 4d8+18 bludgeoning plus 2d6 fire and Improved Knockdown (page 359)
Divine Innate Spells DC 40, attack +32; **9th** *divine immolation* (at will), *falling stars* (fire only), *wall of fire* (at will); **8th** *summon fiend* (phistophilus only; at will); **7th** *interplanar teleport* (at will, self only); **Cantrips (10th)** *ignition*
Diabolic Fire As young diabolic dragon.
Draconic Frenzy ❖❖ As young diabolic dragon.
Draconic Momentum As young diabolic dragon.
Hellfire Breath ❖❖ (divine, fire, unholy) As young diabolic dragon, but a 60-foot cone, 21d6 fire damage, and DC 42.

Empyreal Dragon

The three major celestial planes—Heaven, Nirvana, and Elysium—each have their own respective dragons. Empyreal dragons have a direct connection to Heaven. Using the blessings of Heaven, empyreal dragons protect others and intercede against wickedness. Empyreal dragons are wise, considerate, and compassionate. When speaking with others, empyreal dragons are patient and understanding.

Young Empyreal Dragon — Creature 10

LARGE | DIVINE | DRAGON | HOLY

Perception +21; darkvision, lifesense (imprecise) 30 feet (page 359), scent (imprecise) 60 feet
Languages Common, Draconic, Empyrean; *truespeech*
Skills Acrobatics +19, Athletics +22, Diplomacy +20, Heaven Lore +21, Intimidation +20, Medicine +21, Religion +21, Society +19
Str +6, **Dex** +3, **Con** +4, **Int** +3, **Wis** +5, **Cha** + 4

AC 30; **Fort** +18, **Ref** +19, **Will** +21; +2 status to all saves vs. divine

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HP 170; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 10

Inspiring Presence (aura, emotion, mental) 20 feet. The mere sight of an empyreal dragon motivates other creatures. Creatures within the aura gain a +1 status bonus to saving throws and skill checks. The empyreal dragon can't gain the benefit of their own aura or other actions that use the aura, and they can choose to exclude any creatures from any benefit of the aura or action that uses the aura.

Divine Deflection ↷ **Trigger** The dragon is critically hit by an attack; **Effect** Divine power intercedes, preventing some of the damage. The dragon gains resistance 10 to all damage against the triggering attack.

Speed 60 feet, fly 150 feet

Melee ❖ jaws +22 (holy, magical, reach 10 feet), **Damage** 2d10+9 piercing plus 1d8 spirit

Melee ❖ claws +22 (agile, holy, magical), **Damage** 2d8+9 slashing plus 1d8 spirit

Melee ❖ tail +20 (holy, magical, reach 15 feet), **Damage** 2d10+9 bludgeoning plus 1d8 spirit

Melee ❖ wing +20 (agile, magical, reach 10 feet), **Damage** 1d10+9 slashing plus 1d8 spirit

Divine Innate Spells DC 29, attack +21; **5th** *heal*; **3rd** *holy light* (at will); **Constant (5th)** *truespeech*

Direct Halo ❖ (concentrate, divine, manipulate) The dragon tosses their halo to a square within 90 feet. While the halo is deployed in this way, the dragon loses their inspiring presence aura, and the aura instead emanates from the halo with the same emanation radius. The dragon can Sustain to recall the halo from any distance. The halo is made of pure light—it doesn't occupy space and can't be targeted or destroyed in any way.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Spirit Breath whenever they score a critical hit with a Strike.

Halo Pulse ❖❖ (concentrate, divine) The dragon chooses one effect to impose on creatures in their inspiring presence aura. The dragon can't use Halo Pulse again for 1d4 rounds.

- **Repulsion** Each creature must succeed at a DC 29 Fortitude save or be pushed until it's no longer in the aura.
- **Restoration** (healing, vitality) Each creature recovers 5d8 Hit Points.

Spirit Breath ❖❖ (divine, holy, spirit) The dragon unleashes a blast of holy fire that deals 9d8 spirit damage in a 40-foot cone (DC 29 basic Reflex save). The dragon can't use Spirit Breath again for 1d4 rounds.

ADULT EMPYREAL DRAGON CREATURE 14

HUGE DIVINE DRAGON HOLY

Perception +27; darkvision, lifesense (imprecise) 30 feet (page 359), scent (imprecise) 60 feet

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

Skills Acrobatics +26, Athletics +28, Diplomacy +25, Heaven Lore +26, Intimidation +25, Medicine +28, Religion +28, Society +24

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



AZHADAR

Azhadar, the great diabolic archdragon, serves the archdevil Moloch, the General of Hell. The dragon has great latitude to freely march Hell's armies where needed, but in recent centuries, she's found delight in leaving Hell to tempt great mortal warriors with countless promises. Those who give in find themselves conscripted into the armies of Hell when they inevitably meet their demise at the hands of a similarly empowered rival on the battlefield. Azhadar's most recent appearance was near Bloodcove, where she made an offer to a tyrannical pirate captain.



ADULT DIABOLIC DRAGON



Empyreal Dragon Spellcasters

Empyreal dragon spellcasters tend to cast the following spells.

Young Empyreal Dragon

Divine Prepared Spells DC 29, attack +22; **4th** *dispel magic*, *unfettered movement*, *vital beacon*; **3rd** *bind undead*, *ring of truth*, *sound body*; **2nd** *clear mind*, *everlight*, *share life*; **1st** *bless*, *mending*, *sanctuary;* **Cantrips (4th)** *detect magic*, *divine lance*, *guidance*, *shield*, *stabilize*

Adult Empyreal Dragon

Divine Prepared Spells DC 34, attack +28; As young empyreal dragon, plus **6th** *field of life*, *dispel magic*, *spirit blast*; **5th** *breath of life*, *clear mind*, *sending*; **Cantrips (6th)** *detect magic*, *divine lance*, *guidance*, *shield*, *stabilize*

Ancient Empyreal Dragon

Divine Prepared Spells DC 41, attack +35; As adult empyreal dragon, plus **9th** *divine decree*, *overwhelming presence*, *sunburst*; **8th** *dispel magic*, *divine inspiration*, *moment of renewal*; **7th** *energy aegis*, *planar seal*, *regenerate*; **Cantrips (9th)** *detect magic*, *divine lance*, *guidance*, *shield*, *stabilize*

Empyreal Dragon Lairs

Although most empyreal dragons keep homes among the environs of heaven, many dragons also choose to keep lairs across the mortal Universe. These lairs are generally in less remote places, with the expectation being that a person would be more likely to stumble upon one and find assistance in times of need. In addition to the traditional riches of a dragon's hoard, an empyreal dragon's hoard contains a multitude of armaments, typically sized to fit the people of the region should they need equipment to face off against evil.

AC 36; **Fort** +24, **Ref** +24, **Will** +26; +2 status to all saves vs. divine
HP 250; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 10
Inspiring Presence (aura, emotion, mental) 40 feet. As young empyreal dragon.
Divine Deflection ↻ As young empyreal dragon.

Speed 70 feet, fly 180 feet
Melee ❖ jaws +28 (holy, reach 15 feet), **Damage** 3d10+11 piercing plus 1d8 spirit
Melee ❖ claws +28 (agile, holy, reach 10 feet), **Damage** 3d8+11 slashing plus 1d8 spirit
Melee ❖ tail +26 (holy, reach 20 feet), **Damage** 3d10+11 bludgeoning plus 1d8 spirit
Melee ❖ wing +26 (agile, holy, reach 15 feet), **Damage** 2d10+11 slashing plus 1d8 spirit
Divine Innate Spells DC 34, attack +26; **7th** *heal*, *interplanar teleport* (at will, self only); **5th** *holy light* (at will); **Constant (5th)** *truespeech*
Direct Halo ❖ As young empyreal dragon.
Draconic Frenzy ❖❖ As young empyreal dragon.
Draconic Momentum As young empyreal dragon.
Halo Pulse ❖❖ (concentrate, divine) As young empyreal dragon, but repulsion is DC 34 and restoration heals 7d8 Hit Points.
Spirit Breath ❖❖ (divine, holy, spirit) As young empyreal dragon, but a 50-foot cone, 12d8 spirit damage, and DC 34.

Ancient Empyreal Dragon — Creature 19

UNCOMMON | GARGANTUAN | DIVINE | DRAGON | HOLY

Perception +35; darkvision, lifesense (imprecise) 30 feet (page 359), scent (imprecise) 60 feet
Languages Chthonian, Common, Diabolic, Draconic, Empyrean, Fey, Necril; *truespeech*
Skills Acrobatics +31, Athletics +35, Diplomacy +31, Intimidation +31, Heaven Lore +32, Medicine +35, Religion +32, Society +30
Str +10, **Dex** +6, **Con** +8, **Int** +5, **Wis** +8, **Cha** + 6

AC 43; **Fort** +31, **Ref** +31, **Will** +35; +2 status to all saves vs. divine
HP 350; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 15
Inspiring Presence (aura, emotion, mental) 60 feet. As young empyreal dragon.
Divine Deflection ↻ As young empyreal dragon, but the resistance is increased to 15.

Speed 80 feet, fly 200 feet
Melee ❖ jaws +35 (holy, magical, reach 20 feet), **Damage** 4d10+16 piercing plus 1d8 spirit
Melee ❖ claws +35 (agile, holy, magical, reach 15 feet), **Damage** 4d8+16 slashing plus 1d8 spirit
Melee ❖ tail +33 (holy, magical, reach 25 feet), **Damage** 4d10+16 bludgeoning plus 1d8 spirit
Melee ❖ wing +33 (agile, magical, reach 20 feet), **Damage** 3d10+16 slashing plus 1d8 spirit
Divine Innate Spells DC 41, attack +33; **9th** *heal*; **7th** *holy light* (at will), *interplanar teleport* (at will, self only); **Constant (5th)** *truespeech*
Direct Halo ❖ As young empyreal dragon.
Draconic Frenzy ❖❖ As young empyreal dragon.
Draconic Momentum As young empyreal dragon.
Halo Pulse ❖❖ (concentrate, divine) As young empyreal dragon, but repulsion is DC 41, restoration heals 9d8 Hit Points, and the dragon has an additional option.
- **Restriction** (incapacitation, mental) Creatures must succeed at a DC 41 Will save or be slowed 1 (slowed 2 on a critical failure) while they remain within the aura. Regardless of the result, a creature is then temporarily immune to restriction for 1 minute.

Spirit Breath ❖❖ (divine, holy, spirit) As young empyreal dragon, but a 50-foot cone, 16d8 spirit damage, and DC 41.

Fortune Dragon

Fortune dragons have the innate ability to draw upon the raw magical energies that surround them. They constantly use these magical energies to empower their

magical abilities and even their bodies, as the energy can heal wounds. A fortune dragon has a typical build for an arcane dragon, but their bodies sport a striking feature: their treasure. The dragon's nature of drawing upon magic causes coins, gems, and, most notably, magical items to cling to their body like iron drawn to magnets. A dragon constantly pulls magical energies from the items attached to their body and makes use of these energies to cast spells. The magical energies that flow through a fortune dragon constantly flow through the dragon's items as well, and in many cases, the items melt from the heat produced in this process. Fortune dragons are seekers of novel experiences. This desire for originality leads fortune dragons to approach visitors of other ancestries with curiosity, though this initial interest quickly wanes if a visitor lacks exciting qualities.

YOUNG FORTUNE DRAGON CREATURE 10

LARGE ARCANE DRAGON

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

Languages Common, Draconic

Skills Accounting Lore +22, Acrobatics +21, Arcana +22, Athletics +21, Crafting +22, Diplomacy +19, Mercantile Lore +22, Thievery +21

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

AC 30; **Fort** +18, **Ref** +21, **Will** +19; +2 status to all saves vs. arcane

HP 175; **Immunities** drained, paralyzed, sleep

Capture Spell ↻ (arcane) **Trigger** The dragon succeeds or critically succeeds on a saving throw against a spell; **Effect** The dragon attempts to capture a portion of the spell's magic to feed themself. They attempt to counteract the spell (counteract rank 5, counteract modifier +20). If successful, the dragon is unaffected by the spell and regains one expended spontaneous spell slot; other subjects are affected by the spell normally.

Speed 60 feet, fly 100 feet

Melee ❖ jaws +21 (magical, reach 10 feet), **Damage** 2d10+11 piercing plus 1d6 force

Melee ❖ claw +21 (agile, magical), **Damage** 2d6+11 piercing plus 1d6 force

Melee ❖ tail +19 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning plus 1d6 force

Arcane Spontaneous Spells DC 30, attack +22; **5th** (1 slot) *fireball*, *force barrage*, *slither*, *unfettered movement*; **Cantrips (5th)** *detect magic*, *read aura*

Disruptive Breath ❖❖ (arcane, force) The dragon unleashes a spray of magic-disrupting energies that deals 9d6 force damage in a 30-foot cone (DC 30 basic Reflex save).

YSSENDRI

Originally hailing from the ranks of heaven's greatest armies, the great empyreal archdragon Yssendri eventually retired from direct combat, choosing to focus on more philanthropic ventures. They travel to smaller settlements across the Universe to aid in defending innocents. Recently, they traveled to the desert nation of Thuvia to defend a caravan of merchants from afar.



ADULT EMPYREAL DRAGON

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Fortune Dragon Spellcasters

Fortune dragon spellcasters tend to cast the following spells.

Young Fortune Dragon

Arcane Prepared Spells DC 30, attack +22; **4th** *flicker*, *translocate*, *vision of death*; **3rd** *aqueous orb*, *grease*, *haste*; **2nd** *invisibility*, *mist*, *web*; **1st** *gust of wind*, *item facade*, *phantasmal minion*; **Cantrips (4th)** *electric arc*, *figment*, *prestidigitation*, *shield*, *telekinetic hand*

Adult Fortune Dragon

Arcane Prepared Spells DC 36, attack +28; As young fortune dragon, plus **6th** *cursed metamorphosis*, *teleport*, *wall of force*; **5th** *howling blizzard*, *scouting eye*, *toxic cloud*; **Cantrips (6th)** *electric arc*, *figment*, *prestidigitation*, *shield*, *telekinetic hand*

Ancient Fortune Dragon

Arcane Prepared Spells DC 45, attack +37; As adult fortune dragon, plus **9th** *detonate magic*, *falling stars*, *phantasmagoria*; **8th** *arctic rift*, *disappearance*, *uncontrollable dance*; **7th** *contingency*, *energy aegis*, *planar palace*; **Cantrips (9th)** *electric arc*, *figment*, *prestidigitation*, *shield*, *telekinetic hand*

Fortune Dragon Lairs

A fortune dragon's lair typically holds a much larger hoard than other dragons collect. These hoards are full of relatively worthless relics, objects, and armaments drained of all of their magical energy, and finding useful treasures among them requires a lot of effort. Fortune dragons are particularly protective of their rarest treasures and will either bury them deep within their hoard or keep them directly attached to their bodies, where the treasure is safest. A fortune dragon will unleash their full fury to protect their hoard from any outsiders, regardless of the person's standing.

Creatures that fail become stupefied 1 (stupefied 2 on a critical failure) for 1 minute. The dragon can't use Disruptive 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 Disruptive Breath or regain one expended spontaneous spell slot.

Share the Wealth ◆◆ **Requirements** The dragon's body is covered in riches (this is typically the case when the dragon is first encountered); **Effect** The dragon shakes their body aggressively, sending coins and other riches flying in every direction, dealing 6d10 bludgeoning damage with a DC 29 basic Reflex save to all creatures in a 30-foot emanation. The dragon's body is then no longer covered in riches.

Treasure Dive ◆◆ **Requirements** The dragon's body isn't covered in riches and the dragon is adjacent to their hoard; **Effect** The dragon Strides or Burrows through their hoard using their land Speed. They coat themself in coins, magic items, and other treasures. This contact with magical items revitalizes the dragon, causing them to regain one expended spontaneous spell slot. The dragon can move through other creatures while moving in this way. Creatures in the dragon's path, or above it if the dragon Burrows, must succeed at a DC 27 Reflex save or be pushed 10 feet (or pushed 20 feet and knocked prone on a critical failure).

Adult Fortune Dragon — Creature 14

HUGE ARCANE DRAGON

Perception +24; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Dwarven

Skills Accounting Lore +28, Acrobatics +27, Arcana +28, Athletics +27, Crafting +28, Diplomacy +24, Mercantile Lore +28, Thievery +27

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

AC 36; **Fort** +24, **Ref** +27, **Will** +24; +2 status to all saves vs. arcane

HP 230; **Immunities** drained, paralyzed, sleep

Aura of Disruption (arcane, aura) 120 feet. The dragon radiates disruptive energies that allow them to feed on magic. When a spell is counteracted or disrupted within the aura, the dragon regains one expended spontaneous spell slot and gains 25 temporary Hit Points that last for 1 minute.

Capture Spell ↷ As young fortune dragon, but the counteract rank is 7 and the counteract modifier is +28.

Speed 70 feet, fly 140 feet

Melee ◆ jaws +27 (magical, reach 15 feet), **Damage** 3d10+13 piercing plus 1d6 force

Melee ◆ claw +27 (agile, magical, reach 10 feet), **Damage** 3d6+13 piercing plus 1d6 force

Melee ◆ tail +25 (magical, reach 20 feet), **Damage** 3d10+13 bludgeoning plus 1d6 force

Arcane Spontaneous Spells DC 36, attack +28; **7th** (2 slots) *chain lightning*, *fireball*, *force barrage*, *slither*, *unfettered movement*, *warp mind*; **Cantrips (7th)** *detect magic*, *read aura*

Disruptive Breath ◆◆ (arcane, force) As young fortune dragon, but 13d6 force damage, the cone is 40 feet, and the DC is 36.

Draconic Frenzy ◆◆ As young fortune dragon.

Draconic Momentum As young fortune dragon.

Share the Wealth ◆◆ As young fortune dragon, but 9d10 bludgeoning damage, DC 35, and 40-foot emanation.

Treasure Dive ◆◆ As young fortune dragon, but the DC is 33.

Ancient Fortune Dragon — Creature 19

UNCOMMON GARGANTUAN ARCANE DRAGON

Perception +30; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Dwarven, Petran

Skills Accounting Lore +37, Acrobatics +36, Arcana +37, Athletics +34, Crafting +37, Diplomacy +32, Mercantile Lore +37, Thievery +36

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

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AC 43; **Fort** +31, **Ref** +34, **Will** +32; +2 status to all saves vs. arcane
HP 300; **Immunities** drained, paralyzed, sleep
Aura of Disruption As adult fortune dragon, but 35 temporary Hit Points.
Capture Spell ↻ As young fortune dragon, but the counteract rank is 10 and the counteract modifier is +37.

Speed 80 feet, fly 180 feet
Melee ❖ jaws +34 (magical, reach 20 feet), **Damage** 4d10+15 piercing plus 1d6 force
Melee ❖ claw +34 (agile, magical, reach 15 feet), **Damage** 4d6+15 piercing plus 1d6 force
Melee ❖ tail +32 (magical, reach 25 feet), **Damage** 4d10+15 bludgeoning plus 1d6 force
Arcane Spontaneous Spells DC 45, attack +37; **10th** (3 slots) *chain lightning*, *fireball*, *force barrage*, *implosion*, *quandary*, *slither*, *unfettered movement*, *warp mind*; **Cantrips (10th)** *detect magic*, *read aura*
Disruptive Breath ❖❖ (arcane, force) As young fortune dragon, but 18d6 force damage, 60-foot cone, and DC 45.
Draconic Frenzy ❖❖ As young fortune dragon.
Draconic Momentum As young fortune dragon.
Drain Hoard ❖ **Requirements** The dragon is within 60 feet of their hoard; **Frequency** once per day; **Effect** The dragon draws power out of the magic items in their hoard, regaining all their expended spontaneous spell slots.
Share the Wealth ❖❖ As young fortune dragon, but 18d6 bludgeoning damage, DC 40, and 50-foot emanation.
Treasure Dive ❖❖ As young fortune dragon, but the DC is 38.

Horned Dragon

The magic that flows through primal dragons can manifest more animalistic or bestial features in a given type of dragon. Notably among these are the massive paired horns of the horned dragon. While their bulky frames, natural coloration, and prominent ridged scales are all remarkable in their own way, it's the horns that are most obvious and striking at first glance. Horned dragons use their horns to impale their prey in a quick and brutal display of their might. They are generally contemplative and have a fixation on knowledge and self-discipline, traits belied by their bestial appearance. As a result, horned dragons are generally more open to speaking with outsiders.

YOUNG HORNED DRAGON CREATURE 8

LARGE AMPHIBIOUS DRAGON PRIMAL

Perception +16; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Acrobatics +13, Arcana +16, Athletics +17, Deception +14, Diplomacy +16, Forest Lore +14, Intimidation +16, Nature +14, Occultism +17, Society +14, Stealth +15
Str +5, **Dex** +1, **Con** +3, **Int** +2, **Wis** +2, **Cha** + 4

AC 28; **Fort** +16, **Ref** +16, **Will** + 17



LETHILISS

Initially drawn to the Calphiuak Mountains of New Thassilon in northwestern Avistan by the magical power of ancient runelords, the fortune dragon Lethiliss spent several decades gathering magical artifacts. During Earthfall, one of these artifacts activated, locking Lethiliss in a magical stasis that only broke millennia later. They now spend much of their time traveling the region to track down magical relics for their collection and to learn more about the modern world.



Horned Dragon Spellcasters

Horned dragon spellcasters tend to cast the following spells.

Young Horned Dragon

Primal Prepared Spells DC 26, attack +20; **3rd** *dispel magic*, *slow*, *veil of privacy*, *wall of thorns*; **2nd** *humanoid form*, *one with plants*, *sound body*; **1st** *gust of wind*, *vanishing tracks*, *ventriloquism;* **Cantrips (3rd)** *detect magic*, *know the way*, *light*, *read aura*, *tangle vine*

Adult Horned Dragon

Primal Prepared Spells DC 33, attack +26; As young horned dragon, plus **5th** *dispel magic*, *toxic cloud*, *veil of privacy*; **4th** *hydraulic torrent*, *mountain resilience*, *unfettered movement*; **Cantrips (5th)** *detect magic*, *know the way*, *light*, *read aura*, *tangle vine*

Ancient Horned Dragon

Primal Prepared Spells DC 39, attack +33; As adult horned dragon, plus **8th** *desiccate*, *punishing winds*; **7th** *execute*, *mask of terror*, *veil of privacy*; **6th** *field of life*, *tangling creepers*, *truesight*; **Cantrips (8th)** *detect magic*, *know the way*, *light*, *read aura*, *tangle vine*

Horned Dragon Lairs

Horned dragon lairs are generally found within forests and swamps, but these sites can vary. Some horned dragons keep lairs within caves; others within hollowed trees or underneath the roots of large tree systems; some dragons even keep lairs among forest canopies. Their hoards are typically well kept, organized, and filled with tomes of lore and scrolls of magic, along with antiquities they collect for their own inscrutable reasons. Many of these treasures come from across the globe, and many an adventurer has survived an encounter with a horned dragon by stroking their ego and plying them with rare artifacts or lost lore from ancient cultures.

HP 135; **Immunities** paralyzed, poison, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24 (page 359)
Twisting Tail ↷ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using; **Effect** The dragon makes a tail Strike at the creature with a –2 penalty. If the Strike hits, the dragon disrupts the creature's action.

Speed 30 feet, fly 120 feet, swim 30 feet; forest passage
Melee ❖ jaws +20 (magical, poison, reach 10 feet), **Damage** 2d10+8 piercing plus 2d4 poison
Melee ❖ claw +20 (agile, magical), **Damage** 2d8+8 slashing
Melee ❖ tail +18 (magical, reach 15 feet), **Damage** 2d8+7 bludgeoning
Melee ❖ horn +18 (magical, reach 10 feet), **Damage** 1d12+7 piercing
Primal Innate Spells DC 26; **2nd** *entangling flora*; **1st** *charm*
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one horn Strike in any order.
Draconic Momentum The dragon recharges their Poison Breath whenever they score a critical hit with a Strike.
Forest Passage The horned dragon ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede their progress.
Impaling Charge ❖❖ **Requirements** The dragon doesn't have a creature impaled on their horn; **Effect** The dragon attempts to gore a foe. They Stride, then attempt a horn Strike. On a hit, the target becomes impaled on the dragon's horn. The creature is grabbed while on the horn (and can attempt to Escape as normal). The dragon doesn't need to use additional actions to keep the impaled creature grabbed. If the dragon moves, they bring the grabbed creature along with them.
Poison Breath ❖❖ (primal, poison) The dragon breathes a toxic cloud that deals 9d6 poison damage in a 40-foot cone (DC 25 basic Fortitude save). They can't use Poison Breath again for 1d4 rounds.

Adult Horned Dragon — Creature 12

HUGE AMPHIBIOUS DRAGON PRIMAL

Perception +22; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Elven, Fey
Skills Acrobatics +19, Arcana +22, Athletics +24, Deception +19, Diplomacy +23, Forest Lore +22, Intimidation +23, Nature +20, Occultism +24, Society +22, Stealth +21
Str +6, **Dex** +3, **Con** +3, **Int** +4, **Wis** +4, **Cha** + 5

AC 34; **Fort** +20, **Ref** +22, **Will** +23; +1 status to all saves vs. magic
HP 215; **Immunities** paralyzed, poison, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31 (page 359)
Twisting Tail ↷ As young horned dragon.

Speed 40 feet, fly 160 feet, swim 40 feet; forest passage, trackless journey
Melee ❖ jaws +26 (magical, poison, reach 15 feet), **Damage** 3d10+12 piercing plus 3d4 poison
Melee ❖ claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing
Melee ❖ tail +24 (magical, reach 20 feet), **Damage** 3d8+10 bludgeoning
Melee ❖ horn +24 (magical, reach 15 feet), **Damage** 2d8+10 piercing
Primal Innate Spells DC 32; **4th** *suggestion*; **2nd** *charm* (at will), *entangling flora* (×2)
Draconic Frenzy ❖❖ As young horned dragon.
Draconic Momentum As young horned dragon.
Forest Passage As young horned dragon.
Impaling Charge ❖❖ As young horned dragon.
Poison Breath ❖❖ (primal, poison) As young horned dragon, but a 50-foot cone, 13d6 poison damage, and DC 31.
Trackless Journey The horned dragon always gains the benefits of Cover Tracks in natural surroundings, even while moving at full speed.

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ANCIENT HORNED DRAGON CREATURE 17

UNCOMMON GARGANTUAN AMPHIBIOUS DRAGON PRIMAL

Perception +30; darkvision, scent (imprecise) 60 feet
Languages Chthonian, Common, Draconic, Elven, Fey, Jotun
Skills Acrobatics +25, Arcana +32, Athletics +30, Deception +27, Diplomacy +31, Forest Lore +31, Intimidation +31, Nature +28, Occultism +34, Society +31, Stealth +29
Str +7, **Dex** +4, **Con** +5, **Int** +6, **Wis** +5, **Cha** + 6
Camouflage The dragon can Hide in natural environments even if they don't have cover.

AC 41; **Fort** +30, **Ref** +29, **Will** +32; +1 status to all saves vs. magic
HP 315; **Immunities** paralyzed, poison, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37 (page 359)
Miasma (aura, poison) 20 feet. After the dragon uses their Poison Breath, a cloud of poison gas continues to emanate from their body for 1 round. Any creature that ends its turn in the miasma takes 4d6 poison damage (DC 37 basic Fortitude save). Any creature in the miasma is concealed and treats other creatures as concealed. The dragon can see through this concealment.
Twisting Tail ↷ As young horned dragon.

Speed 50 feet, fly 200 feet, swim 50 feet; forest passage, trackless journey
Melee ❖ jaws +33 (magical, poison, reach 20 feet), **Damage** 3d12+15 piercing plus 4d4 poison
Melee ❖ claw +33 (agile, magical, reach 15 feet), **Damage** 3d10+15 slashing
Melee ❖ tail +31 (magical, reach 25 feet), **Damage** 3d10+13 bludgeoning
Melee ❖ horn +31 (magical, reach 20 feet), **Damage** 2d10+13 piercing
Primal Innate Spells DC 39; **6th** *dominate*; **4th** *charm* (at will), *suggestion*; **2nd** *entangling flora* (at will)
Draconic Frenzy ❖❖ As young horned dragon.
Draconic Momentum As young horned dragon.
Forest Passage As young horned dragon.
Impaling Charge ❖❖ As young horned dragon.
Trackless Journey As adult horned dragon.
Poison Breath ❖❖ (primal, poison) As young horned dragon, but a 60-foot cone, 18d6 poison damage, and DC 37.

Mirage Dragon

Mirage dragons are masters of illusion magic and use their powers to deceive others and further their own agendas. In addition to their magical prowess, mirage dragons possess a number of additional features to help them on hunts or mislead attackers, such as their camouflaging scales and a hallucinatory breath that can confound multiple foes at once. Mirage dragons are vain and egotistical figures. They ultimately care more about themselves than others.

ATHERVOX

As horned dragons are contemplative and seek scholarly endeavors, Athervox is no different. An astronomer by trade, this great horned dragon maintains an observatory near Senara in the Whisper Woods of Cheliax. There, she struck a deal with House Thrune where she agreed to instruct a handful of apprentices. After a few years of instruction, these "apprentices" vanished one night, taking volumes of the dragon's crucial notes—a slight she has not forgotten and for which she plans to seek vengeance.



ADULT HORNED DRAGON



Mirage Dragon Spellcasters

Mirage dragon spellcasters tend to cast the following spells.

Young Mirage Dragon

Arcane Prepared Spells DC 27, attack +20; **4th** *confusion*, *vision of death*; **3rd** *disguise magic*, *enthrall*, *hypnotize*; **2nd** *embed message*, *revealing light*, *see the unseen*; **1st** *item facade*, *phantasmal minion*, *ventriloquism*; **Cantrips (4th)** *daze*, *detect magic*, *light*, *prestidigitation*, *read aura*

Adult Mirage Dragon

Arcane Prepared Spells DC 35, attack +27; As young mirage dragon, plus **6th** *mislead*, *phantasmal calamity*; **5th** *false vision*, *sending*, *telekinetic haul*; **4th** *vapor form*; **Cantrips (6th)** *daze*, *detect magic*, *light*, *prestidigitation*, *read aura*

Ancient Mirage Dragon

Arcane Prepared Spells DC 43, attack +35; As adult mirage dragon, plus **8th** *disappearance*, *hallucination*, *hidden mind*; **7th** *contingency*, *mask of terror*, *project image*; **6th** *truesight*; **Cantrips (8th)** *daze*, *detect magic*, *light*, *prestidigitation*, *read aura*

Mirage Dragon Lairs

A mirage dragon's lair is filled with the typical treasures one would expect from a dragon. Unlike the hoards of other dragons, a mirage dragon takes care to polish every coin, gem, and precious metal to a mirror shine. These reflective items are placed methodically throughout the lair, allowing the dragon to see themself from all angles at any time. In addition to the typical riches, mirage dragons also keep mirrors in their hoards to better scratch their narcissistic itches. Mirage dragons tend to keep lairs in natural environments, which are better suited for their camouflage. These lairs are generally near lakes and other large bodies of water that serve as an additional natural mirror for the dragon.

Young Mirage Dragon — Creature 9

LARGE ARCANE DRAGON

Perception +20; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic

Skills Acrobatics +19, Arcana +19, Athletics +18, Crafting +19, Deception +21, Diplomacy +19, Illusion Lore +21, Performance +19, Stealth +19, Thievery +19

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

Camouflage The dragon can Hide in natural environments even if they don't have cover.

AC 27; **Fort** +16, **Ref** +17, **Will** +20; +2 status to all saves vs. arcane

HP 155; **Immunities** fascinated, paralyzed, sleep

Scintillating Defense ↻ (visual) **Trigger** The dragon is targeted with an attack; **Effect** The dragon flashes their iridescent scales at the triggering creature to throw off the attack. The dragon gains concealment against the triggering attack.

Speed 40 feet, climb 20 feet, fly 120 feet

Melee ❖ jaws +20 (magical, reach 10 feet), **Damage** 2d10+8 piercing

Melee ❖ claws +20 (agile, magical), **Damage** 2d6+8 slashing

Melee ❖ tail +18 (magical, reach 15 feet), **Damage** 2d8+8 bludgeoning

Arcane Innate Spells DC 27; **5th** *illusory scene*; **4th** *illusory creature*, *illusory object* (at will), *mirage*; **2nd** *invisibility*; **Cantrips (5th)** *figment*, *message*

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hallucinatory Breath whenever they score a critical hit with a Strike.

Hallucinatory Breath ❖❖ (arcane, emotion, mental) The dragon breathes a cloud that assaults the senses and deals 7d6 mental damage in a 30-foot cone (DC 27 Will save). A creature that fails its save is also confused for 1 round (1 minute on a critical failure) and is then temporarily immune to being confused by Hallucinatory Breath for 1 hour. The dragon can't use Hallucinatory Breath again for 1d4 rounds.

Lunging Bite ❖❖ The dragon lunges their head forward, making a jaws Strike with an extended reach of 20 feet.

Sneak Attack The dragon's Strikes deal an additional 2d6 precision damage to off-guard targets.

Adult Mirage Dragon — Creature 13

HUGE ARCANE DRAGON

Perception +25; darkvision, illusion sense, scent (imprecise) 60 feet

Languages Common, Draconic, Fey

Skills Acrobatics +25, Arcana +24, Athletics +25, Crafting +24, Deception +29, Diplomacy +27, Illusion Lore +26, Performance +27, Stealth +27, Thievery +25

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

Camouflage As young mirage dragon.

Illusion Sense When the dragon moves within 30 feet of an illusion that can be disbelieved, they automatically attempt a secret check to disbelieve, even if they didn't spend an action to Interact.

AC 33; **Fort** +22, **Ref** +23, **Will** +25; +2 status to all saves vs. arcane

HP 235; **Immunities** fascinated, paralyzed, sleep

Scintillating Defense ↻ As young mirage dragon.

Speed 50 feet, climb 30 feet, fly 150 feet

Melee ❖ jaws +25 (magical, reach 15 feet), **Damage** 3d10+12 piercing

Melee ❖ claws +25 (agile, magical, reach 10 feet), **Damage** 3d6+12 slashing

Melee ❖ tail +23 (magical, reach 20 feet), **Damage** 3d8+12 bludgeoning

Arcane Innate Spells DC 35; **6th** *illusory creature*, *illusory scene*, *mirage*, *vibrant pattern*; **4th** *illusory object* (at will), *invisibility*; **2nd** *invisibility* (at will); **Cantrips (7th)** *figment*, *message*

Captivating Display ❖ (arcane, visual) **Frequency** once per 10 minutes; **Effect** The dragon opens the fins on their head, creating a radiant display of enthralling colors. Each creature in a 30-foot emanation must succeed at a DC 33 Will save or be dazzled

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and slowed 1 (or slowed 2 on a critical failure) for 1 round. Regardless of the result, a creature is then temporarily immune to Captivating Display for 1 minute.

Draconic Frenzy ❖❖ As young mirage dragon.

Draconic Momentum As young mirage dragon.

Hallucinatory Breath ❖❖ (arcane, emotion, mental) As young mirage dragon, but 12d6 mental damage, 40-foot cone, and DC 33.

Lunging Bite ❖❖ The dragon lunges their head forward, making a jaws Strike with an extended reach of 25 feet.

Sneak Attack The dragon's Strikes deal an additional 2d6 precision damage to off-guard targets.

ANCIENT MIRAGE DRAGON CREATURE 18

UNCOMMON HUGE ARCANE DRAGON

Perception +33; darkvision, illusion sense, scent (imprecise) 60 feet

Languages Common, Draconic, Fey, Shadowtongue

Skills Acrobatics +33, Arcana +32, Athletics +34, Crafting +32, Deception +37, Diplomacy +35, Illusion Lore +34, Performance +35, Stealth +35, Thievery +33

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

Camouflage As young mirage dragon.

Illusion Sense As adult mirage dragon.

AC 41; **Fort** +28, **Ref** +29, **Will** +33; +2 status to all saves vs. arcane

HP 345; **Immunities** fascinated, paralyzed, sleep

Scintillating Defense ↻ As young mirage dragon.

Speed 60 feet, climb 40 feet, fly 180 feet

Melee ❖ jaws +33 (magical, reach 15 feet), **Damage** 3d10+15 piercing

Melee ❖ claws +33 (agile, magical, reach 10 feet), **Damage** 3d6+15 slashing

Melee ❖ tail +31 (magical, reach 20 feet), **Damage** 3d8+15 bludgeoning

Arcane Innate Spells DC 43; **8th** *illusory creature*, *illusory object* (at will), *illusory scene* (at will), *mirage*, *vibrant pattern*; **4th** *invisibility* (at will); **Cantrips (9th)** *figment*, *message*

Captivating Display ❖❖ As adult mirage dragon, but the DC is 41.

Draconic Frenzy ❖❖ As young mirage dragon.

Draconic Momentum As young mirage dragon.

Hallucinatory Breath ❖❖ (arcane, emotion, mental) As young mirage dragon, but 17d6 mental damage, 50-foot cone, and DC 41.

Lunging Bite ❖❖ As adult mirage dragon.

Sneak Attack The dragon's Strikes deal an additional 3d6 precision damage to off-guard targets.

Omen Dragon

Fate is a fickle matter on Golarion. Even with prophecy broken on the world, there are ways to look to the immediate future or acquire a vague sense of long-term events. Omen dragons are bound to see the future—nebulous though it might be—at all times. Visions of the future hound them like a quiet song that never stops playing in their minds. While an omen dragon can focus on or ignore the music of fate at any time, the song plays all the same. At a glance, omen dragons resemble other occult dragons in appearance, save for the mirror-like interior membrane of their wings. An omen dragon's wings offer glimpses into the future. These glimpses are cloudy and vague, but generally correct, if only technically. Omen dragons have a natural compulsion to share the futures they see. These dragons have no compunctions



DIJANSI

The village of New Lipror in southern Jalmeray is home to a secret: it doesn't exist. The mirage dragon Dijansi initially created the illusory village as a form of entertainment. Eventually, the village drew curious travelers, whom Dijansi convinced to maintain the village's secret and to give her their treasures and adoration. Dijansi now uses the village to draw more patrons to satisfy her desire for riches and attention.



ADULT MIRAGE DRAGON



Omen Dragon Spellcasters

Omen dragon spellcasters tend to cast the following spells.

Young Omen Dragon

Occult Prepared Spells DC 25, attack +17; **3rd** *dream message*, *hypercognition*; **2nd** *clear mind*, *status*, *stupefy*; **1st** *command*, *fear*, *protection*; **Cantrips (3rd)** *daze*, *detect magic*, *know the way*, *message*, *read aura*

Adult Omen Dragon

Occult Prepared Spells DC 30, attack +22; As young omen dragon, plus **5th** *locate*, *wave of despair*; **4th** *clairvoyance*, *confusion*, *read omens*; **3rd** *locate*; **Cantrips (5th)** *daze*, *detect magic*, *know the way*, *message*, *read aura*

Ancient Omen Dragon

Occult Prepared Spells DC 39, attack +31; As adult omen dragon, plus **7th** *never mind*, *visions of danger*, *warp mind*; **6th** *repulsion*, *scrying*, *truesight*; **5th** *sending*; **Cantrips (7th)** *daze*, *detect magic*, *know the way*, *message*, *read aura*

Omen Dragon Lairs

Omen dragons maintain multiple lairs, as if different futures require a distinct lair. Each lair has a smaller hoard than that of a typical dragon, but these hoards seem to be more impactful. In addition to riches, an omen dragon hoards items of significance. These could be fabled weapons, cures for a plague yet to happen, or other items that the dragon has seen in a vision and recognizes as important. Many desperate travelers make the journey to these lairs in hopes of finding the miraculous item that will solve their problems. Omen dragons are open to sharing these items, but if the dragon is unsure of the item's purpose, the visitor needs to assure the dragon of the item's fate and not some unforeseen future possibility.

about what the visions show and share their knowledge equally with innocent villagers as they do with wicked tyrants.

Young Omen Dragon — Creature 7

LARGE DRAGON OCCULT

Perception +15; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic

Skills Acrobatics +14, Athletics +16, Diplomacy +13, Fortune-Telling Lore +19, Lore (any one subcategory) +17, Occultism +17, Society +17

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

AC 24; **Fort** +15, **Ref** +14, **Will** +17; +2 status to all saves vs. occult

HP 100; **Immunities** confused, doomed, paralyzed, sleep

Untethered to Fate The dragon can choose to negate any fortune or misfortune effects that would affect them; other creatures remain affected normally.

Challenge Fate ↷ (misfortune, occult) **Trigger** The dragon is targeted by an attack; **Effect** This fate is not set in stone. The attacker rolls the triggering attack twice and uses the worse result.

Speed 40 feet, fly 100 feet

Melee ❖ jaws +16 (magical, reach 10 feet), **Damage** 2d8+5 piercing plus 1d8 mental

Melee ❖ claw +16 (agile, magical), **Damage** 2d6+5 slashing plus 1d8 mental

Melee ❖ tail +14 (magical, reach 15 feet), **Damage** 2d8+5 bludgeoning plus 1d8 mental

Melee ❖ wing +14 (agile, magical, reach 10 feet), **Damage** 1d8+5 slashing plus 1d8 mental

Occult Innate Spells DC 25; **3rd** *ill omen*, *mindlink*, *sure strike* (×2); **Cantrips (4th)** *guidance*

Destiny Breath ❖❖ (mental, occult) The dragon breathes a translucent mist of potentialities that overwhelms creatures with visions of possible features, dealing 6d6 mental damage in a 20-foot cone (DC 25 Will save). A creature that fails its save is slowed 1 for 1 round (or slowed 2 on a critical failure) as it struggles with the visions. The dragon can't use Destiny Breath again for 1d4 rounds.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Destiny Breath whenever they score a critical hit with a Strike.

Prophetic Wings The dragon or any ally can glimpse into the future through the dragon's wings in a process that requires 10 minutes of concentration. This casts a 4th-rank *augury* spell, except that the wings can predict results up to 1 day into the future and the dragon always speaks a few cryptic words related to the result of the prediction. The dragon can use their wings in this way only once per hour, and a given creature can seek a future in the wings only once per week.

Adult Omen Dragon — Creature 11

LARGE DRAGON OCCULT

Perception +21; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Fey, Jotun

Skills Acrobatics +21, Athletics +22, Diplomacy +20, Fortune-Telling Lore +26, Lore (any one subcategory) +24, Occultism +24, Society +22

Str +7, **Dex** +4, **Con** +5, **Int** +7, **Wis** +6, **Cha** + 3

AC 30; **Fort** +20, **Ref** +19, **Will** +23; +2 status to all saves vs. occult

HP 185; **Immunities** confused, doomed, paralyzed, sleep

Untethered to Fate As young omen dragon.

Challenge Fate ↷ As young omen dragon.

Speed 50 feet, fly 130 feet

Melee ❖ jaws +22 (magical, reach 10 feet), **Damage** 2d8+11 piercing plus 1d8 mental

Melee ❖ claw +22 (agile, magical), **Damage** 2d6+11 slashing plus 1d8 mental

Melee ❖ tail +20 (magical, reach 15 feet), **Damage** 2d8+11 bludgeoning plus 1d8 mental

Melee ❖ wing +20 (agile, magical, reach 10 feet), **Damage** 1d8+11 slashing plus 1d8 mental
Occult Innate Spells DC 30; **5th** *ill omen* (at will), *mindlink* (at will), *sure strike* (×2)
Cantrips (6th) *guidance*
Destiny Breath ❖❖ (mental, occult) As young omen dragon, but 10d6 mental damage, 30-foot cone, and DC 30.
Draconic Frenzy ❖❖ As young omen dragon.
Draconic Momentum As young omen dragon.
Prophetic Wings As young omen dragon, but the *augury* spell is 6th rank. In addition, a creature can choose to predict events up to 1 month into the future—the dragon can view a month ahead in their own wings only once per day.
Walk the Timelines ❖❖ (occult) **Frequency** once per hour; **Effect** The dragon splits themself into two versions with different fates. Each copy Strides or Flies from the dragon's current space, then takes a single action. If the actions are both attacks, they use the same multiple attack penalty and count as one attack toward the dragon's multiple attack penalty. After both actions, the dragon chooses one of the two locations as their actual destination and the other version of themself disappears.

ANCIENT OMEN DRAGON CREATURE 16

UNCOMMON HUGE DRAGON OCCULT

Perception +29; darkvision, scent (imprecise) 60 feet
Languages Aklo, Common, Draconic, Fey, Jotun
Skills Acrobatics +28, Athletics +30, Diplomacy +29, Fortune-Telling Lore +33, Lore (any one subcategory) +31, Occultism +33, Society +31
Str +8, **Dex** +6, **Con** +7, **Int** +9, **Wis** +7, **Cha** + 5

AC 38; **Fort** +27, **Ref** +28, **Will** +29; +2 status to all saves vs. occult
HP 280; **Immunities** confused, doomed, paralyzed, sleep
Untethered to Fate As young omen dragon.
Challenge Fate ↻ As young omen dragon.

Speed 60 feet, fly 180 feet
Melee ❖ jaws +30 (magical, reach 15 feet), **Damage** 3d8+14 piercing plus 1d8 mental
Melee ❖ claw +30 (agile, magical, reach 10 feet), **Damage** 3d6+14 slashing plus 1d8 mental
Melee ❖ tail +28 (magical, reach 20 feet), **Damage** 3d8+14 bludgeoning plus 1d8 mental
Melee ❖ wing +28 (agile, magical, reach 15 feet), **Damage** 2d8+14 slashing plus 1d8 mental
Occult Innate Spells DC 39; **8th** *retrocognition*; **7th** *ill omen* (at will), *mindlink* (at will), *true target* (×2); **Cantrips (8th)** *guidance*
Destiny Breath ❖❖ (mental, occult) As young omen dragon, but 15d6 mental damage, 40-foot cone, and DC 39.
Impending Fate The dragon's attacks bring their foes closer to their eventual fates. When the dragon critically hits with a Strike or a creature critically fails against the dragon's Destiny Breath, the creature becomes doomed 1, or increases its doomed value by 1 if it was already doomed.
Draconic Frenzy ❖❖ As young omen dragon.
Draconic Momentum As young omen dragon.
Prophetic Wings As young omen dragon, but the *augury* spell is 8th rank. In addition, a creature can choose to predict events up to 1 year into the future—the dragon can view a year ahead in their own wings only once per day.
Walk the Timelines ❖❖ (occult) As adult omen dragon.



ADULT OMEN DRAGON

GURVALLINN

The omen dragon Gurvallinn has become a common sight in the Eye of Dread region of Avistan. The reemergence of the lich Tar-Baphon brought about many dangers for the region. Gurvallinn, beset by countless portents, travels between the nations of the region to share his visions with locals, though many of these warnings are vague, making acting on the information difficult.

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Dragon Turtle Rides

Being offered a ride from a dragon turtle is a great honor. While they can provide emergency transportation with such a ride, a dragon turtle may offer one simply to enjoy the company of a dear friend or listen to the wisdom of a great sage.

Dragon Turtle

These immense aquatic dragons have rocky shells similar to those of tortoises and flippers powerful enough to overturn hardy vessels. The fearsome creatures enjoy being considered as dangerous as storms or natural disasters by seafaring folk. Despite their reputation, many dragon turtles delight in secretly observing seafaring cities grow and evolve throughout the ages. They have even been known to protect such cities from pirates, invading armies, or even other dangerous sea creatures. According to rumor, these turtles have even hired adventurers to handle more inland threats. Such cities will often offer tribute to the great turtle if they discover its intervention. While a dragon turtle hoards the treasures of the ships it sinks, they consider the bounty freely offered from their protected city most precious.

While many dragon turtles are already large enough to inspire awe, some can grow substantially larger. Those massive, ancient dragon turtles are somnolent, resembling rocky islands from a distance; their prodigious hoards can be a source of ancient sea lore. Legends persist of truly immense dragon turtles who spend centuries drifting on the surface of the ocean, far from established shipping lanes or charted waters, with shells that serve as islands capable of supporting entire ecosystems and even, some claim, small settlements whose inhabitants know nothing of land that doesn't drift across the sea.

Dragon Turtle — Creature 9

HUGE AMPHIBIOUS DRAGON

Perception +18; darkvision

Languages Common, Draconic, Thalassic

Skills Athletics +21, Diplomacy +18, Intimidation +18, Stealth +13, Survival +17

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

AC 29; **Fort** +19, **Ref** +15, **Will** +17

HP 140; **Immunities** paralyzed, sleep

Shell Block ↻ **Trigger** A creature adjacent to the dragon turtle targets the turtle with a melee attack; **Effect** The dragon turtle rolls their shell toward the triggering creature, gaining a +2 circumstance bonus to their AC against the triggering attack.

Speed 20 feet, swim 30 feet

Melee ❖ jaws +21 (reach 10 feet), **Damage** 2d12+9 piercing

Melee ❖ claw +21 (agile), **Damage** 2d8+9 slashing

Capsize ❖ (attack) The dragon turtle tries to capsize an adjacent aquatic vessel of their size or smaller. The dragon turtle must succeed at a DC 30 Athletics check (reduce the DC by 5 for each size smaller than the dragon turtle) or the pilot's Sailing Lore DC, whichever is higher.

Conjure Storm ❖ (air, aura, primal, water) The dragon turtle summons a mighty storm to rage around themself. The area in a 30-foot emanation around the turtle becomes difficult terrain for all other flying and swimming creatures. The dragon turtle can end the storm by taking this action again.

Draconic Frenzy ❖❖ The dragon turtle makes two claw Strikes and one jaws Strike in any order.

Tsunami ❖❖ (primal, water) The dragon turtle unleashes their destructive prowess by creating a massive growing wave that deals 7d6 bludgeoning damage in a 60-foot cone (DC 27 basic Reflex save). The wave's damage increases by 10 for creatures who are more than 30 feet away. A creature that fails its save is knocked prone. The dragon turtle can't use Tsunami again for 1d4 rounds.



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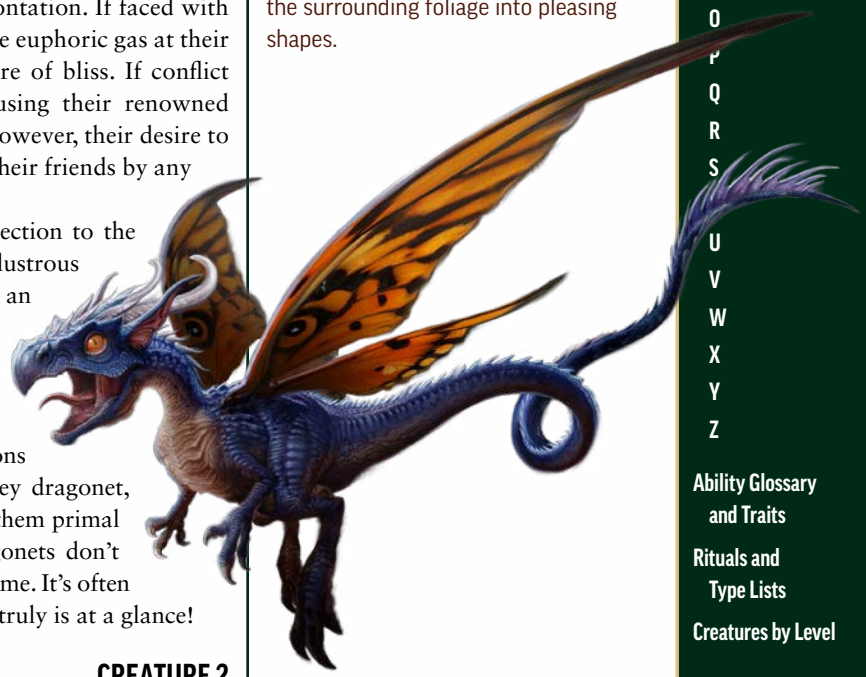
Dragonet

Although they are much smaller than their larger dragon cousins, fey dragonets have many of the same physiological attributes, including long necks, toothy maws, sinuous tails, and sharp claws. They flit about on iridescent butterfly wings, the coloring of which changes based on where they live, giving them a natural camouflage. Unlike their larger kin, an adult fey dragonet remains the same size throughout their lifespan. The only visual clue to the age of a fey dragonet is the sheen on their scales, a glimmer that becomes more lustrous the older they get.

Fey dragonets usually exhibit pleasant and good-natured temperaments, though they have a mischievous streak that leads them to play tricks on those around them. In search of amusement, they prefer harmless annoyances over wounding malice. While often spontaneous, they may also spend months, if not years, planning the perfect prank. Especially responsive targets endear themselves to fey dragonets and may create a lifelong bond. A fey dragonet's reputation as a trickster leads many to associate them with fey, with whom the tiny dragons have cordial relationships, and this association gives them their name.

Peaceful by nature, fey dragonets don't enjoy confrontation. If faced with hostility, they prefer to remain at a distance and breathe euphoric gas at their foes, diffusing the skirmish by creating an atmosphere of bliss. If conflict escalates, they target their opponents with spells, using their renowned trickery to escape. If their companions are in danger, however, their desire to remain out of combat changes. Fey dragonets protect their friends by any means available, including physical combat.

Sometimes, as fey dragonets grow older, their connection to the First World grows stronger. In addition to growing more lustrous and vibrant in appearance, these fey dragonets gain an increasing amount of magical primal power. Such fey dragonets increase in strength as appropriate—a fey dragonet of 20th level or even higher is possible, but it's exceptionally unusual to encounter a fey dragonet of 9th level or higher beyond the most remote regions of the First World. When creating a more powerful fey dragonet, change their spellcasting tradition to primal and grant them primal spells appropriate for a druid of their level. Fey dragonets don't grow much larger, regardless of how powerful they become. It's often difficult to tell how powerful one of these tiny dragons truly is at a glance!



Fey Dragonet

Creature 2

UNCOMMON TINY DRAGON FEY

Perception +8; darkvision

Languages Common, Draconic, Fey; telepathy 100 feet

Skills Acrobatics +8, Deception +8, Diplomacy +8, Nature +4, Stealth +10

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

AC 18; **Fort** +5, **Ref** +12, **Will** +11

HP 30; **Immunities** paralyzed, sleep

Speed 15 feet, fly 40 feet, swim 20 feet

Melee ❖ jaws +8 (magical, finesse, reach 0 feet), **Damage** 1d8 piercing

Arcane Innate Spells DC 21; **4th** *invisibility* (self only)

Arcane Spontaneous Spells DC 18, attack +10; **1st** (4 slots) *grease*, *illusory object*, *sleep*; **Cantrips (1st)** *figment*, *light*, *prestidigitation*, *tangle vine*, *telekinetic projectile*

Euphoric Breath ❖❖ (arcane, poison) The dragonet breathes euphoric gas in a 15-foot cone. Each creature in the area must succeed at a DC 18 Fortitude save or become stupefied 2 and slowed 1 for 1d4 rounds; on a critical failure, the duration is 1 minute. The fey dragonet can't use Euphoric Breath again for 1d4 rounds.

Fey Dragonet Treasure

The dragons collect small treasures, including magical amulets or rings. Fey dragonet hide can also be made into armor for a Small creature.

Fey Dragonet Lairs

Fey dragonets live in old forests or places where the veil between the First World and the Universe is thinnest. They often decorate their lairs with sparkly trinkets or groom the surrounding foliage into pleasing shapes.



Drake Ecology

Drakes reach maturity and reproduce much earlier than dragons, meaning that they are a far more common threat than their more powerful forebears. Drakes have few qualms about dwelling with one another (provided they are the same species), often establishing dens in pockets of wilderness suitable to their needs, such as swampy grottoes, shallow shoreline caves, or cliffside perches.



River Drake

Drake

Ravenous, bestial, and driven by instinct, drakes are draconic monsters who bear a fraction of the terrifying might of the primal dragons they share evolutionary roots with. While they're weaker, slower, and less inclined toward reason than dragons, drakes are nonetheless a menace to creatures and settlements around them. Their propensity for forming raiding parties—small social groups fittingly called "rampages"—makes them all the more dangerous; a single rampage of river drakes can quickly lay waste to a waterside village, and roving rampages of desert drakes are a plague to caravan traders.

Drakes share a number of physical characteristics that unite them as one species despite their wide variety of habitats and abilities. For example, drakes lack forearms, leaving them with their formidable jaws and thick-scaled tails to use in close combat. Most drakes would rather avoid this, however, preferring to use their magical breath to wreak havoc in wide swaths from comfortable distances while flying overhead. Finally, all drakes have small reservoirs of their ancestral draconic power that they can tap into to perform incredible feats of speed.

Different species of drakes rarely come into conflict. Part of this is their distinct habitats, but drakes are open to negotiating simple agreements between rampages. This courtesy does not extend to dragonets, which drakes happily take as prey. Solitary tamed drakes are also excluded from such agreements and considered free game if their tamer isn't strong enough to protect them.

Drake Eggs

While drake hides aren't any more valuable than those of similarly sized creatures, drake eggs are prized commodities. They are used as components in powerful spells as well as eaten by various cultures, but the most common use for drake eggs is hatching and rearing drakes to serve as mounts and guardians.

A typical drake lays a clutch of 2d4 eggs every 5 years. Eggs hatch within 3 to 6 weeks, during which time they must be kept in conditions appropriate to their natural environment, perhaps the most difficult aspect of drake husbandry. While it is generally easy for breeders to incubate the eggs of desert or jungle drakes (which require mildly warm temperatures to hatch) or river drakes (which must be submerged in running water), the eggs of flame and frost drakes require extreme temperatures in order to hatch, which can be difficult to replicate safely.

A drake egg is an object with Hardness 3, 5 HP, and no Broken Threshold. The coloration of drake eggs varies only slightly from one species to the next. A creature must succeed at a DC 20 Nature check, or a relevant DC 20 Lore check, to identify the drake species of a specific egg.

Once a drake hatches, they imprint on the first creature that they see. A creature imprinted on in this way can use Nature to Train and Command that drake. The market price of a drake egg varies depending on the type of drake and the exact legal situation. Because drakes are dangerous and intelligent creatures, many societies do not condone the trade of drake eggs and criminalize those who engage in it.

It takes 2 years for a drake hatchling to grow to full size. A well-trained drake can make a fearsome mount or guardian, but many careless would-be drake trainers are devoured by their charges.

River Drake

Although the glistening scales and sleek, fin-like wings on these drakes give them an appearance reminiscent of river fish, they are actually distant relatives of the dragons that rule the oceans. While smaller than most drakes, river drakes are more than capable of plaguing river travelers and are equally at home above and below the water's surface. This flexibility allows them to catch a wide variety of prey, from fish and boggards to deer and the occasional ferry passenger.

RIVER DRAKE CREATURE 3

MEDIUM AMPHIBIOUS DRAGON WATER

Perception +9; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +11, Athletics +10, Intimidation +6, Stealth +9, Survival +7
Str +3, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** –1

AC 17; **Fort** +11, **Ref** +9, **Will** +7
HP 45; **Immunities** paralyzed, sleep; **Resistances** acid 10
Tail Lash ↷ **Trigger** A creature within reach of the river drake's tail uses an action to Strike or attempt a skill check; **Effect** The river drake attempts to Strike the triggering creature with their tail. If it hits, the target takes a –2 circumstance penalty to the triggering roll.

Speed 20 feet, fly 50 feet, swim 30 feet
Melee ❖ fangs +12, **Damage** 2d8+3 piercing
Melee ❖ tail +12 (reach 10 feet), **Damage** 2d6+3 bludgeoning
Caustic Mucus ❖❖ (acid, primal) The river drake spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6 acid damage (DC 19 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a –5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. The river drake can't use Caustic Mucus again for 1d6 rounds.
Draconic Frenzy ❖❖ The river drake makes one fangs Strike and two tail Strikes in any order.
Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The river drake Strides or Flies twice.

Flame Drake

Flame drakes dwell near volcanoes and magma, but it's not unheard of for one to drift into nearby areas like forests or wooded hills. Their scales are usually some shade of red, occasionally fading to smoky blacks and grays along the edges of their wings and the tips of their tails.

Rampages of flame drakes often grudgingly live alongside clans of fire giants, rather than be forced from their volcanic homes.

FLAME DRAKE CREATURE 5

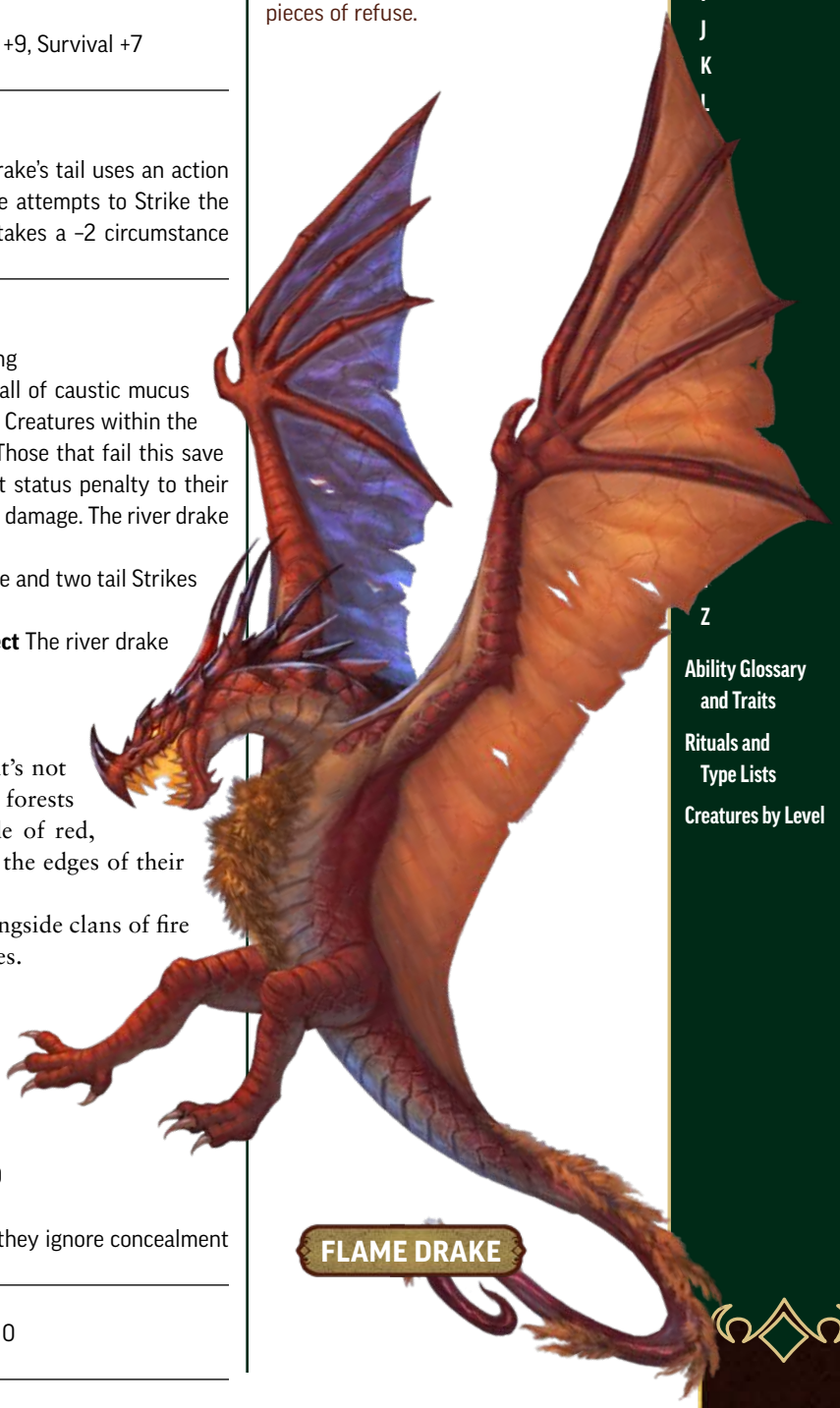
LARGE DRAGON FIRE

Perception +12; darkvision, scent (imprecise) 30 feet, smoke vision
Languages Draconic
Skills Acrobatics +10, Athletics +12, Stealth +9, Survival +10
Str +5, **Dex** +1, **Con** +3, **Int** –1, **Wis** +3, **Cha** +0
Smoke Vision Smoke doesn't impair a flame drake's vision; they ignore concealment from smoke.

AC 22; **Fort** +12, **Ref** +10, **Will** +10
HP 75; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 10
Reactive Strike ↷ Fangs only (page 359).

DRAKE TREASURE

Drakes share dragons' interest in treasure but lack their discerning taste. A drake hoard will certainly contain coins, jewelry, gemstones, gear, and even the odd magic item or two, but the bulk of the hoard invariably consists of broken weapons, shiny rocks, bits of junk, and other doubtful pieces of refuse.



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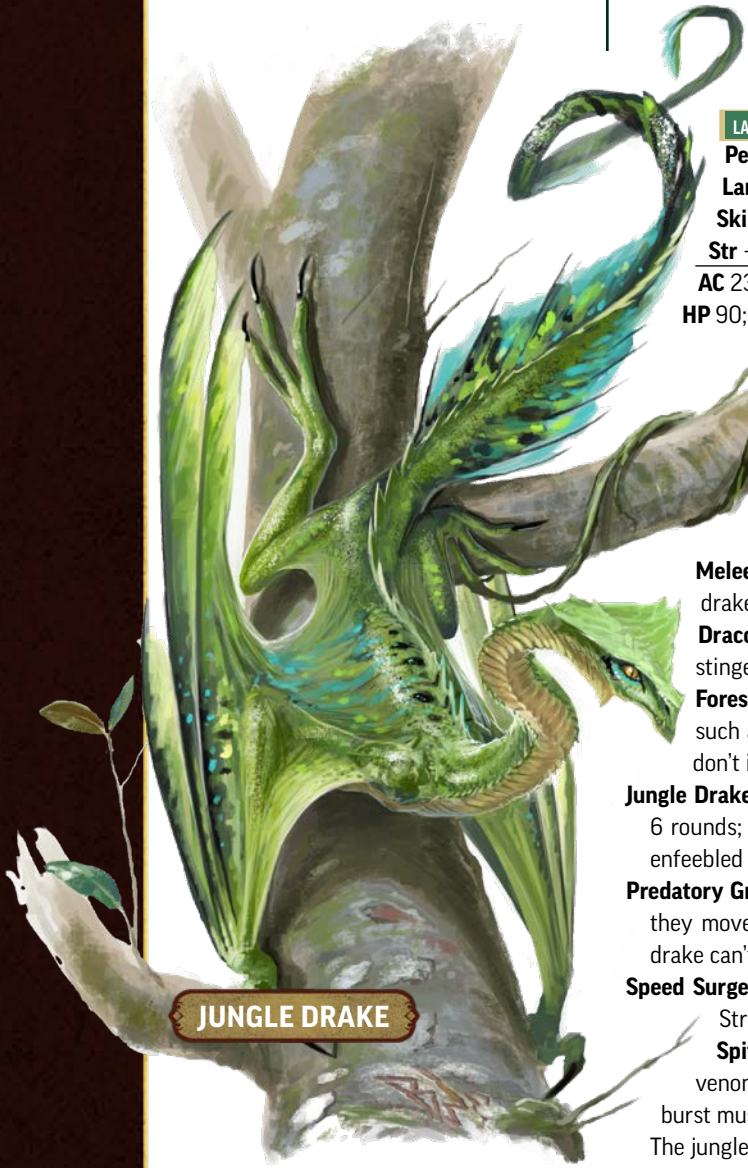
Drake Hunters

The allure of hunting a dragon is difficult to resist for many adventurers, but accomplishing such a task is fraught with peril. Unscrupulous adventurers have been known to instead hunt drakes and use trophies harvested from these creatures to deceive locals.

Speed 20 feet, fly 50 feet
Melee ❖ fangs +14, **Damage** 2d8+5 piercing plus 1d6 fire
Melee ❖ tail +14 (reach 10 feet), **Damage** 2d6+5 bludgeoning
Draconic Frenzy ❖❖ The flame drake makes two fangs Strikes and one tail Strike in any order.
Fireball Breath ❖❖ (fire, primal) The flame drake expels a ball of flame to a range of 180 feet that explodes in a 20-foot burst. Creatures in the burst take 6d6 fire damage (DC 22 basic Reflex save). The flame drake can't use Fireball Breath again for 1d6 rounds.
Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The flame drake Strides or Flies twice.

Jungle Drake

Believed to be related to horned dragons, jungle drakes are dangerous hunters equipped with a debilitating venom delivered by a large barbed stinger or their noxious phlegm. Their wings are equipped with vestigial claws that allow them to deftly maneuver through thick jungle foliage both in flight and on foot. Jungle drakes prefer to ambush their prey using hit-and-run tactics, picking off the weakest members of a group and dragging their victims off to finish their meals as they please. Rampages of jungle drakes will often drag prey in many directions to divide pursuit.



JUNGLE DRAKE — CREATURE 6

LARGE DRAGON WOOD

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +15, Athletics +13, Stealth +13, Survival +11
Str +5, **Dex** +3, **Con** +4, **Int** –1, **Wis** +1, **Cha** +1

AC 23; **Fort** +17, **Ref** +13, **Will** +11
HP 90; **Immunities** disease, paralyzed, poison, sleep

Twisting Tail ↷ **Trigger** A creature within reach of the jungle drake's stinger uses a move action or leaves a square during a move action they're using; **Effect** The jungle drake Strikes the target with their stinger. If it hits, the jungle drake disrupts the creature's action.

Speed 20 feet, fly 50 feet; forest passage
Melee ❖ fangs +17, **Damage** 2d10+7 piercing plus Predatory Grab
Melee ❖ stinger +17 (reach 10 feet), **Damage** 2d6+7 piercing plus jungle drake venom
Draconic Frenzy ❖❖ The jungle drake makes one fangs Strike and two stinger Strikes in any order.
Forest Passage The jungle drake ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede their progress.
Jungle Drake Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 1d6 poison and enfeebled 2 (1 round)
Predatory Grab ❖ As Grab (page 359), but the jungle drake's Grab doesn't end if they move away. Instead, they carry the grabbed creature with them. A jungle drake can't Fly while grabbing a creature unless that creature can also Fly.
Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The jungle drake Strides or Flies twice.
Spit Venom ❖❖ (poison) A jungle drake can spit a sticky glob of their venom to a range of 50 feet that explodes in a 10-foot burst. Those in the burst must succeed at a DC 24 Reflex save or be exposed to jungle drake venom. The jungle drake can't use Spit Venom again for 1d6 rounds.

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Wyvern

A wyvern is a venomous drake with a well-earned reputation for impatience and aggression. As much as 15 feet long and weighing up to 1,000 pounds, a wyvern's resilient body allows them to crash talons-first into large prey without serious risk to themself. A wyvern uses their momentum to stun their target before injecting it with searing venom or carrying it over the side of a nearby cliff. Because a wyvern lacks the strength to haul their prey all the way to their nest intact, they're far more likely to lift and drop their victim over a gully or canyon and let gravity do its work before they descend to pick apart the carcass.

Conversation is of little interest to a wyvern, as the creature typically speaks only to taunt their prey, issue territorial claims, or demand tribute. Even so, many wyverns enjoy grim humor and tales of violent acts, particularly if those acts were committed by the storyteller. A wyvern properly appeased with meat, entertainment, and treasure sometimes agrees to provide assistance ranging from giving directions to serving as a mount for a powerful humanoid. However, these arrangements rarely last more than a few weeks before the wyvern's pride, malice, or insolence inspires them to flee or even betray their allies. Only the truly cruel can cow a wyvern into servitude for an extended period, as most wyverns are so self-interested that they go out of their way to avoid helping others.

WYVERN CREATURE 6

LARGE DRAGON

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +14, Athletics +15, Stealth +12
Str +5, **Dex** +2, **Con** +4, **Int** –2, **Wis** +3, **Cha** +0

AC 24; **Fort** +16, **Ref** +12, **Will** +13
HP 95; **Immunities** paralyzed, sleep
Reactive Strike ↷ (page 359)
Savage ↷ **Trigger** A creature grabbed or restrained by the wyvern critically fails a skill check to Escape; **Effect** The wyvern makes a stinger Strike against the triggering creature.

Speed 20 feet, fly 60 feet
Melee ❖ fangs +17, **Damage** 2d12+5 piercing
Melee ❖ claw +17, **Damage** 2d8+5 slashing plus Grab (page 359)
Melee ❖ stinger +15 (agile, reach 10 feet), **Damage** 2d6+5 piercing plus wyvern venom
Powerful Dive ❖❖ (move) The wyvern Flies up to their fly Speed and must both move forward at least 20 feet and descend at least 10 feet. If they end the movement within melee reach of at least one enemy their size or smaller, they can make a claw Strike against that enemy. If the claw hits, as a free action, the wyvern can either automatically Grab the target or knock it prone.
Punishing Momentum ❖ **Requirements** The wyvern grabbed a creature this turn using Powerful Dive; **Effect** The wyvern can Fly at half Speed while holding the creature in their claws, carrying that creature along with them and dropping it at the end of their movement. Alternatively, the wyvern can Strike the creature with their stinger with a +2 circumstance bonus.
Wyvern Venom (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (1 round); **Stage 2** 3d6 poison damage (1 round); **Stage 3** 4d6 poison damage (1 round)

ARE WYVERNS DRAKES?

Although commonly classified as drakes, wyverns exhibit significant differences from most other types of drakes. While scholars debate the precise relationship between them, none dispute that they exhibit collegial behavior and general deference to one another.







Drake Resources

While every adventurer knows that dragon hide can be crafted into potent armor or weapons, drake hide holds no such intrinsic value. Nonetheless, drake scales and horns are physically impressive, and to the uneducated buyer, they might seem at first glance to be legitimate. Unscrupulous leatherworkers have been known to use drake hides to craft and sell counterfeit dragonhide armor, so potential buyers should remain on the lookout for scams.

Frost Drake

Frost drakes pose an immense danger in the frozen reaches they call home, where they roam far and wide to hunt for prey such as caribou, wolves, small bears, tundra-dwelling people, and even lone frost giants. These drakes take advantage of long distances to hide from the repercussions of their actions, as they are usually among the most depraved and openly malicious of the drakes. They are also especially insolent and are less likely to back down from a fight compared to other drakes. Many frost drakes have met their ends trying to enact cruelties beyond their means, such as singly taking on a frost giant clan or well-fortified township.

Frost drakes hunt alone more often than other drakes, due to a scarcity of prey and simple temperament. Although a single frost drake can wreak much destruction on their own, tales of village-dwelling northerners banding together to defend their homes from these rogue menaces are fairly common.

A frost drake's hunting grounds are quite large. Those frost drakes that live upon the permanently frozen peaks of high mountains have been known to swoop down to snatch up prey from the lowlands, leaving frozen swaths of earth from their breath as the only sign of their passing. Their frost-covered scales range from deep royal blue to crisp cyan and sometimes feature sporadic patches of violet. Their hides are thinner than most drakes'; when a frost drake is inhaling in preparation to launch their signature frozen breath, the monster's ice-blue blood can be seen beneath their scales.

FROST DRAKE — CREATURE 7

LARGE COLD DRAGON

Perception +14; darkvision, scent (imprecise) 30 feet, snow vision
Languages Draconic
Skills Acrobatics +15, Athletics +17, Intimidation +14, Stealth +15
Str +6, **Dex** +2, **Con** +4, **Int** –1, **Wis** +3, **Cha** +1
Snow Vision Snow doesn't impair a frost drake's vision; they ignore concealment from snowfall.

AC 25; **Fort** +17, **Ref** +15, **Will** +14
HP 115; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 10

Retaliatory Strike ↻ **Trigger** A creature within reach of the frost drake's tail successfully damages the frost drake with a Strike; **Effect** The frost drake attempts to Strike with their tail. If the Strike hits, it deals an additional 1d6 damage.

Speed 20 feet; burrow 20 feet (snow only), climb 20 feet (ice only), fly 50 feet; ice stride

Melee ❖ fangs +17, **Damage** 2d12+8 piercing plus 1d6 cold

Melee ❖ tail +17 (reach 10 feet), **Damage** 2d10+8 bludgeoning

Draconic Frenzy ❖❖ The frost drake makes two fangs Strikes and one tail Strike in any order.

Freezing Mist Breath ❖❖ (cold, primal) The frost drake spits a ball of liquid up to 60 feet that explodes into a 20-foot-burst cloud of freezing mist. Those in the burst take 8d6 cold damage (DC 25 basic Reflex save). The frost drake can't use Freezing Mist Breath again for 1d6 rounds, during which the mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain.

Ice Stride A frost drake 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.

Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The frost drake Strides or Flies twice.



FROST DRAKE

Desert Drake

These distant cousins of creatures like adamantine dragons are a pale echo that lacks their relatives' power and intelligence. Desert drakes are nonetheless dangerous ambush predators, preying upon isolated desert travelers and outposts for food and supplies. Desert drakes' scales range in coloration from rust-brown to light tan and ocher shades, mimicking the colors of the dunes they call home.

Like frost drakes, a rampage of desert drakes often claims a huge span of territory, watching over an expanse of desert from a perch in nearby mountains or a nest among weathered ruins. Any creature visible on the surface is liable to be targeted by the drakes, especially humanoid caravans. Rampages along trade routes quickly learn to leave a member watching over each oasis for new prey. During especially lean times, the drakes will even dig out subterranean prey like ankhravs, giant scorpions, or entire nests of giant ants.

Desert drakes are among the lightest and most compact of the drakes, though this shouldn't be mistaken for frailty. Their swooped-back horns and feather-thin wings are adapted to make burrowing as easy as possible. Indeed, a desert drake's powerful neck makes wriggling through sand and other loose scree as easy as walking for it.

DESERT DRAKE CREATURE 8

LARGE DRAGON EARTH

Perception +15; darkvision, sandstorm sight, scent (imprecise) 30 feet

Languages Draconic

Skills Acrobatics +17, Athletics +18, Intimidation +13, Stealth +15, Survival +15

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

Sandstorm Sight Sandstorms don't impair a desert drake's vision; they ignore concealment from sandstorms. They also are immune to being dazzled or blinded by sand or other grit.

AC 27; **Fort** +17, **Ref** +15, **Will** +13

HP 135; **Immunities** paralyzed, sleep; **Resistances** cold 10, fire 10

Wing Deflection ↷ **Trigger** The desert drake is targeted with an attack; **Effect** The desert drake raises their wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the desert drake is flying at the time they're attacked, they descend 10 feet after the attack is complete.

Speed 20 feet; burrow 20 feet (sand only), fly 50 feet

Melee ❖ fangs +19, **Damage** 2d12+10 piercing

Melee ❖ tail +19 (reach 10 feet), **Damage** 2d8+10 bludgeoning plus Push 5 feet (page 359)

Draconic Frenzy ❖❖ The desert drake makes two fangs Strikes and one tail Strike in any order.

Sandstorm Breath ❖❖ (earth, primal) The desert drake spits a ball of abrasive sand with a range of 60 feet that explodes into a cloud with a 15-foot-radius burst. Creatures in the area take 9d6 slashing damage (DC 27 basic Reflex save). The desert drake can't use Sandstorm Breath again for 1d6 rounds, during which the sandstorm lingers in the area. This lingering sandstorm grants concealment to everything within it and conceals everything outside from them.

Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The desert drake Strides or Flies twice.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the desert drake.



OTHER DRAKES

The drakes presented on these pages are far from the only types that exist. Forest drakes have green hides, spit poisonous clouds, and can be found in temperate woodlands. Rift drakes, among the most powerful of their kind, spit clinging caustic vapors and dwell in badlands and regions scarred by devastating magical disasters. Sea drakes can be found in oceans across the world, lava drakes in volcanic crevasses, mist drakes along coastlines and in salt marshes, and spire drakes in ragged, rocky hills. Undoubtedly, many other types of drakes lurk in the far corners of the world!

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Dullahan Legends

In Ustalav, residents recite legends of a cadre of dullahans who drive the "Coach of the Silent," a macabre funeral carriage pulled by a team of spectral horses. To the west, among the Lands of the Linnorm Kings, Ulfen warriors whisper of dullahans who hunt down their victims using packs of hellish ebony hounds. And along the western coasts of Garund, pirates and merchants alike insist on the existence of a black-sailed ship crewed entirely by headless undead sailors.

Dullahan

Riding on a horse as black as night, the headless hunter known as the dullahan tracks down and takes the heads of those they deem unfit to continue living. When closing in for the kill, the dullahan first whispers their victim's name, then swiftly collects their prize, casting a pall of dread upon all who witness the grim execution.

A dullahan manifests when a particularly violent warrior is beheaded and the warrior's soul stubbornly clings to material existence (or is refused entry to the afterlife). Most dullahans return to their former homelands, where they can exact vengeance on those they feel wronged them in life (or their living descendants). A dullahan's concept of justice is swift and merciless, and once they've selected a target, they're unwavering in their cause.

Perhaps even more than revenge, a dullahan desires their own rotted head. An individual who wields the head of a dullahan is powerful indeed, for a dullahan will grudgingly serve such a master in the hopes of reclaiming their missing skull. Mighty fiends such as devils command dullahans to harvest souls or lead armies for them, while a mortal might use such an undead warrior to fulfill a personal vendetta. A dullahan won't hesitate to kill their liege and reclaim their head when the opportunity presents itself.

DULLAHAN **CREATURE 7**

UNCOMMON MEDIUM UNDEAD UNHOLY

Perception +14; lifesense 60 feet (page 359)
Languages Common, Necril
Skills Athletics +15, Intimidation +17, Stealth +13, Survival +15
Str +6, **Dex** +2, **Con** +2, **Int** +2, **Wis** +3, **Cha** +4
Items full plate, *+1 hatchet*, *+1 longsword*
AC 28; **Fort** +13, **Ref** +15, **Will** +17

HP 95, fast healing 5; **Immunities** bleed, fear, death effects, disease, poison, paralyzed, unconscious; **Weaknesses** holy 5

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 23 (page 359).

Reactive Strike ↻ (page 359)

Speed 20 feet

Melee ❖ *keen longsword* +18 (magical, versatile P), **Damage** 1d8+10 slashing

Melee ❖ *keen returning hatchet* +17 (agile, sweep), **Damage** 1d6+10 slashing

Melee ❖ fist +18 (agile, nonlethal), **Damage** 1d4+10 bludgeoning

Ranged ❖ *keen returning hatchet* +14 (agile, thrown 10 feet), **Damage** 2d8+10 slashing

Head Hunter Any slashing weapon gains the *keen* rune while a dullahan wields it, and any hatchet they wield gains the *returning* rune as well. If the dullahan kills a creature with a critical hit using a slashing weapon, the target is decapitated as though the dullahan had used Reap on the target.

Reap ❖❖ The dullahan removes the head of a dead creature within reach. Each creature within the area of the dullahan's frightful presence must attempt a new save, even if it is temporarily immune.

Summon Steed ❖❖ (occult) The dullahan summons a war horse (page 201) with elite adjustments (page 6) and the fiend and unholy traits. This steed remains until it is slain, the dullahan Dismisses this effect, or the dullahan Summons a Steed again.

Dwarf

A dwarf's strength comes from their stoic determination, quality equipment, and their ability to hold grudges for centuries.

Dwarf Warrior

Between their finely crafted equipment and natural bravery, a dwarf warrior can hold their ground against mighty foes. If respected, these warriors can become life-long allies; if slighted, they can become a thorn in one's side for the remainder of one's life.

DWARF WARRIOR — CREATURE 1

MEDIUM DWARF HUMANOID

Perception +7; darkvision
Languages Common, Dwarven
Skills Athletics +7, Crafting +5, Diplomacy +3, Dwarven Lore +5
Str +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** –1
Items half plate, steel shield (Hardness 5, HP 20, BT 10), warhammer

AC 17; **Fort** +8, **Ref** +3, **Will** +5
HP 20
Shield Block ↻ (page 360)

Speed 20 feet
Melee ❖ warhammer +8 (shove), **Damage** 1d8+2 bludgeoning
Melee ❖ clan dagger +8 (agile, parry, versatile B), **Damage** 1d4+2 piercing
Dwarven Doughtiness A dwarf is often calm and collected in the face of imminent danger. At the end of this dwarf's turn, reduce their frightened condition by 2 instead of 1.
Shielded Charge ❖❖ The dwarf warrior Raises a Shield and Strides twice.

Dwarf Stonecaster

All dwarves share a connection to the earth, but stonecasters have focused and polished that connection. Their years of meditation have granted them the ability to create boulders and shake the very earth. These elemental specialists are often highly respected in their community, which prizes their art of geomancy. Young dwarves who show a stronger than normal connection to the earth might be sent to a stonecaster to train at an early age.

DWARF STONECASTER — CREATURE 4

MEDIUM DWARF HUMANOID

Perception +13; darkvision, tremorsense (imprecise) 10 feet
Languages Common, Dwarven, Petran
Skills Athletics +11, Crafting +8, Dwarven Lore +8, Nature +12
Str +4, **Dex** +2, **Con** +3, **Int** +2, **Wis** +5, **Cha** –1
Items leather armor, staff

AC 20; **Fort** +11, **Ref** +8, **Will** +14
HP 70

Speed 20 feet
Melee ❖ staff +12 (two-handed d8), **Damage** 1d4+4 bludgeoning
Melee ❖ clan dagger +12 (agile, parry, versatile B), **Damage** 1d4+4 piercing
Boulder Roll ❖❖ (earth, primal) The stonecaster conjures a rolling boulder that deals 5d6 bludgeoning damage to each creature in a 60-foot line with a DC 21 basic Reflex save. The stonecaster can't use Boulder Roll again for 1d4 rounds.
Dwarven Doughtiness As dwarf warrior.
Tremor ❖ (earth, primal) The stonecaster causes the earth below to tremble. Each creature on the ground in a 10-foot emanation takes 2d8 bludgeoning damage with a DC 21 basic Fortitude save. A creature that critically fails is knocked prone.

CLAN MEMORY

Dwarves often have strong connections to their family and their clan. The grudges held by members of such clans are shared among its members and across generations. However, the honor of their friends is also shared in the same way. This can sometimes lead to a dwarf having a strong opinion about a person based on the actions of an ancient relative.



DWARF WARRIOR

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Cruel Puppet Masters

Dybbuks revel in tricking mortals and using their telekinetic abilities to sow fear in the hearts of those around them. They create chaos in the households of their victims using their innate magical abilities. Victims possessed by dybbuks are often controlled indefinitely, until the dybbuk becomes bored with them or until some brave soul finds a way to release the victim from their torment.

Dybbuk

The discorporated spirits called dybbuks arise from souls denied respite in the afterlife, often because they committed some great transgression in life. These spirits are said to cling to life through possessing victims to escape the punishment awaiting them in the afterlife. Only by trapping, cowing, or destroying such spirits can a mortal hope to drive them back.

Dybbuks, who are most often the spirits of men, hide within possessed victims. Their targets of possession are usually young women on the eve of their wedding nights, which can be seen as an omen of an ill-fitting match, particularly in arranged marriages. Male and nonbinary victims do exist as well, though in lesser quantities, and also often on the eve of a troubled marriage. No one knows for sure why dybbuks are drawn to such situations, though it may be because the transgressive soul of a dybbuk seeks to bring chaos to the most strictly regimented aspects of society.

A victim possessed by a dybbuk might be loud and crude, refuse to eat or drink, perform profane acts, or otherwise stir up trouble in the victim's household. The possessed victim has no memory of these events after their possession ends.

Certain classes of specially trained priests can expel dybbuks from their victims through exorcism. Typically, this uses a methodology combining smoke, the blowing of a horn from a ram, and the recitation of holy verses. Exorcisms are, however, extremely difficult and dangerous, and require great knowledge and skill on the part of the priest due to the power of these malevolent spirits.



Dybbuk — Creature 15

UNCOMMON | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

Perception +27; darkvision

Languages Aklo, Chthonian, Common; telepathy 100 feet (page 360)

Skills Acrobatics +28, Deception +31, Diplomacy +27, Intimidation +29, Stealth +28

Str –5, **Dex** +7, **Con** +0, **Int** +1, **Wis** +6, **Cha** +8

AC 35; **Fort** +21, **Ref** +28, **Will** +29

HP 175, void healing (page 360); **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)

Frightful Presence (aura, divine, emotion, fear, mental) 30 feet, DC 33 (page 359)

Speed fly 50 feet

Melee ❖ ghostly hand +28 (agile, finesse, magical, unholy), **Damage** 3d10+14 void plus 2d6 spirit

Occult Innate Spells DC 36, attack +30; **6th** *dominate*, *never mind*, *telekinetic maneuver* (at will); **5th** *chilling darkness* (×2), *fear*; **4th** *rewrite memory*; **3rd** *fear* (at will); **Cantrips (6th)** *telekinetic projectile*

Malevolent Possession ❖❖ (incapacitation, mental, occult, possession) The dybbuk attempts to possess an adjacent corporeal creature. This has the same effect as the *possession* spell (DC 34) with an unlimited duration, except since the dybbuk doesn't have a physical body, they aren't unconscious, and aren't paralyzed when the effect ends, though they take 5d6 spirit damage if the body is knocked unconscious or killed. If the dybbuk took control of the target with Malevolent Possession, when the dybbuk departs, the target has only incoherent memories of the interval it was possessed.

Eagle

Few avian creatures can match the beauty and grace of the eagle.

Eagle

These large birds of prey swoop down from incredible heights to snatch fish and small mammals in their powerful talons. Eagles nest atop high trees or steep cliffs that provide a commanding view of the surrounding area.

EAGLE **CREATURE –1**

SMALL ANIMAL

Perception +6; low-light vision
Skills Acrobatics +6
Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +1

AC 15; **Fort** +4, **Ref** +6, **Will** +2
HP 6

Speed 10 feet, fly 60 feet
Melee ❖ beak +6 (finesse), **Damage** 1d6 piercing
Melee ❖ talon +6 (agile, finesse), **Damage** 1d4 slashing
Eagle Dive ❖❖ The eagle Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a talon Strike.

Giant Eagle

No mere animals, giant eagles have a keen intellect and a strong sense of honor. As guardians of their mountain homes, giant eagles attempt to prevent the encroachment of civilization upon wild land and the predations of wicked humanoid settlements. Giant eagles congregate within aeries holding up to a dozen members and work together to protect their domains.

Giant eagles have wingspans up to 30 feet across and weigh up to 500 pounds. A giant eagle may allow a trusted friend to ride it, but they invariably resist saddles, harnesses, or other equipment that might suggest they are mere beasts of burden. Long-lived, they take debts and oaths very seriously, often remembering slights for years and remaining slow to forgive.

GIANT EAGLE **CREATURE 3**

LARGE BEAST

Perception +11; low-light vision
Languages Sussuran, Fey (can't speak any language)
Skills Acrobatics +11, Athletics +8
Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +2

AC 17; **Fort** +6, **Ref** +11, **Will** +9
HP 45
Evasive Maneuvers When a giant eagle rolls a success on a Reflex save, it gets a critical success instead.

Speed 10 feet, fly 60 feet
Melee ❖ beak +12, **Damage** 2d8+5 piercing
Melee ❖ talon +12 (agile), **Damage** 1d10+5 slashing plus Grab (page 359)
Carry A giant eagle can Fly at half Speed while it has a creature grabbed or restrained in its talons, carrying that creature along with it.
Eagle Dive ❖❖ The giant eagle Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a talon Strike.

Allies in the Skies

Aeries of giant eagles can make potent allies to those who respect their territories and approach without malice in their hearts. Giant eagles are just as likely to swoop in and provide unsolicited aid to those in the lowlands of their realm against obvious dangers, but if not offered respect in turn, the eagles may abandon an unpleasant victim to its fate rather than suffer more insults.



GIANT EAGLE

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ELECTRIC EEL HIDE

Hide harvested from electric eels can be used to create armor or items that provide protection from electricity.

Eel

Although these long, narrow fish share similarities in appearance, eels are a diverse group of creatures.

Electric Eel

Usually found in freshwater rivers and lakes, an electric eel is not particularly aggressive, but its ability to stun predators and prey alike can be dangerous to larger creatures searching for their next meal. Electric eels are more closely related to catfish than to other eels.

ELECTRIC EEL **CREATURE 1**

SMALL ANIMAL AQUATIC

Perception +4; low-light vision

Skills Athletics +6, Stealth +7

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

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

HP 18; **Resistances** electricity 7

Speed 5 feet, swim 30 feet

Melee ❖ jaws +6, **Damage** 1d6+3 piercing

Melee ❖ tail +6 (agile), **Damage** 1d4+1 bludgeoning plus 1d4 electricity and stunning shock

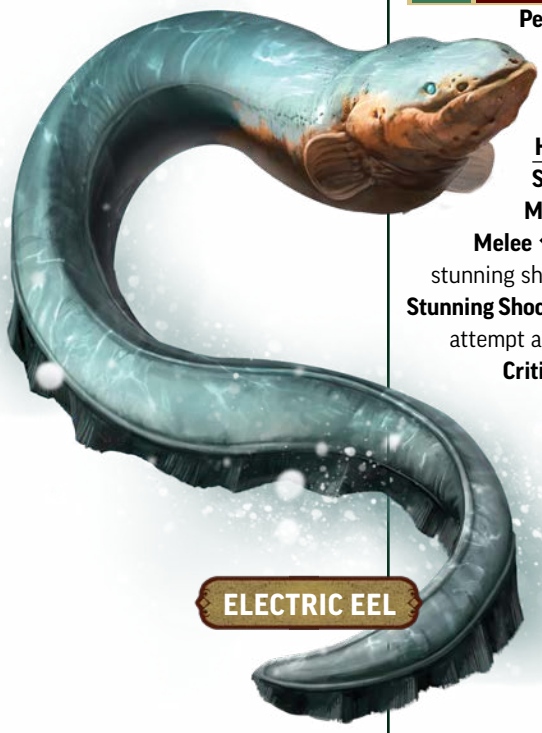
Stunning Shock (incapacitation) A creature critically hit by the electric eel's tail must attempt a DC 17 Fortitude save.

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.



Giant Moray Eel

Giant moray eels dwell in warm, tropical waters and build lairs in narrow, twisting caves made of coral. Their size, speed, and powerful bite make them dangerous to divers and fishers. Giant moray eels have rubbery hides that secrete a layer of mucus, making them difficult to harm with some weapons.

GIANT MORAY EEL **CREATURE 5**

LARGE ANIMAL AQUATIC

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +9, Athletics +13, Stealth +13

Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 21; **Fort** +14, **Ref** +13, **Will** +9

HP 65; **Resistances** bludgeoning 5, piercing 5

Ambush ↷ **Trigger** A target creature passes within 20 feet of the giant moray eel's hiding place and has not detected the giant moray eel; **Effect** The giant moray eel lunges out of its hiding place, Swims directly toward the triggering creature, and makes a jaws Strike against it. The target creature is off-guard to this attack.

Speed 10 feet, swim 40 feet

Melee ❖ jaws +15 (reach 10 feet), **Damage** 2d6+8 piercing plus Grab (page 359)

Pharyngeal Jaws ❖❖ **Requirements** The giant moray eel has a creature grabbed in its jaws; **Effect** The giant moray eel uses its second set of jaws to pull the prey into its gullet. The eel deals 1d6+4 piercing damage to the grabbed creature and gains a +2 circumstance bonus to its Swallow Whole attempts and to the DC for the creature to Escape. This effect ends if the target Escapes or the giant moray eel Swallows it Whole.

Swallow Whole ❖ (attack) Small, 1d6+6 bludgeoning, Rupture 12 (page 360)

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Elananx

These strange, fey felines resemble large, broad bobcats from a distance, but a closer view reveals something amiss. Their forms ripple and billow with heat, and their eyes glow from within as if they contained tiny, flickering flames. The pungent scent of rotting leaves smoldering in a bonfire clings to their fur. Yet those who have the chance to watch elananxes hunt or attack prey witness the greatest indication that these creatures are something more than mere predators, for they act with cruel and savvy instincts, reveling in the pain they inflict.

Elananxes typically hunt alone, but sometimes these cunning and malicious hunters of the First World roam in packs called billows to take down large prey. Like many house cats, elananxes are not content to merely track and devour prey, but prefer to toy with their victims, drawing joy from the fear and pain of those they capture. To this end, elananxes rarely use their cinder dispersal ability to evade their targets, instead opting to foil their quarry just before the end of the hunt—though, as selfish creatures who wish to live to hunt again, elananxes often reserve one use of this ability, just in case.

Because of their clever and malicious ways, elananxes are favored as hunting companions by redcaps (page 290), who go out of their way to befriend or make deals with these creatures. Redcaps also find great sport in hunts where competing elananxes chase a single creature. Although they're large enough to serve as mounts for redcaps, elananxes despise being ridden and resist such attempts—little is as sure to cause a supposedly friendly elananx to turn on its redcap ally as a foolhardy attempt to treat the fey cat as a horse!

Elananxes have a strange affinity with forest fires. Because they are immune to the damage caused by flickering flames, they enjoy capering and caterwauling through the smoky, burning ruins of forest infernos. Some have even been known to use their burning bites to deliberately light undergrowth on fire, simply so they might experience the beauty of the flames combined with the inevitable pain such disasters inflict on other creatures.

ELANANX — CREATURE 6

MEDIUM FEY FIRE

Perception +14; darkvision
Languages Fey (can't speak any language)
Skills Acrobatics +14, Athletics +14, Survival +14 (+17 to Track)
Str +4, **Dex** +4, **Con** +2, **Int** –3, **Wis** +2, **Cha** –2

AC 24; **Fort** +12, **Ref** +16, **Will** +12
HP 95; **Immunities** fire; **Weaknesses** cold iron 5
Cinder Dispersal ↻ (fire, primal) **Frequency** once per day; **Trigger** The elananx takes damage from a hostile source; **Effect** The elananx disperses into a cloud of smoke and cinders, filling its space and a 20-foot emanation. While in this form, the elananx can't be attacked or targeted, and it doesn't take up space. Anything inside this cloud is concealed, and any creature ending its turn there takes 2d6 fire damage. At the start of its turn, the elananx returns to its normal form in any square the cloud covered. If the elananx Strikes a creature using its first action after returning to its normal form, the target is off-guard and the Strike deals an extra 1d6 fire damage.

Speed 30 feet
Melee ❖ jaws +16 (magical), **Damage** 2d6+8 piercing and 1d6 fire
Melee ❖ claw +16 (agile), **Damage** 2d6+8 slashing
Pack Attack The elananx's Strikes deal an extra 1d6 damage to creatures within the reach of at least two of its allies.
Pounce ❖ The elananx Strides and makes a Strike at the end of that movement. If the elananx began this action hidden, it remains hidden until after the attack.

HUNTING GROUNDS

Although many elananxes dwell in the strange realm of the First World, some are also natives of the Universe. Elananxes prefer to dwell in regions where there are ample intelligent creatures to chase, hunt, and eat, and they favor woodlands and hills as their primary hunting grounds.





Elemental Beings

The Elemental Planes—primordial realms defined by aspects of air, earth, fire, metal, water, or wood—are home to a diverse group of beings known as elementals. Spellcasters in the mortal Universe call upon elementals for aid, though these enigmatic creatures can also travel to the world of mortals via interplanar gateways and rifts. The elementals on these pages exemplify the creatures of the four best-known Elemental Planes, but this list is by no means exhaustive.



ZEPHYR HAWK

Elemental, Air

Hailing from the Plane of Air, these beings appear in a variety of sizes and shapes. They're noted for being elusive, swift, and often difficult to detect due to being composed primarily of air.

Zephyr Hawk

Zephyr hawks drift among the currents of the Plane of Air in great flocks. They delight in riding the air currents with no destination in mind.

ZEPHYR HAWK **CREATURE 3**

SMALL AIR ELEMENTAL

Perception +7; darkvision
Skills Acrobatics +13, Stealth +11
Str +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +0, **Cha** +0

AC 18; **Fort** +6, **Ref** +13, **Will** +7
HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ❖ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

Circling Attack ❖❖ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

Living Whirlwind

A living whirlwind resembles a dust devil with a vague mouth and eyes formed among the dust and debris swirling within it.

LIVING WHIRLWIND **CREATURE 5**

MEDIUM AIR ELEMENTAL

Perception +10; darkvision
Languages Sussuran
Skills Acrobatics +16, Stealth +14
Str +3, **Dex** +5, **Con** +2, **Int** –2, **Wis** +1, **Cha** +0

AC 24; **Fort** +9, **Ref** +16, **Will** +10
HP 50; **Immunities** bleed, paralyzed, poison, sleep
High Winds (air, aura) 20 feet. Air within the emanation is difficult terrain for Flying creatures that don't have the air trait.
Disperse ↻ (air) **Trigger** The living whirlwind takes damage from a hostile action; **Effect** The living whirlwind disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and its high winds aura is suppressed. At the end of the turn, the living whirlwind reforms in any unoccupied space within 25 feet of where it dispersed, and its high winds are restored.

Speed fly 50 feet; swiftness
Melee ❖ gust +14 (finesse, reach 10 feet), **Damage** 2d6+7 bludgeoning
Forceful Winds ❖❖ (air) The living whirlwind creates a 60-foot line of violent wind. Creatures in the area must succeed at a DC 25 Fortitude save or be pushed back 10 feet and knocked prone.
Swiftness The living whirlwind's movement doesn't trigger reactions.

Phade

On the Plane of Air, and throughout the Inner Sphere, phades serve as spies and assassins for their creators. Even when summoned into the mortal Universe, phades are generally called for unsavory and violent purposes, giving the phades that have turned their back on their creator a poor opinion of mortals as well.

PHADE CREATURE 7

MEDIUM AIR ELEMENTAL

Perception +16; darkvision
Languages Sussuran
Skills Acrobatics +16, Nature +15, Stealth +18, Survival +15
Str +3, **Dex** +6, **Con** +3, **Int** +2, **Wis** +2, **Cha** +0

AC 26; **Fort** +14, **Ref** +18, **Will** +11
HP 70; **Immunities** bleed, paralyzed, poison, sleep
Naturally Invisible The phade is invisible at all times, though when it takes a hostile action of any kind, it is hidden instead of undetected until the start of its next turn, as the vague outline of its humanoid form is faintly visible for a short period of time.

Speed 25 feet, fly 25 feet
Melee ❖ fist +18 (agile, finesse), **Damage** 1d10+5 bludgeoning
Hush ❖ (air, primal) The phade calms the air in a 30-foot emanation until the beginning of its next turn, reducing sounds in it to a whisper that can't be heard outside the emanation. This doesn't prevent casting spells, but a phade attempts to counteract (*Player Core* 431) any auditory or sonic effect originating in the area with a +17 counteract modifier. If the counteract attempt fails, Hush ends early.
Sneak Attack The phade deals 2d6 extra precision damage to off-guard creatures.

Elemental Hurricane

Elemental hurricanes embody the ferocity of violent windstorms.

ELEMENTAL HURRICANE CREATURE 11

HUGE AIR ELEMENTAL

Perception +20; darkvision
Languages Sussuran
Skills Acrobatics +24, Athletics +21, Stealth +22
Str +6, **Dex** +7, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

AC 32; **Fort** +19, **Ref** +24, **Will** +18
HP 140; **Immunities** bleed, paralyzed, poison, sleep
High Winds (air, aura) 40 feet. As living whirlwind.
Disperse ↻ As living whirlwind, but the elemental hurricane reforms within 100 feet.

Speed fly 100 feet; swiftness
Melee ❖ gust +24 (finesse, reach 20 feet), **Damage** 2d10+12 bludgeoning plus Push 10 feet (page 359)
Ranged ❖ lightning lash +24 (range increment 75 feet), **Damage** 2d12+6 electricity
Gale Breath ❖❖ (air) The elemental exhales a 30-foot cone of air. Creatures in the cone must succeed at a DC 29 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object stops moving and takes 10d6 bludgeoning damage (roll the damage once for all creatures). The elemental hurricane can't use Gale Breath again for 1d4 rounds.
Critical Success The creature is unaffected.
Success The creature is pushed 20 feet.
Failure The creature is pushed 40 feet.
Critical Failure The creature is pushed 40 feet and knocked prone.
Swiftness The elemental's movement doesn't trigger reactions.



ELEMENTAL HURRICANE

PRIMAL ELEMENTALS

The most well-known of all elementals are the primal elementals, creatures composed entirely of air, earth, fire, or water with roughly humanoid shapes. Many primal elementals are named after natural disasters, ranging from those relatively small in scale (roughly the size of Medium humanoids) to much larger ones (often the size of small buildings). Primal elementals can often be found in areas where their namesake disasters have recently struck.

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Elemental Lords

The most powerful elementals are demigods known as elemental lords. In ages past, a conspiracy of four vicious lords imprisoned their counterparts. However, during recent events, their prisoners were able to escape, along with the reappearance of the long-lost lords of metal and wood.

Elemental, Earth

Earth elementals make excellent bodyguards for adventuresome spelunkers and are ideal protectors of important subterranean locations such as vaults and treasuries.

Sod Hound

Sod hounds are mossy extraplanar canines formed of packed dirt and pebbles. On their native plane, they are often tasked with guarding less secure sites and finding mineral deposits. Others live in the comparative lap of luxury as pets to jabalis (page 158).

SOD HOUND — CREATURE 3

SMALL EARTH ELEMENTAL

Perception +9; crystal sense (imprecise) 60 feet, darkvision
Skills Athletics +11, Survival +9 (+11 to Track)
Str +4, **Dex** –1, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1
Crystal Sense A sod hound can sense crystals or gems within 60 feet as if using the scent ability.

AC 19; **Fort** +12, **Ref** +6, **Will** +7
HP 44; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide
Melee ❖ jaws +11, **Damage** 1d10+6 piercing plus Knockdown (page 359)
Earth Glide The sod hound can Burrow through any earthen matter, including rock. When it does so, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Living Landslide

Living landslides resemble humanoids made of earth and gravel. They find moving across the many surfaces of the mortal Universe strangely liberating.

LIVING LANDSLIDE — CREATURE 5

MEDIUM EARTH ELEMENTAL

Perception +12; darkvision, tremorsense (imprecise) 60 feet
Languages Petran
Skills Athletics +14, Stealth +8
Str +5, **Dex** –1, **Con** +4, **Int** –2, **Wis** +1, **Cha** –1
Earthbound When not touching solid ground, the living landslide is slowed 1 and can't use reactions.

AC 21; **Fort** +15, **Ref** +8, **Will** +10
HP 90; **Immunities** bleed, paralyzed, poison, sleep
Crumble ↷ **Trigger** The living landslide takes damage from a hostile source while atop rock or earth; **Effect** The living landslide crumbles into the ground, Burrowing down 10 feet. This Burrowing does not trigger reactions. The living landslide can't Crumble again for 1d4 rounds.

Speed 25 feet, burrow 25 feet; earth glide
Melee ❖ fist +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning
Earth Glide As sod hound.
Sliding Earth ❖❖ The living landslide Strides up to twice its normal Speed in a straight line, then attempts to Trip a creature in its reach. If a creature falls prone from this Trip, it takes 1d4 bludgeoning damage for every 10 feet the living landslide moved.



Stone Mauler

These towering heaps of earth can inflict tremendous damage up close and from afar.

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STONE MAULER — CREATURE 9

LARGE EARTH ELEMENTAL

Perception +16; darkvision, tremorsense (imprecise) 80 feet
Languages Petran
Skills Athletics +21, Stealth +12
Str +6, **Dex** –1, **Con** +7, **Int** –1, **Wis** +3, **Cha** –1
Earthbound When not touching solid ground, a stone mauler is slowed 1 and can't use reactions.

AC 27; **Fort** +23, **Ref** +15, **Will** +19
HP 180; **Immunities** bleed, paralyzed, poison, sleep
Spike Stones (aura, earth, primal) 5 feet. Spikes of rock rise up from all stone surfaces in the emanation, creating difficult terrain. A creature moving in the terrain takes 2d6 piercing damage for each square of spikes it moves into (a Large or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creatures with the earth trait ignore all effects within the area. The stone mauler can disable or activate this aura using a single action, which has the concentrate trait.
Crumble ↷ As living landslide, but 15 feet down.

Speed 35 feet, burrow 35 feet; earth glide
Melee ❖ fist +21 (reach 10 feet), **Damage** 2d10+10 bludgeoning plus Push 10 feet (page 359)
Ranged ❖ rock +21 (brutal, range increment 80 feet), **Damage** 2d12+6 bludgeoning
Earth Glide As sod hound.

Elemental Avalanche

Stubborn and ponderous, elemental avalanches are massive beings of living rock and dirt. Once their ire is raised, they will take the shortest route to resolving the problem, usually by burying it in rock.

ELEMENTAL AVALANCHE — CREATURE 11

HUGE EARTH ELEMENTAL

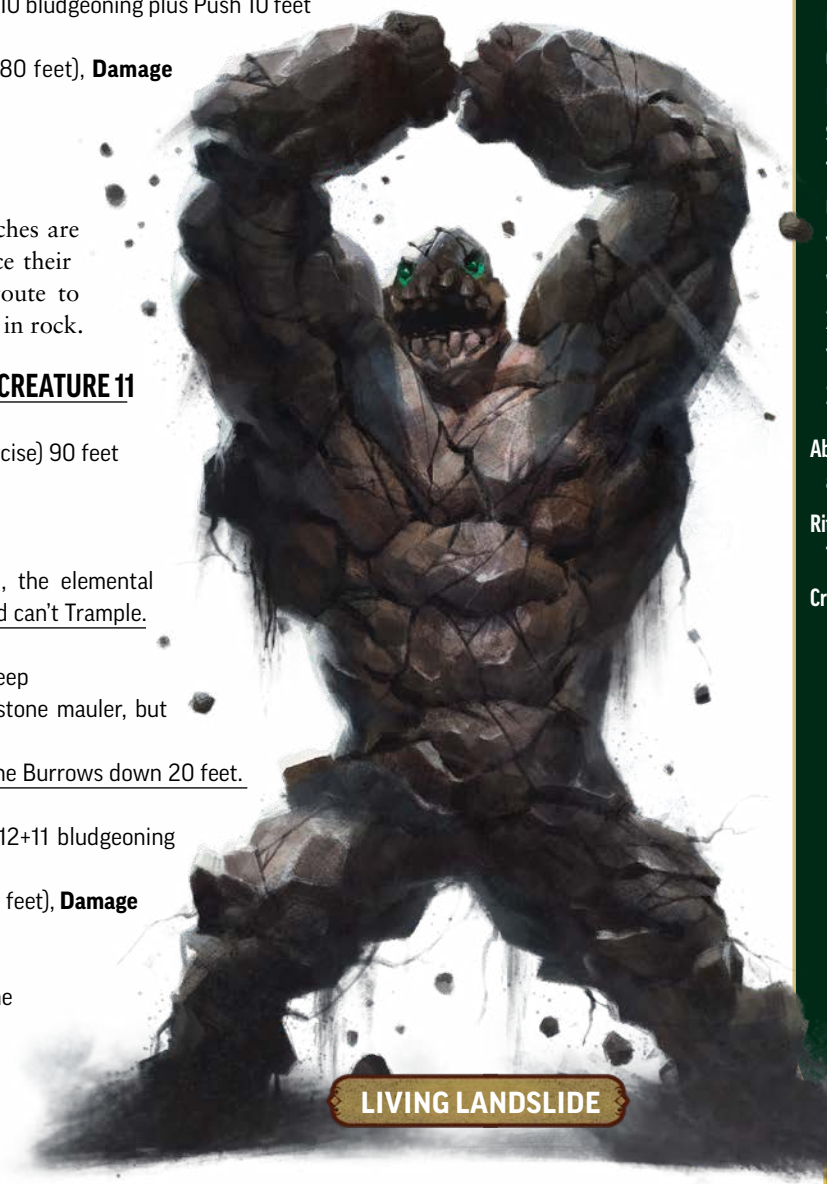
Perception +20; darkvision, tremorsense (imprecise) 90 feet
Languages Petran
Skills Athletics +24, Stealth +14
Str +7, **Dex** –1, **Con** +8, **Int** +0, **Wis** +3, **Cha** –1
Earthbound When not touching solid ground, the elemental avalanche is slowed 1, can't use reactions, and can't Trample.

AC 32; **Fort** +26, **Ref** +17, **Will** +21
HP 215; **Immunities** bleed, paralyzed, poison, sleep
Spike Stones (aura, earth, primal) 10 feet. As stone mauler, but 2d8 piercing.
Crumble ↷ As living landslide, but the avalanche Burrows down 20 feet.

Speed 25 feet, burrow 25 feet; earth glide
Melee ❖ fist +24 (reach 20 feet), **Damage** 2d12+11 bludgeoning plus Knockdown (page 359)
Ranged ❖ rock +24 (brutal, range increment 80 feet), **Damage** 2d12+7 bludgeoning
Earth Glide As sod hound.
Grinding Stones ❖❖ The elemental avalanche deals 4d12 bludgeoning damage to each prone creature within the elemental's melee reach with a DC 30 basic Reflex save.
Trample ❖❖❖ Large or smaller, fist, DC 30 (page 360)

ELEMENTAL FAUNA

Not all elementals are lumbering, humanoid-shaped creatures. Some take on the forms and natures of animals and beasts from the mortal Universe. These creatures often behave in ways similar to their animal counterparts, even though as elementals they lack the animalistic instincts mortal creatures have when it comes to hunting, reproducing, and the like. Elemental fauna are favorites of conjurers due to their small size, relative ease of summoning, and varied abilities.



LIVING LANDSLIDE



Elemental Vortexes

Where the boundary between planes wears thin, elementals manifest in the world through churning vortexes. Such gateways might lie at the heart of a volcano, a deep ocean trench, in regions beset with earthquakes, or within great storms.

Elemental, Fire

Fire elementals are destructive manifestations of the scorching Plane of Fire. Although most fire elementals revel in the chance to experience new kinds of fires away from their home plane, even the most considerate fire elemental can be a danger to humanoids and their property.

Cinder Rat

These oversized rodents are made of smoldering charcoal and elemental fire, and noxious fumes continually bellow from their flaming flesh. Even other fire elementals find cinder rats unpleasant and are glad when they're summoned away from the Plane of Fire.

CINDER RAT **CREATURE 3**

SMALL ELEMENTAL FIRE

Perception +9; darkvision, smoke vision

Skills Acrobatics +10, Stealth +10, Survival +9

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

Smoke Vision The cinder rat ignores the concealed condition from smoke.

AC 18; **Fort** +9, **Ref** +12, **Will** +6

HP 45; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5, water 5

Fetid Fumes (aura, fire) 5 feet. A creature that enters the aura or begins its turn there must succeed at a DC 22 Fortitude save or become sickened 1. Everything within the aura, including the cinder rat, is concealed by smoke.

Speed 40 feet

Melee ❖ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

Living Wildfire

Living wildfires appear as humanoids made of living fire, burning everything they come across for the pure joy of it. Summoners take advantage of this joy and the elementals' explosive ends to spread destruction.

LIVING WILDFIRE **CREATURE 5**

MEDIUM ELEMENTAL FIRE

Perception +10; darkvision, smoke vision

Languages Pyric

Skills Acrobatics +13

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

Smoke Vision The living wildfire ignores the concealed condition from smoke.

AC 22; **Fort** +11, **Ref** +15, **Will** +10

HP 80, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5, water 5

Explosion (fire) When the living wildfire dies, it explodes, dealing 3d6 fire damage to each creature in a 10-foot emanation (DC 19 basic Reflex save).

Speed 50 feet

Melee ❖ tendril +15 (agile, finesse, reach 10 feet), **Damage** 2d6+6 fire plus 2d4 persistent fire

Ranged ❖ fire mote +15 (range increment 60 feet), **Damage** 2d6+3 fire

Spreading Flames ❖ (fire, primal) **Requirements** The living wildfire's last action was a Strike that dealt fire damage; **Effect** The fire flares, dealing 3d6 fire damage to each creature adjacent to that target with a DC 19 basic Reflex save.



LIVING WILDFIRE

Firewyrm

Firewyrms live in tubes of molten lava found throughout the Plane of Fire. These strange environments often connect to volcanoes on mortal worlds, giving firewyrms access to a wide variety of prey.

FIREWYRM CREATURE 9

HUGE ELEMENTAL FIRE

Perception +16; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +20
Str +5, **Dex** +5, **Con** +4, **Int** –1, **Wis** +3, **Cha** +0
Smoke Vision The firewyrm ignores the concealed condition from smoke.

AC 28; **Fort** +18, **Ref** +20, **Will** +15
HP 165, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10, water 10
Explosion (fire) As living wildfire, but 6d6 fire and DC 28.
Intense Heat (aura, fire) 10 feet, 4d6 fire, DC 25 basic Reflex (page 358)

Speed 60 feet
Melee ❖ tail +20 (reach 15 feet), **Damage** 2d8+11 fire plus 2d8 persistent fire
Ranged ❖ fire mote +20 (range increment 60 feet), **Damage** 2d8+6 fire
Breathe Fire ❖❖ (fire, primal) The firewyrm breathes a 30-foot cone of fire dealing 7d6 fire and 2d8 persistent fire damage to every creature within the cone (DC 28 basic Reflex save). The firewyrm can't Breathe Fire again for 1d4 rounds.

Elemental Inferno

Walking conflagrations of unimaginably hot fire, elemental infernos are harbingers of destruction and heedless chaos. More tactical than many elementals, the infernos will set entire cities ablaze to confuse enemies.

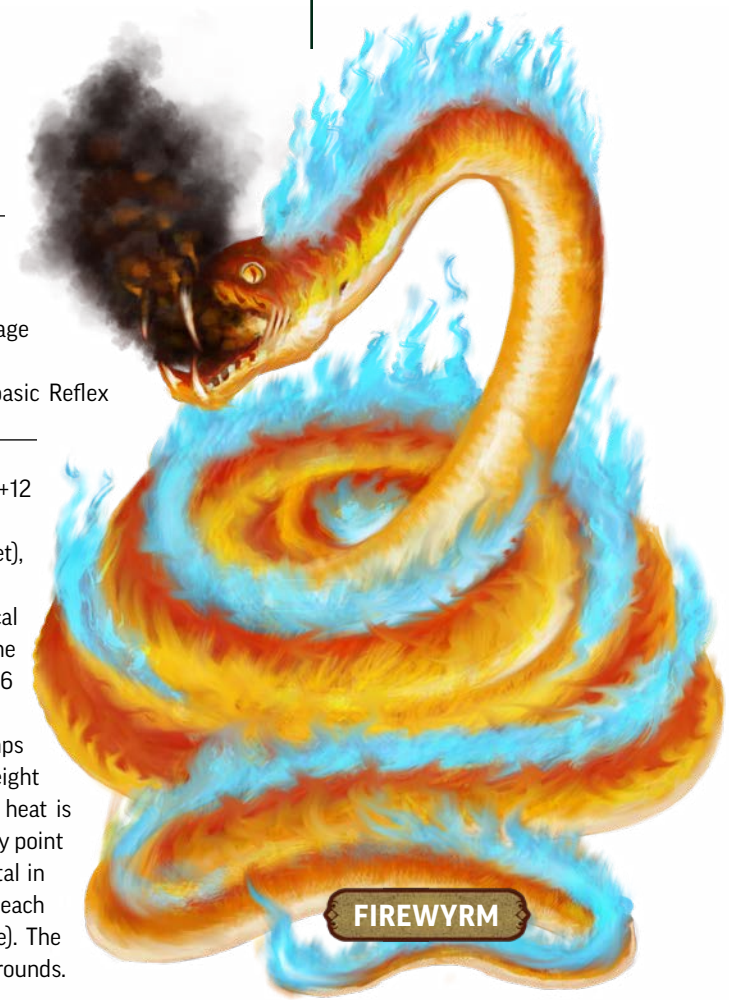
ELEMENTAL INFERNO CREATURE 11

HUGE ELEMENTAL FIRE

Perception +20; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +21
Str +6, **Dex** +6, **Con** +5, **Int** +0, **Wis** +3, **Cha** +0
Smoke Vision The elemental inferno ignores the concealed condition from smoke.

AC 31; **Fort** +21, **Ref** +23, **Will** +19
HP 210, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 15, water 10
Explosion (fire) As living wildfire, but 7d6 fire damage and DC 30.
Intense Heat (aura, fire) 10 feet, 7d6 fire, DC 28 basic Reflex (page 358)

Speed 70 feet
Melee ❖ tendril +24 (reach 15 feet), **Damage** 2d10+12 fire plus 3d8 persistent fire
Ranged ❖ fire mote +24 (range increment 60 feet), **Damage** 2d10+6 fire
Blue Flames When the elemental inferno scores a critical hit, its body surges with blue flames, increasing the damage of its intense heat and Inferno Leap by 3d6 until the start of its next turn.
Inferno Leap ❖❖ (fire) The elemental inferno jumps horizontally and vertically with a maximum height and distance each equal to its Speed. Its intense heat is suppressed until the end of the jump. Instead, at any point during the jump, flames explode from the elemental in a 30-foot emanation, dealing 12d6 fire damage to each creature within the area (DC 30 basic Reflex save). The elemental inferno can't Inferno Leap again for 1d4 rounds.


FIREWYRM

SANCTIFIED ELEMENTS

As long as gods have existed, they have worked their influence over the elements. Along with holy water and unholy water, for example, celestials and fiends often fight with sanctified fire. Elementals experience this divine influence as an unpleasant but generally harmless contaminant, although many acquire a taste for the influence of the elemental lords.

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Conjuring Scamps

Scamps are a favorite target for low-level spellcasters to summon, both because they have several useful abilities and because they are relatively easy to command and manipulate. Still, care must be taken when using scamps as minions, because if left unwatched or unattended for too long, they can cause all sorts of mischief.



AIR SCAMP

Elemental, Scamp

Elemental scamps are bat-like critters marked by elemental powers. Scamps are dispatched from the Elemental Planes by more powerful residents or called to the Universe by neophyte summoners. All scamps have a hint of magical power due to a lingering connection to their home plane, which they largely use to pull simple pranks.

Scamps rapidly form a pecking order of cleverness. Humanoids often confuse scamps when meeting such creatures for the first time. These confused scamps usually resort to an escalating series of pranks and mischief, seeing what they can get away with to establish their place in the hierarchy.

Air Scamp

A pale blue head and paper-thin wings peek out from the cloud that clings to the air scamp. Air scamps are short-sighted and flighty, even relative to their kin; they are as likely to fly recklessly into battle as they are to whine in terror at a loud noise.

AIR SCAMP — CREATURE 1

SMALL AIR ELEMENTAL

Perception +3; darkvision, fog vision

Languages Sussuran

Skills Acrobatics +7, Stealth +7

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

Fog Vision The air scamp ignores the concealed condition from fog and mist.

AC 16; **Fort** +3, **Ref** +9, **Will** +7

HP 12, fast healing 2 (in open air); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 40 feet

Melee ❖ jaws +9 (finesse), **Damage** 1d6+1 piercing

Arcane Innate Spells DC 17; **2nd** *blur*; **1st** *gust of wind*

Sirocco Breath ❖❖ (air, arcane) The air scamp creates cutting winds in a 15-foot cone that deal 2d6 slashing damage to each creature within the area (DC 17 basic Reflex save). A creature that fails its save is also pushed back 10 feet. The air scamp can't use Sirocco Breath again for 1d4 rounds.

Earth Scamp

An earth scamp's rocky exterior could camouflage it well among loose rocks if not for the scamp's large eyes and bat-like wings. Earth scamps can fly, but the act of flight is uncomfortable and unnerving to them—they rarely leave the ground if they can help it. In fact, most earth scamps would rather never visit the surface at all, staying nestled deeply within the rocks they resemble.

EARTH SCAMP — CREATURE 1

SMALL EARTH ELEMENTAL

Perception +3; darkvision, tremorsense (imprecise) 30 feet

Languages Petran

Skills Athletics +6, Stealth +2

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

AC 15; **Fort** +8, **Ref** +4, **Will** +3

HP 20, fast healing 2 (while underground); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet

Melee ❖ body +8, **Damage** 1d6+3 bludgeoning

Arcane Innate Spells DC 17; **3rd** *one with stone*; **2nd** *enlarge* (self only)

Scree Breath ❖❖ (arcane, earth) The earth scamp breathes rocks in a 15-foot cone that deals 2d6 bludgeoning damage to each creature within the area (DC 17 basic Reflex save). The earth scamp can't use Scree Breath again for 1d4 rounds.

Fire Scamp

Although arguably quite friendly, fire scamps are considered far more dangerous than their kin. They delight in fire and playing pranks on everyone they befriend. Even given time to understand others' dislike of fire, most fire scamps enjoy the feel of flames enough to constantly test their limits.

Compared to the nations of other scamps, the nations on the Plane of Fire are by far the strongest. This backing inspires fire scamps to challenge authority more quickly than the others.

FIRE SCAMP — CREATURE 1

SMALL ELEMENTAL FIRE

Perception +3; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +7, Deception +7
Str +0, **Dex** +4, **Con** +0, **Int** –2, **Wis** +0, **Cha** +2
Smoke Vision The fire scamp ignores the concealed condition from smoke.

AC 17; **Fort** +3, **Ref** +9, **Will** +7
HP 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet
Melee ❖ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire
Arcane Innate Spells DC 15; **Cantrips (1st)** *daze*, *ignition*, *light*
Flame Breath ❖❖ (arcane, fire) The fire scamp breathes flames in a 15-foot cone that deals 2d4 fire damage to each creature within the area (DC 17 basic Reflex save). Creatures that fail the save also take 1d4 persistent fire damage. The fire scamp can't use Flame Breath again for 1d4 rounds.

Water Scamp

Water scamps are marked apart from other scamps by sleek fur that traps a layer of water next to their skin. Although they can fly like their kin and conjure enough water to never dry out, water scamps leave the water only when they must. Although air-breathing scholars consider these scamps quiet and rather skittish, underwater civilizations find their exuberance and playfulness can be overwhelming.

WATER SCAMP — CREATURE 1

SMALL AMPHIBIOUS ELEMENTAL WATER

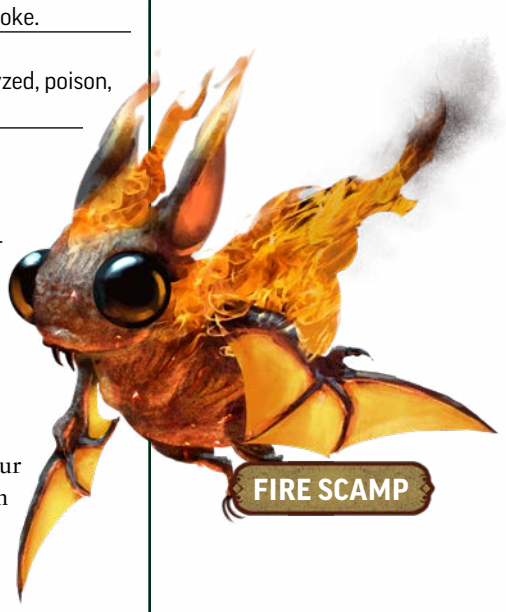
Perception +3; darkvision
Languages Thalassic
Skills Athletics +6, Stealth +6
Str +1, **Dex** +3, **Con** +1, **Int** –2, **Wis** +0, **Cha** +0

AC 16; **Fort** +7, **Ref** +11, **Will** +4
HP 20, fast healing 2 (while underwater); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** acid 3, fire 3

Speed 20 feet, fly 25 feet, swim 25 feet
Melee ❖ claw +8 (agile, finesse), **Damage** 1d6+1 slashing
Arcane Innate Spells DC 17, attack +9; **2nd** *acid grip*; **1st** *create water*
Acid Breath ❖❖ (acid, arcane) The water scamp breathes acid in a 15-foot cone that deals 2d6 acid damage to each creature within the area (DC 17 basic Reflex save). The water scamp can't use Acid Breath again for 1d4 rounds.
Drench ❖ (arcane, water) The water scamp shakes out a seemingly endless supply of water from its fur to put out all fires in a 5-foot emanation. The scamp extinguishes all non-magical fires automatically and attempts to counteract magical fires (+7 counteract modifier).

OTHER SCAMPS

The four scamps presented here are but the most common of their kind. Metal scamps can be found on the Plane of Metal and wood scamps on the Plane of Wood, although wood scamps are excited to spread throughout the Universe they've long been barred from. (Both these scamps appear in *Pathfinder Rage of Elements*.)



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Other Elementals

In addition to the four elements described here, the planes of Metal and Wood are in the process of returning from their long absence, along with their own elementals and genies. The churning mixture of elements where planar borders blur only rarely produces hybrid elementals, but the jann (page 156) cherish such strange and beautiful regions.

Elemental, Water

Water elementals can be very destructive, but often not intentionally so; just as water can bring life to mortals in need, its waves can pound shores and rains can flood cities. Water elementals are similarly difficult to predict.

Brine Shark

Brine sharks are deadly elementals that roam the endless oceans of the Plane of Water. They often slip into mortal oceans as well, competing with natural predators or even joining schools of flesh and blood sharks.

BRINE SHARK **CREATURE 3**

MEDIUM AQUATIC ELEMENTAL WATER

Perception +8; darkvision

Skills Athletics +10, Stealth +11, Survival +8

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

AC 19; **Fort** +9, **Ref** +11, **Will** +6

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Speed 15 feet, swim 50 feet

Melee ❖ jaws +11, **Damage** 1d12+7 piercing plus Grab (page 359)

Deep Plunge ❖ The brine shark dives into the water, Swimming twice straight down. If it's grabbing or restraining a creature, it brings that creature along with it.

Living Waterfall

Living waterfalls are humanoid-shaped columns of churning water. They see the water as their natural domain and even aquatic animals as interlopers. When summoned, they are surly, but will grudgingly guard all forms of aquatic sites.

LIVING WATERFALL **CREATURE 5**

LARGE AQUATIC ELEMENTAL WATER

Perception +10; darkvision

Languages Thalassic

Skills Athletics +13, Stealth +12

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

Waterbound When not touching water, the living waterfall is slowed 1 and can't use reactions.

AC 20; **Fort** +14, **Ref** +12, **Will** +10

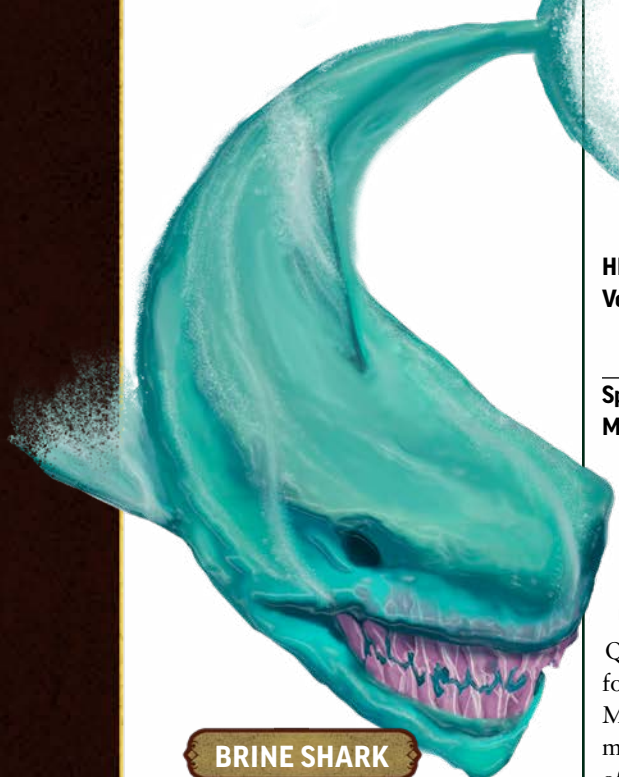
HP 90; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Vortex (aura, water) 30 feet. Water in the area that is in the same body of water as the living waterfall is difficult terrain for Swimming creatures that don't have the water trait.

Speed 20 feet, swim 60 feet

Melee ❖ wave +15 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus Push or Pull 5 feet (page 359)

Drench ❖ (primal, water) The elemental puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+14 counteract modifier).



BRINE SHARK

Quatoid

Quatoids are peculiar elementals native to the Plane of Water that resemble four-tentacled octopuses with eerily humanoid faces on their mantles. Mysterious even to other elementals, quatoids nevertheless respond to mortal summons. They assist these mortals in combat but seem to prefer offering calm advice, looking for alternate solutions even in the midst of bloody conflict.

With the return of their elemental lord from her long imprisonment, quatoids are slowly becoming more active on the Plane of Water. However, much of their activity still seems to be centered on the mortal realm.

QUATOID CREATURE 7

SMALL AQUATIC ELEMENTAL WATER

Perception +18; darkvision
Languages Common, Thalassic
Skills Athletics +15, Diplomacy +12, Elemental Lore +17, Occultism +17, Society +17, Stealth +13
Str +4, **Dex** +2, **Con** +0, **Int** +4, **Wis** +3, **Cha** +1

AC 25; **Fort** +13, **Ref** +15, **Will** +18
HP 120; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 5, fire 5
Calming Bioluminescence (aura, emotion, mental, visual) 30 feet. The aura sheds dim light. Creatures in the emanation gain a +2 circumstance bonus to saving throws against emotion effects. The quatoid can activate or deactivate this aura using a Sustain action.

Speed 25 feet, swim 25 feet
Melee ❖ tentacle +16 (reach 10 feet), **Damage** 2d12+6 bludgeoning plus Grab (page 359)
Primal Innate Spells DC 27, attack +17; **2nd** *hydraulic push* (at will)
Constrict ❖ 1d12+6 bludgeoning, DC 25 (page 358)

Elemental Tsunami

Elemental tsunamis are huge and destructive, having none of the caring or nurturing aspects of water.

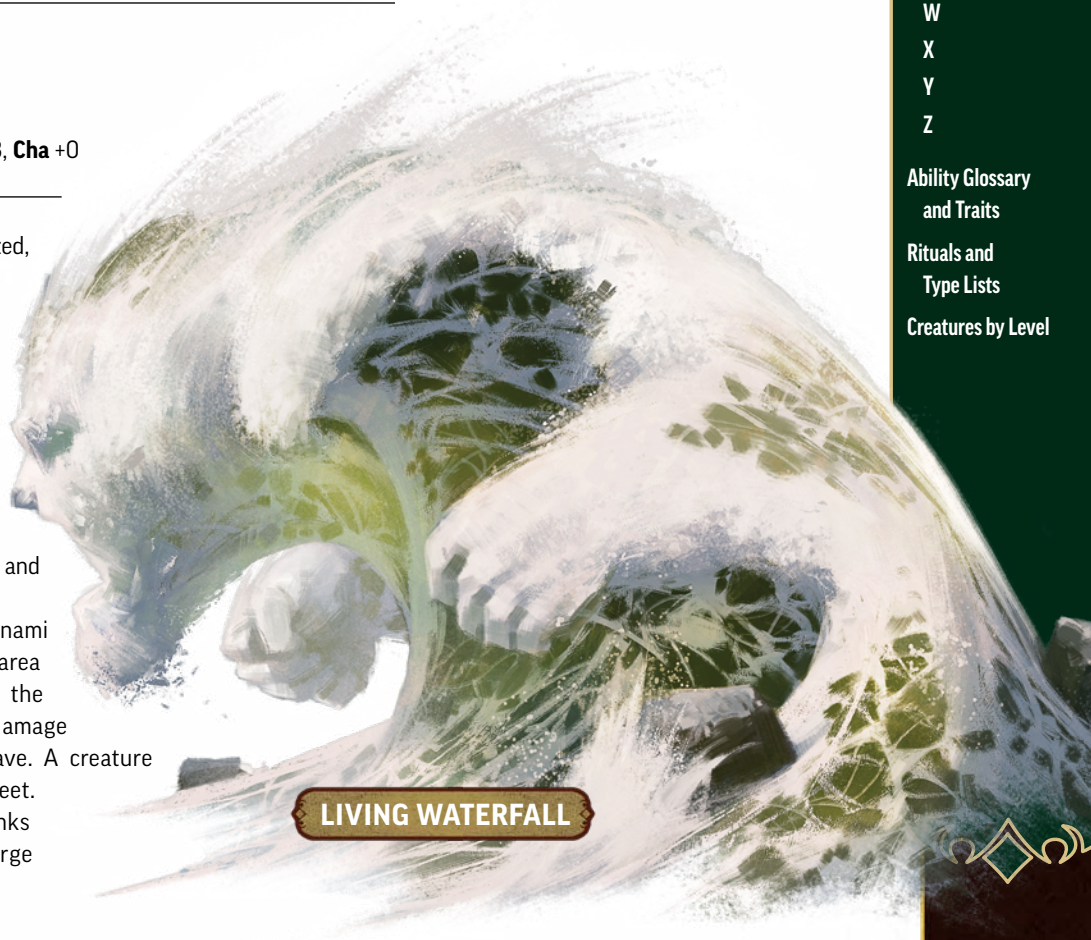
ELEMENTAL TSUNAMI CREATURE 11

HUGE AQUATIC ELEMENTAL WATER

Perception +22; darkvision
Languages Thalassic
Skills Athletics +23, Stealth +23
Str +6, **Dex** +6, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0
Waterbound As living waterfall.

AC 31; **Fort** +21, **Ref** +22, **Will** +19
HP 195; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 10
Vortex (aura, water) 50 feet. As living waterfall.

Speed 35 feet, swim 100 feet
Melee ❖ wave +24 (reach 20 feet), **Damage** 2d12+12 bludgeoning plus Push or Pull 10 feet (page 359)
Drench ❖ (primal, water) As living waterfall, but a 20-foot emanation and a +20 counteract modifier.
Surge ❖❖ The elemental tsunami momentarily expands to fill the area of its vortex. Creatures within the aura take 5d12+6 bludgeoning damage with a DC 31 basic Fortitude save. A creature that fails this save is pushed 20 feet. The elemental tsunami then shrinks to its normal space and can't Surge again for 1d4 rounds.



LIVING WATERFALL

ELEMENTAL CONNECTIONS

Many creatures from the mortal Universe, although not technically elementals, take on the essences of the elements and often work together with elementals or struggle against them for territory. Some of these include giants (pages 164–169), oni (pages 252–255), and phoenixes (page 264).

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Ivory

Elephant tusks are a highly sought-after treasure, with the ivory from a single tusk potentially fetching hundreds of gold coins. Those who value the elephant's majestic presence are impassioned defenders of the creatures, making the hunt for ivory dangerous.

Elephant

Immediately recognizable by their long, prehensile trunks and impressive tusks, elephants have different characteristics depending on where they are found. Elephants are used as beasts of burden in many regions, but they are extremely clever and must be handled with great care.

Elephant

Those who live near elephants have learned to be wary of angering the beasts, but even with precautions in place, elephants sometimes still rampage. There is little an individual person can do when even a single elephant becomes enraged. Furthermore, a herd of angry or frightened elephants can easily destroy an entire village.

ELEPHANT **CREATURE 7**

HUGE ANIMAL

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17, Survival +15
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 23; **Fort** +18, **Ref** +11, **Will** +13
HP 130

Speed 40 feet
Melee ❖ tusk +16 (reach 10 feet), **Damage** 3d8+9 piercing
Melee ❖ trunk +18 (reach 15 feet), **Effect** grabbing trunk
Melee ❖ foot +16 (reach 10 feet), **Damage** 2d10+9 bludgeoning
Grabbing Trunk A Medium or smaller creature hit by the elephant's trunk is grabbed. If the elephant moves, it can bring the grabbed creature along with it.
Trample ❖❖❖ Large or smaller, foot, DC 24 (page 360)

Mammoth

Found mostly in colder climates, mammoths are accustomed to dealing with desperate and dangerous predators, trampling and crushing their enemies while using their larger tusks to greater effect. Humanoids dwelling in harsh, frost-bound lands rely on the mammoth's strength to help them survive.

MAMMOTH **CREATURE 10**

HUGE ANIMAL

Perception +18; low-light vision, scent (imprecise) 30 feet
Skills Athletics +22, Survival +19
Str +8, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –2

AC 29; **Fort** +21, **Ref** +15, **Will** +18; +2 status to all saves vs. cold
HP 190

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

Speed 45 feet
Melee ❖ tusk +22 (reach 15 feet), **Damage** 3d8+12 piercing
Melee ❖ trunk +22 (reach 15 feet), **Effect** grabbing trunk
Melee ❖ foot +22 (reach 10 feet), **Damage** 2d10+12 bludgeoning
Dual Tusks ❖ The mammoth makes two tusk Strikes, each against a different creature. This counts as one attack for the mammoth's multiple attack penalty, and the penalty doesn't increase until after both attacks.
Grabbing Trunk As elephant.
Trample ❖❖❖ Large or smaller, foot, DC 28 (page 360)



ELEPHANT

Elf

Elves are mysterious and intelligent, and graceful and cunning in battle.

Elf Ranger

Many elves learn the bow before even picking up their first blade. Because of this, many elves act as rangers at some point in their long lives.

ELF RANGER — CREATURE 1

MEDIUM ELF HUMANOID

Perception +10; low-light vision
Languages Common, Elven
Skills Acrobatics +7, Athletics +3, Diplomacy +3, Nature +6, Stealth +7, Survival +6
Str +1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +3, **Cha** +1
Items dagger, shortbow (20 arrows)

AC 16; **Fort** +4, **Ref** +10, **Will** +7
HP 17

Speed 30 feet; unimpeded journey
Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+2 piercing
Ranged ❖ shortbow +9 (deadly d8, range increment 60 feet), **Damage** 1d6+2 piercing
Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Double Shot ❖ The elf ranger makes two shortbow Strikes targeting two different creatures within the shortbow's first range increment. Both Strikes uses the elf's current multiple attack penalty, but each strike takes a –2 penalty.
Elf Step ❖ The elf Steps twice.
Unimpeded Journey The elf ranger ignores difficult terrain.

Aiuvarin Elementalist

Commonly referred to as half-elves, aiuvarins often have trouble fitting into society. This can lead to many aiuvarins diverting their full attention towards their own personal pursuits, such as studying spellcasting.

AIUVARIN ELEMENTALIST — CREATURE 2

MEDIUM AIUVARIN ELF HUMAN HUMANOID

Perception +11; low-light vision
Languages Common, Elven
Skills Acrobatics +7, Arcana +8, Athletics +5, Deception +4, Elemental Lore +8, Nature +6, Stealth +7
Str +1, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +0
Items dagger

AC 17; **Fort** +5, **Ref** +11, **Will** +8
HP 20

Speed 30 feet
Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+3 piercing
Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing
Arcane Prepared Spells DC 18; **1st** *gentle landing, gust of wind, illusory disguise, thunderstrike*; **Cantrips (1st)** *detect magic, electric arc, light, message, shield*
Elf Step ❖ The elementalist Steps twice.
Elemental Field ❖❖ (arcane, concentrate, electricity) The elementalist unleashes powerful static electricity in a 20-foot emanation that lasts for 1 minute. All squares in the area become hazardous terrain for other creatures. A creature takes 1 electricity damage each time it moves into one of these squares. While in the area, creatures take a –1 status penalty to saves against electricity spells.

A FORLORN OUTLOOK

Because elves live for so long, they often prefer to keep a degree of separation from those with shorter lives. Those who don't will often enter long periods of grieving, followed by a general discontent with the current cycle of endless death. They are called the Forlorn.



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Failed Fleshwarps

Not every fleshwarp emerges from its vat capable of survival. Many perish within minutes, as organs fundamental for life simply fail or collapse in on themselves. Fleshwarpers can usually recycle failed fleshwarps back into the mix quickly enough, but now and then, remnants known as fleshdregs are stable enough to live pain-wracked lives of their own. These foul creatures often infest fleshwarper holdings, like rats or other vermin do in less awful locations.

Fleshwarp

Magical mishaps, divine curses, and untested technology are all capable of wreaking drastic transformations on the body, and are all rampant on the world of Golarion and beyond. Creatures that have undergone changes so drastic they no longer can be considered the same ancestry as they were before are known as fleshwarps. These beings are rare, and their unsettling appearance often provokes horrified responses from other people.

Some creatures revel in the total degradation of their defeated foes through fleshwarping. Though the technique was originally taught to mortals by the demon lord Haagenti, mortals have spent eons modifying and perfecting the method. Fleshcrafters torture their enemies in vats of churning magical reagents, reshaping their flesh and psyche alike into horrid and monstrous things.

Grothlut

Sluglike abominations, grothluts are grotesque dregs of the fleshwarping process. While their head and torso are vaguely humanoid, their arms are rubbery and move awkwardly at their sides. Wretched creatures, they moan piteously when other creatures are near, perhaps as the last remnants of their mind pleads to be free from their horrid warped form.

Many fleshwarpers consider the grothlut to be a failure of a creation, as the transformation all but stamps out consciousness. Others disagree, arguing that warping the creature's mind makes it all the more useful, since it becomes pliable and easy to herd. Cultists of Haagenti typically use grothluts as guardians that slowly patrol the edges of their enclaves. Once in position, grothluts can be used as crude shock troops, unleashed to soften enemy forces before more valuable warriors wade in and cut down the enemies who have been nauseated by the grothluts' exploded organs and flesh.



GROTHLUT **CREATURE 3**

MEDIUM ABERRATION MINDLESS

Perception +5; darkvision

Skills Athletics +11

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

AC 17; **Fort** +11, **Ref** +5, **Will** +7

HP 50; **Immunities** acid, mental

Disgusting Demise (acid, poison) When the grothlut is reduced to 0 Hit Points, its digestive organs rupture, unleashing alchemical acid and poison upon all creatures in a 30-foot emanation. Each creature in the area must succeed at a DC 19 Fortitude save or take 2d6 acid damage and become sickened 1 (double damage and sickened 2 on a critical failure).

Speed 20 feet

Melee ❖ claw +11 (agile), **Damage** 1d10+8 slashing

Ranged ❖ digestive spew +7 (acid, range increment 15 feet, splash), **Damage** 2d6 acid damage plus 1d6 acid splash damage

Piteous Moan ❖ (auditory, aura, concentrate, emotion, mental, occult) 60 feet. Each non-grothlut creature that enters or starts its turn within the area must succeed at a DC 17 Will saving throw or become sickened 1 (sickened 2 on a critical failure). The creature then becomes temporarily immune for 1 minute. The grothlut can Dismiss this aura. A grothlut usually does not

begin moaning until it senses the presence of a non-grothlut creature, and it usually stops once it doesn't sense any more such creatures.

Irnakurse

Irnakurse are believed to be elves who have been subjected to particularly cruel and humiliating fleshwarping practices, though they are so corrupted by their transformation it is nearly impossible to tell. The process of crafting an irnakurse twists the unfortunate elf into a mass of misplaced limbs, loose flesh, and bony protrusions—parts that should be internal are often left on full display to the world. These beings periodically crawl to the surface from the deepest reaches of the Darklands, leading some elven scholars to the gruesome suspicion that these are remnants of the elves who traveled underground in order to escape Earthfall.

IRNAKURSE CREATURE 9

LARGE ABERRATION

Perception +18; darkvision
Languages Chthonian, Elven, Sakvroth (can't speak any language)
Skills Acrobatics +20, Athletics +20, Stealth +20
Str +5, **Dex** +5, **Con** +3, **Int** –2, **Wis** +3, **Cha** +4

AC 28; **Fort** +20, **Ref** +18, **Will** +16
HP 152

Speed 15 feet
Melee jaws +20 (reach 10 feet), **Damage** 2d12+11 piercing
Melee tentacle +20 (agile, reach 20 feet), **Damage** 2d8+11 slashing plus mind lash
Mind Lash (emotion, mental, occult) A creature hit by an irnakurse's tentacle is overwhelmed with corrupted images of a ruined life and must succeed at a DC 28 Will save or be stunned 2 (or stunned 4 on a critical failure). After attempting this save, the creature is temporarily immune to mind lash for 24 hours.
Soul Scream ❖❖ (auditory, concentrate, emotion, mental, occult) **Frequency** once per day; **Effect** The irnakurse unleashes an alien shriek of nightmarish horror and pain. All non-aberration creatures within a 10-foot emanation must attempt a DC 28 Will save. The irnakurse can Sustain Soul Scream for up to 6 rounds; each time it does, it repeats the effect without a new save.
- **Critical Success** The creature is unaffected, and it's temporarily immune to Soul Scream for 24 hours.
- **Success** The creature is stupefied 1 for 1 round.
- **Failure** The creature is stupefied 1. Further failed saves against Soul Scream increase the stupefied value by 1, to a maximum of stupefied 4. Each time the character gets a full night's rest, the stupefied condition gained from Soul Scream decreases by 1.
- **Critical Failure** As failure, except the stupefied value increases by 2 instead of by 1.

Storm of Tentacles The irnakurse makes up to four tentacle Strikes, each against a different target. These attacks count toward the irnakurse's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all of its attacks.

FLESHWARPING CENTERS

Though most people on Golarion will never encounter a fleshwarp, there are places where they are far more common than others. In Nex and the Mana Wastes, fleshwarps can be found in desert communities and in communes in the bowels of cities. Fleshwarps known as "Neathers" live beneath the cities of Mendev, descendants of the first crusaders who suffered from the demonic energy their parents were exposed to.


IRNAKURSE

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FLYTRAP TREASURE

Giant flytraps have enough instinctual intellect to effectively ambush prey or to move about to seek out better hunting grounds, but they don't value treasure. Still, a flytrap tends to accumulate a small wealth of discarded loot from those it has eaten, leaving these shiny baubles in the periphery of its root system once it has finished digesting its meal.

FLYTRAP

Flytraps eagerly feed on humanoids, monstrous insects, and larger prey.

Snapping Flytrap

Snapping flytraps typically have two sets of tooth-edged leaves, each measuring 3 feet wide, at the end of 10-foot-long stalks.

SNAPPING FLYTRAP — CREATURE 3

LARGE MINDLESS PLANT

Perception +7; tremorsense (imprecise) 30 feet

Skills Athletics +11, Stealth +10 (+13 in undergrowth)

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

AC 18; **Fort** +12, **Ref** +8, **Will** +7

HP 50; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5

Quick Capture ↷ **Trigger** A creature hits or touches the flytrap; **Effect** The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee ❖ leaf +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab (page 359)

Focused Assault ❖❖ The flytrap attacks a single target with both its two leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.

Hungry Flurry ❖❖ The flytrap makes two leaf Strikes at a –2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.

Swallow Whole ❖ (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5 (page 360)

Giant Flytrap

Because they blend in so well with surrounding foliage, giant flytraps can use the element of surprise to make quick strikes against unsuspecting adventurers and forest travelers.

GIANT FLYTRAP — CREATURE 10

HUGE MINDLESS PLANT

Perception +17; tremorsense (imprecise) 60 feet

Skills Athletics +23, Stealth +21 (+24 in undergrowth)

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

AC 29; **Fort** +21, **Ref** +17, **Will** +15

HP 185; **Immunities** mental; **Weaknesses** fire 10; **Resistances** acid 10

Quick Capture ↷ As snapping flytrap.

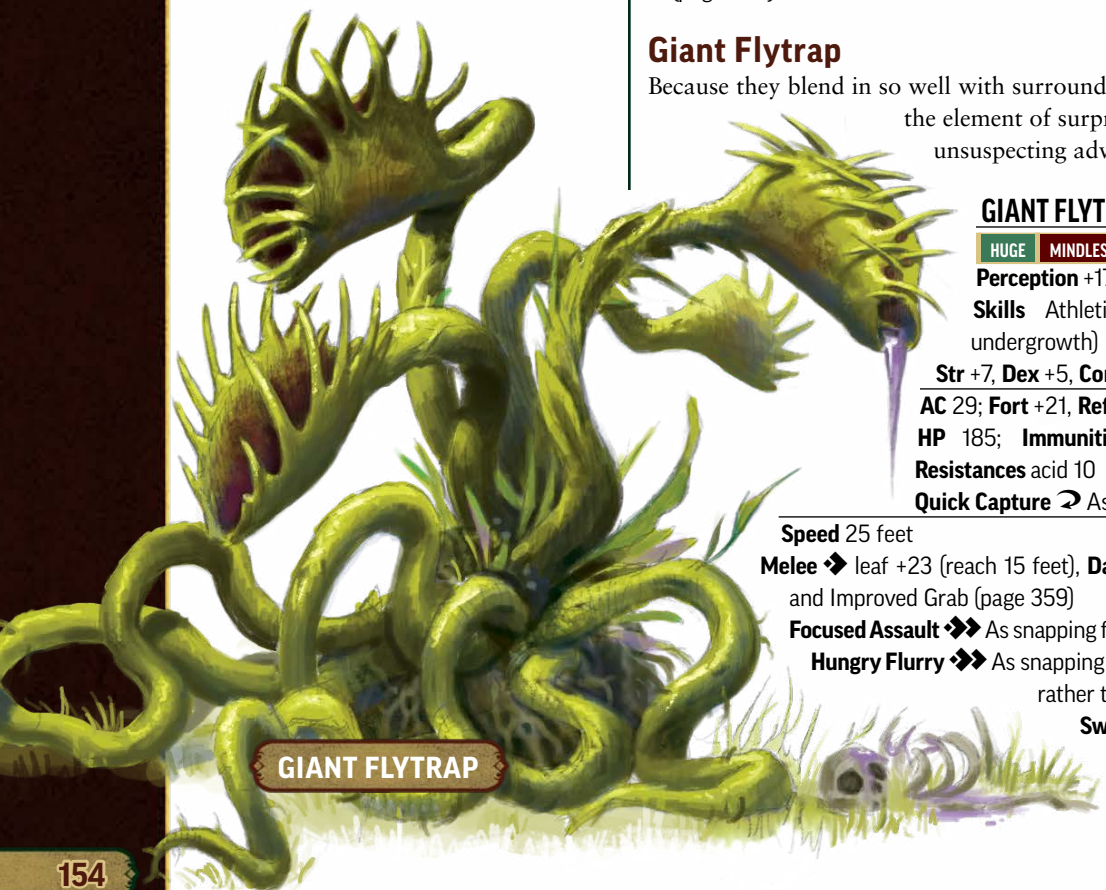
Speed 25 feet

Melee ❖ leaf +23 (reach 15 feet), **Damage** 2d8+7 piercing plus 2d6 acid and Improved Grab (page 359)

Focused Assault ❖❖ As snapping flytrap, but it uses all four of its leaves.

Hungry Flurry ❖❖ As snapping flytrap, but it makes four leaf Strikes rather than two.

Swallow Whole ❖ (attack) Large, 2d8+3 bludgeoning plus 2d6 acid, Rupture 17 (page 360)



GIANT FLYTRAP

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Gargoyle

Gargoyles are monstrous hunters made of elemental stone. They use their resemblance to decorative statues to hide in plain sight in cities during the day and descend upon unlucky pedestrians at night. Their most common form is that of a horned humanoid with bat-like wings, but individual gargoyles show a great deal of variation, with some appearing more or less humanoid and others resembling no known creature. A gargoyle's features are not fixed; city-dwelling gargoyles who remain in the same locale long enough slowly morph, day by day, to match the style of the local architecture. These patient monsters can stay disguised for long stretches of time as they patiently await an opportunity to strike.

Gargoyles tend to be lone hunters, though sometimes they band into fearsome groups called wings for protection or sport. On rare occasions, wings become relatively stable communities, and gargoyles in wings may even ally with other creatures such as demons and intelligent aberrations, though these alliances exist on a razor's edge. The majority of gargoyles are treacherous, vindictive, and petty—traits that preclude lasting partnerships. Almost all have some subject they spend days mulling over while in statue form. Some are collectors, focusing on anything from books to grim trophies, while others are ritualistic or overly passionate about niche intellectual subjects or certain artistic motifs. These tendencies often contribute to the dissolution of wings as individuals with conflicting focuses clash.

Sanctified Roosts

In addition to their appearances matching their environment, gargoyles that position themselves on temples or other consecrated ground slowly succumb to the influence of that location. These gargoyles gain the holy or unholy trait, as do their unarmed Strikes. A gargoyle roosting on a temple of Asmodeus, for example, will eventually gain the unholy trait along with changes to their personality that bring it more in line with the god's ethos. Holy gargoyles are also possible, although gargoyles at such locations often abandon their roosts as their changing personality conflicts with their need to hunt.

GARGOYLE CREATURE 4

MEDIUM BEAST EARTH

Perception +10; darkvision
Languages Common, Petran
Skills Acrobatics +10, Athletics +9, Stealth +12
Str +3, **Dex** +2, **Con** +3, **Int** –2, **Wis** +2, **Cha** –2

AC 21; **Fort** +13, **Ref** +10, **Will** +10
HP 40; **Immunities** bleed; **Resistances** physical 5 (except adamantine)
Clawed Feet ↷ (attack) **Trigger** The gargoyle is Flying, and a creature moves into an adjacent square below it; **Effect** The gargoyle makes a claw Strike against the triggering creature.

Speed 25 feet, fly 40 feet
Melee ❖ jaws +13, **Damage** 2d8+3 piercing
Melee ❖ claw +13 (agile), **Damage** 2d6+3 slashing
Statue ❖ (concentrate) Until the next time it acts, the gargoyle appears to be a statue. It has an automatic result of 32 on Deception checks and DCs to pass as a statue.

GARGOYLE RELIGION

Although gargoyles roosting at a religious site eventually gravitate towards that god's ethos and frequently become followers, other gargoyle wings reconsecrate crumbling temples to their own gods. Most such wings hold up a demon lord or one of the lords of the Plane of Earth as their creator and patron.





Jann Shuyookhs

Jann shuyookhs add the following innate spells: **4th** *invisibility* (×2), *read omens*.

Jaathoom Shuyookhs

Jaathoom shuyookhs prefer to manifest wishes informed by their visions of the future. They add the following innate spells: **5th** *illusory creature*, *illusory object*, *nightmare* (×2), *sleep* (×2); **4th** *ill omen*.



JAATHOOM

Genie

Before mortal history, genies were some of the first creations of the cosmos to possess free will. Formed of elemental matter, they traversed the Universe and the six elemental planes of air, earth, fire, metal, water, and wood. The genies who remained on each elemental plane found their matter replaced with those elements. Genies of metal and wood appear in *Pathfinder Rage of Elements*.

Genie Shuyookhs

Older, wiser, and more powerful genies possess greater power and are revered with the title of shuyookh (typically adjusted to "sheikha" if the genie is female or "sheikh" for a male). Generally at least 5 levels higher than a typical example of their kind, a shuyookh gains additional spells. The basics of shuyookhs appear here in sidebars and are detailed further in *Rage of Elements*.

The most wondrous of their powers is their ability to grant wishes three times per year. This is not an innate ability but a ritual practice passed down over time in an attempt to replicate the wish-granting abilities of janns.

Jann

All six elements build each jann and fill them with a constant desire to travel, typically jaunting about the Universe. The eldest among geniekind, they command respect from their distant offspring. Any jann can grant wishes, not just shuyookhs—a vestige of their ancient power.

JANN **CREATURE 4**

MEDIUM | AIR | EARTH | ELEMENTAL | FIRE | GENIE | METAL | WATER | WOOD

Perception +11; darkvision

Languages Common, Muan, Petran, Pyric, Sussuran, Talican, Thalassic; *truespeech*

Skills Acrobatics +8, Arcana +10, Crafting +8, Deception +7, Survival +11

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

Items composite shortbow (20 arrows), scimitar

AC 20; **Fort** +10, **Ref** +10, **Will** +13

HP 60; **Resistances** elemental resistance 5

Commanding Presence (aura, emotion, fear, mental) 20 feet. A creature that enters the aura must succeed at a DC 19 Will save or be frightened 1 (frightened 2 on a critical failure) and is then temporarily immune for 1 minute. A genie (with the exception of another jann) takes a –4 circumstance penalty to its save.

Elemental Resistance The jann's elemental resistance applies to cold, electricity, and fire damage, as well as all damage from elemental sources (including environmental damage from the elemental planes and damage from anything with the air, earth, fire, metal, water, or wood trait).

Speed 25 feet, fly 15 feet

Melee ❖ scimitar +14 (forceful, sweep), **Damage** 1d6+7 slashing plus All Made One

Melee ❖ fist +14 (agile, magical, nonlethal), **Damage** 1d4+7 bludgeoning plus All Made One

Ranged ❖ composite shortbow +12 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+5 piercing plus All Made One

Arcane Innate Spells DC 21; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **4th** *read omens*; **2nd** *invisibility* (×2); **Cantrips (2nd)** *detect magic*, *know the way*; **Constant (5th)** *truespeech*

All Made One ❖ The jann calls upon all of the elements that make up their being to gain an additional arcane spell they can cast at will and empower their Strikes with the element, dealing an extra 1d4 damage of the listed type. These benefits last until the jann uses this ability again. **Air** *tailwind*, 1d4 electricity; **Earth** *pummeling rubble*, 1d4 bludgeoning; **Fire** *breathe fire*, 1d4 fire; **Metal** *thunderstrike*, 1d4

electricity; **Water** *hydraulic push*, 1d4 bludgeoning; **Wood** *summon plant or fungus*, 1d4 piercing.

Change Shape ❖ (arcane, concentrate, polymorph) The jann transforms into any Small or Medium animal (page 358). This doesn't affect their statistics, but it could change the damage type of their Strikes.

Wanderer's Wish ❖❖❖ **Frequency** three times per year; **Effect** The jann instantly grants the benefits of a critical success with the *wish* ritual to a mortal creature. This has no cost. That creature specifies what they wish for, but the interpretation is up to the jann. A jann typically attempts to grant wishes in a way that encourages growth and exploration. A summoned jann can't use this ability.

Jaathoom

Possessing all the subtlety and elegance of air itself, the jaathooms of the Plane of Air operate within dreams, nightmares, and time.

JAATHOOM CREATURE 5

LARGE AIR ELEMENTAL GENIE

Perception +15; darkvision

Languages Common, Sussuran (can't speak any language); cloud of visions

Skills Acrobatics +14, Arcana +11, Athletics +11, Crafting +9, Deception +11, Diplomacy +13, Society +9, Stealth +12

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

Items scimitar

Cloud of Visions (arcane, aura, mental) 60 feet. A jaathoom has telepathy 60 feet but can only show images, not speak.

AC 22; **Fort** +9, **Ref** +14, **Will** +11

HP 55

Naturally Invisible The jaathoom is invisible at all times, though when they take a hostile action of any kind, they are hidden instead of undetected until the start of their next turn, as the vague outline of their form is faintly visible for a short period of time.

Turbulent Skies (air, arcane, aura) 20 feet. All squares in the emanation are difficult terrain for Striding and Flying creatures. Creatures with the air trait are immune. The jaathoom can activate or deactivate this aura as a single action with the concentrate trait.

Speed 25 feet, fly 40 feet

Melee ❖ scimitar +15 (forceful, reach 10 feet, sweep), **Damage** 1d6+10 slashing

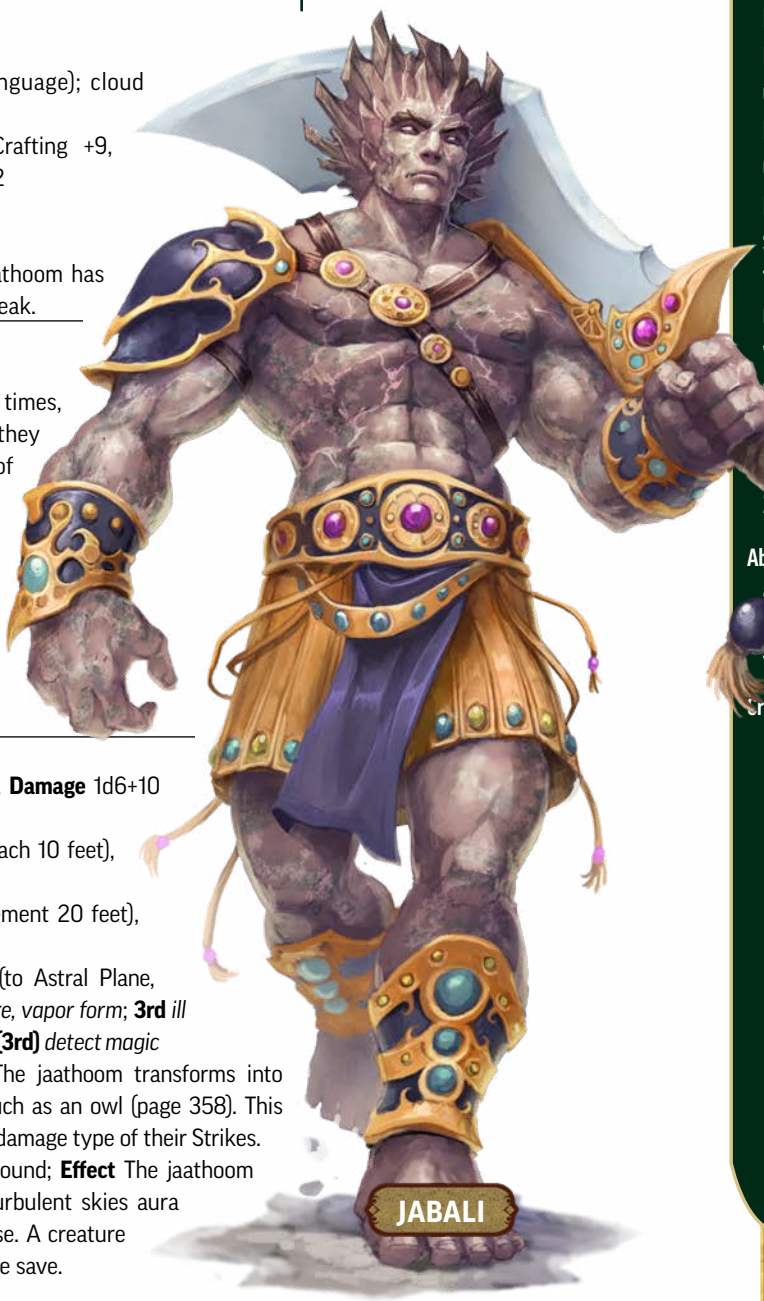
Melee ❖ fist +16 (agile, finesse, magical, nonlethal, reach 10 feet), **Damage** 1d4+10 bludgeoning

Ranged ❖ crashing wind +16 (air, arcane, range increment 20 feet), **Damage** 1d8+8 bludgeoning

Arcane Innate Spells DC 21; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **4th** *nightmare, vapor form*; **3rd** *ill omen*, *illusory creature*, *illusory object*, *sleep*; **Cantrips (3rd)** *detect magic*

Change Shape ❖ (arcane, concentrate, polymorph) The jaathoom transforms into a Small or Medium air elemental or aerial animal, such as an owl (page 358). This doesn't affect their statistics, but it could change the damage type of their Strikes.

Hurricane Blast ❖ (air, arcane) **Frequency** once per round; **Effect** The jaathoom moves all creatures without the air trait in their turbulent skies aura 20 feet directly away, clockwise, or counterclockwise. A creature avoids being moved if it succeeds at a DC 21 Fortitude save.



JABALI SHUYOOKHS

Jabali shuyookhs fulfill wishes as straightforwardly as possible. They add the following innate spells: **8th** *earthquake*; **6th** *mountain resilience* (at will; self only), *petrify*; **5th** *illusory disguise*.

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FAYDHAAN SHUYOOKHS

Faydhaan shuyookhs grant wishes in ways that please the most people possible. They add the following innate spells: **7th** *hydraulic torrent*, *planar palace*, *summon elemental*; **5th** *howling blizzard* (at will), *illusory creature* (×2), *mirage*, *truespeech* (at will); **4th** *invisibility* (×2), *vapor form*; **2nd** *create water* (at will), *invisibility* (at will), *see the unseen*.



Ominous Dreams ❖❖ (mental, prediction) The jaathoom sends a prophetic dream to a sleeping creature within 10 feet. An unwilling creature avoids the vision if it succeeds at a DC 23 Will save. The jaathoom chooses the dream's subject, but not its exact events. The target sees a brief vision of its future related to that subject, with the effect of *augury*. If the result is bad or mixed, the creature is frightened 2 and can't recover from being frightened until it wakes.

Jabali

The proud and brazen jabalis of the Plane of Earth value physical skill and love bargaining, games of chance, and working with metal and stone.

JABALI — CREATURE 7

LARGE EARTH ELEMENTAL GENIE

Perception +15; darkvision, tremorsense (imprecise) 60 feet
Languages Common, Petran; *truespeech*
Skills Athletics +19, Crafting +14, Deception +16, Nature +15, Society +14
Str +6, **Dex** +1, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3
Items *+1 falchion*

AC 25; **Fort** +18, **Ref** +12, **Will** +15
HP 110

Speed 25 feet, burrow 45 feet, climb 20 feet; earth glide
Melee ❖ *falchion* +20 (forceful, magical, reach 10 feet, sweep), **Damage** 1d10+12 slashing
Melee ❖ fist +19 (agile, magical, nonlethal, reach 10 feet), **Damage** 1d4+12 bludgeoning plus Push 10 feet (page 359) and stone clutch
Arcane Innate Spells DC 24; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **5th** *wall of stone*; **4th** *shape stone* (at will); **Cantrips (4th)** *detect magic*; **Constant (5th)** *truespeech*

Earth Glide The jabali can Burrow through dirt and stone at their full burrow Speed, leaving no tunnels or signs of their passing.

Stone Clutch (arcane, earth) When the jabali Pushes a creature into a stone barrier, the surface grips it with fingers of stone. The target must succeed at a DC 22 Reflex save or become grabbed by the surface (Escape DC 28).

Faydhaan

The faydhaans of the Plane of Water are more powerful than the other genies dwelling on the elemental planes, but they prefer to forge alliances through diplomacy and flattery.

FAYDHAAN — CREATURE 9

LARGE ELEMENTAL GENIE WATER

Perception +16 (+18 to Sense Motive); darkvision, wavesense (imprecise) 60 feet (page 360)
Languages Common, Muan, Petran, Pyric, Sussuran, Talican, Thalassic; *truespeech*
Skills Athletics +19 (+23 to Swim), Crafting +16, Deception +18, Diplomacy +20, Nature +18, Performance +20, Society +16, Stealth +18
Str +4, **Dex** +5, **Con** +2, **Int** +1, **Wis** +3, **Cha** +5
Items *+1 striking trident*

AC 28; **Fort** +17, **Ref** +18, **Will** +18
HP 145; **Resistances** fire 10

Turbulent Seas (aura, water) 40 feet. Water in the aura that is also in the same body of water as the faydhaan is difficult terrain for Swimming creatures. Creatures with the water trait are immune.

Speed 25 feet, swim 40 feet
Melee ❖ *trident* +20 (magical, reach 10 feet), **Damage** 2d8+10 piercing
Melee ❖ fist +20 (agile, magical, nonlethal, reach 10 feet), **Damage** 1d4+10 bludgeoning

Ranged ❖ *trident* +21 (magical, thrown 20 feet), **Damage** 2d8+10 piercing
Arcane Innate Spells DC 24; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **5th** *control water* (at will), *hydraulic torrent*, *truespeech* (at will); **4th** *hydraulic push* (at will); **2nd** *create water* (at will), *invisibility* (×2), *water breathing*; **Cantrips (5th)** *detect magic*; **Constant (5th)** *truespeech*
Change Shape ❖ (arcane, concentrate, polymorph) The faydhaan transforms into a Small or Medium water elemental, aquatic animal, or humanoid (page 358). This doesn't affect their statistics, but it could change the damage type of their Strikes.
Gift of Hospitality ❖❖❖ (arcane, emotion, mental) The faydhaan gives another willing creature a magical gift or an agreeable conversation. The creature gains a +2 status bonus to Society and Diplomacy checks. A creature can't have more than one gift at a time, and a faydhaan can't grant more than one gift at a time. The gift ends if the target acts hostile, or if the faydhaan renounces the recipient (a single action).
Skewer ❖ The faydhaan makes a trident Strike, dealing an extra 2d6 persistent bleed damage on a hit (4d6 on a critical hit).

Ifrit

The fierce and unforgiving ifrits hail from the Plane of Fire, where they build metropolises and trade centers that draw extraplanar travelers. Many ifrits are tyrannical or warmongering, and most use their might to accomplish their goals.

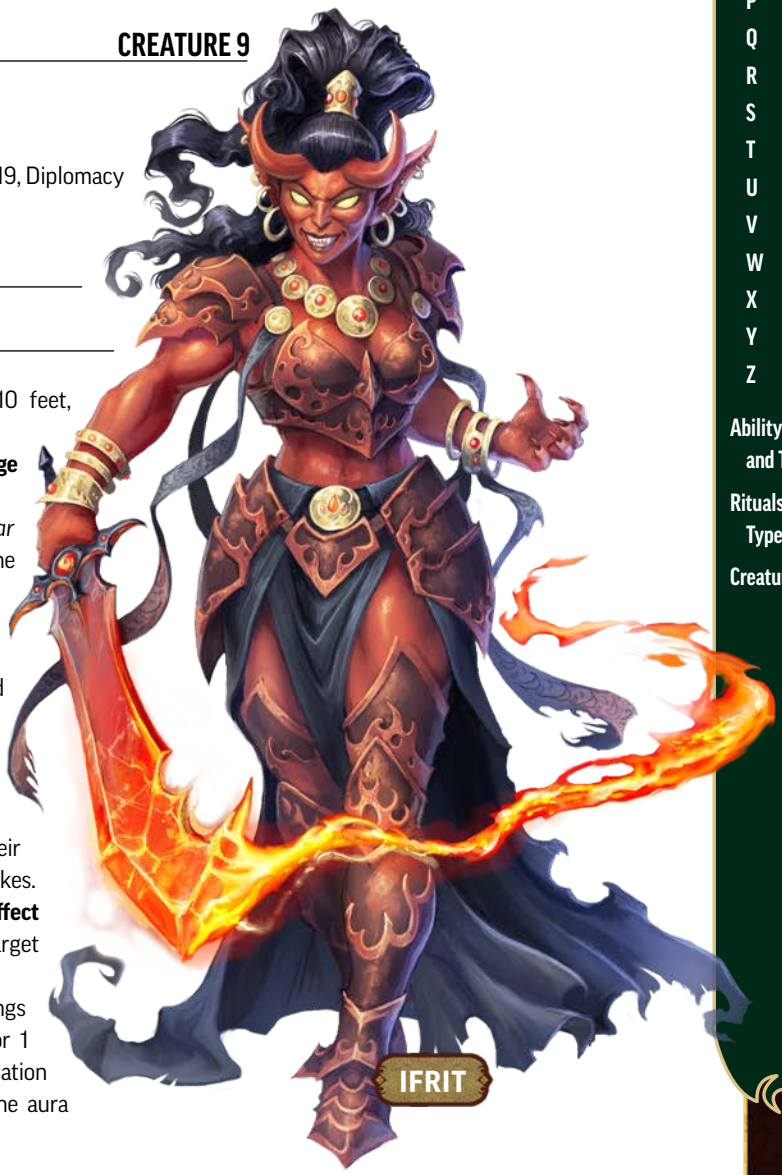
IFRIT SHUYOOKHS

Ifrit shuyookhs twist the phrasing of wishes to maximize suffering. A wisher for a thousand pounds of gemstones might have the gems delivered as a bone-crushing avalanche. Ifrit shuyookhs add the following innate spells: **7th** *volcanic eruption*; **5th** *fireball* (at will).

IFRIT CREATURE 9

LARGE ELEMENTAL FIRE GENIE

Perception +17; darkvision
Languages Common, Pyric; *truespeech*
Skills Arcana +14, Athletics +22, Crafting +14, Deception +19, Diplomacy +17, Intimidation +19, Society +14
Str +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +4
Items breastplate, *+1 striking scimitar*
AC 28; **Fort** +18, **Ref** +17, **Will** +20
HP 175; **Immunities** fire; **Weaknesses** cold 10, water 10
Speed 25 feet
Melee ❖ *scimitar* +21 (fire, forceful, magical, reach 10 feet, sweep), **Damage** 2d6+11 slashing plus 2d6 fire
Melee ❖ fist +20 (agile, magical, reach 10 feet), **Damage** 1d4+11 bludgeoning plus 2d6 fire
Arcane Innate Spells DC 27, attack +19; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **4th** *fireball*, *invisibility* (×2); **Cantrips (5th)** *detect magic*, *ignition*; **Constant (5th)** *truespeech*
Burning Grasp (fire) When the ifrit grabs or restrains a creature, that creature takes 2d6 fire damage, and takes 2d6 fire damage at the end of each of its turns until freed.
Change Shape ❖ (arcane, concentrate, polymorph) The ifrit transforms into a Small or Medium fire elemental or reptile, such as a snake (page 358). This doesn't affect their statistics but could change the damage type of their Strikes.
Combat Grab ❖ **Requirements** The ifrit has a hand free; **Effect** The ifrit makes a melee Strike. If the Strike hits, the target is grabbed in the ifrit's free hand.
Wings of Flame ❖ (arcane, fire) The ifrit grows flaming wings from their back. They gain a fly Speed of 35 feet for 1 minute. The flames also create an aura in a 5-foot emanation around the ifrit. Any creature that ends its turn in the aura takes 2d6 fire damage with a DC 25 basic Reflex save.


IFRIT

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Custom Ghosts

Ghosts work best in adventures when used sparingly. As they are remnants of a past life and retain their intelligence, ghosts can convey long-lost information or serve as a way to inform the PCs of crucial story elements. In this way, a ghost in an adventure can provide a clue or even a complete history of a site or event. Unlike most other undead, ghosts don't have to be unholy, but regardless, they should remain tragic and frightening figures in play.

Ghost

When some mortals die through tragic circumstances or without closure, their souls can linger and haunt a locale significant to them in life.

Creating a Ghost

You can also use the following guidelines to turn living creatures into ghosts. Increase the creature's level by 2 and change its statistics as follows.

- Increase AC, saves, Perception, DCs, and skill modifiers by 2. Increase the most appropriate melee attack modifier by 4 to become ghostly hand (described below), and increase all other attack modifiers by 2.
- A ghost has a Strength modifier of –5 and a Constitution modifier of +0.
- Do not modify the ghost's Hit Points due to its new level.

Ghost Abilities

A ghost gains the ghost, incorporeal, spirit, and undead traits. Many become unholy. The base creature loses any traits that represented its life as a living creature, such as human and humanoid, and any abilities or traits that rely on it being a living, corporeal creature. You might also need to adjust some abilities that conflict with the theme of a ghost. All ghosts gain the following abilities.

Darkvision

Site Bound A typical ghost can stray only a short distance from where it was killed or the place it haunts. A typical limit is 120 feet. Some ghosts are instead bound to a room, building, item, or creature that was special to it rather than a location.

Rejuvenation (divine) When a ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone sets right whatever prevents the spirit from resting.

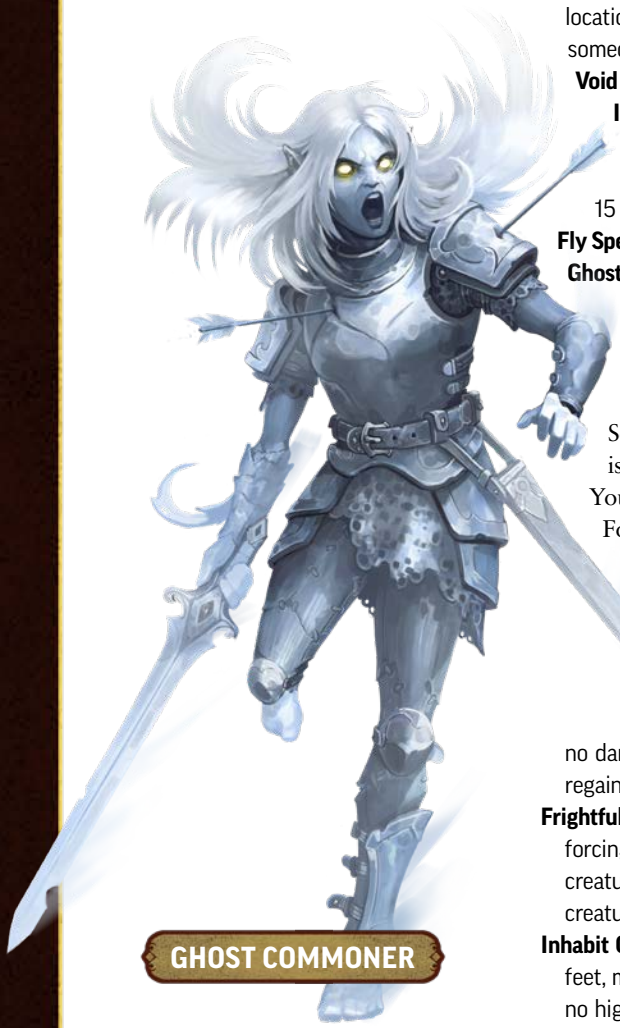
Void Healing (page 360)

Immunities bleed, death effects, disease, paralyzed, poison, precision, unconscious

Resistances all damage 5 (except force, *ghost touch*, spirit, or vitality; double resistance to non-magical). This resistance increases to 10 at 9th level and 15 at 16th level.

Fly Speed equal to its Speed

Ghostly Hand All ghosts have a ghostly hand unarmed attack that deals void damage. It typically has the agile, finesse, and magical traits. Some ghosts wield ghostly memories of weapons they held in life, but the effect is the same.



GHOST COMMONER

Special Abilities

Select one or two of the following abilities, or potentially three if the ghost is 9th level or higher. These should relate to the ghost's death or its history. You can also create new abilities or adapt those from monsters or classes. For DCs, use the high spell DC of the ghost's level (*GM Core* 121).

Corrupting Gaze ❖❖ The ghost stares at a creature it can see within 30 feet. The target takes 1d6 void damage plus 1d6 for every 2 levels the ghost has with a basic Will save. A creature that fails its save is also stupefied 1 for 1 minute.

Draining Touch ❖❖ With a touch, the ghost attempts to drain a living creature's life force. It makes a ghostly hand Strike but deals no damage on a hit. Instead, the target becomes drained 1 for 1 day, and the ghost regains HP equal to half its own level.

Frightful Moan ❖ (auditory, divine, emotion, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.

Inhabit Object ❖ The ghost possesses an object of size Large or smaller within 20 feet, making it an animated object (pages 18–19). This animated object's level can be no higher than the ghost's level – 2. If the target object is being held by a creature,

the bearer can attempt a Will save to prevent the possession. This possession ends when the object is destroyed or the ghost leaves it. At this point, the ghost reappears in the object's square and can't Inhabit an Object again for 1d4 rounds.

Malevolent Possession ❖❖ The ghost attempts to possess an adjacent corporeal creature. This has the same effect as the *possession* spell, except since the ghost doesn't have a physical body, it is unaffected by that restriction of the spell.

Telekinetic Assault ❖❖ (divine) The ghost cries out in pain and anguish as small objects and debris fly about in a 30-foot emanation. Creatures in this area take 1d6 bludgeoning damage + 1d6 per 2 levels the ghost has, with a basic Reflex save.

Ghost Commoner

The ghost commoner is an ordinary person who believes they died unjustly.

GHOST COMMONER — CREATURE 4

MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD UNHOLY

Perception +10; darkvision

Languages Common

Skills Dwelling Lore +10 (applies to the place the ghost is bound to), Stealth +12

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

Site Bound

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

HP 30, rejuvenation, void healing (page 360); **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) Setting right the injustice that led to the commoner's death allows it to move on to the afterlife.

Speed fly 25 feet

Melee ❖ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 void

Frightful Moan ❖ (auditory, divine, emotion, fear, mental) DC 21

Ghost Mage

A wizard who died with work incomplete might become a ghost mage.

GHOST MAGE — CREATURE 10

MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD UNHOLY

Perception +17; darkvision

Languages Common, Draconic

Skills Arcana +22, Intimidation +22, Stealth +21

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

Site Bound

AC 27; **Fort** +16, **Ref** +19, **Will** +22

HP 135, rejuvenation, void healing (page 360); **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)

Rejuvenation (divine) Completing the ghost mage's project allows it to move on to the afterlife.

Speed fly 25 feet

Melee ❖ ghostly hand +21 (agile, finesse, magical), **Damage** 2d8+12 void

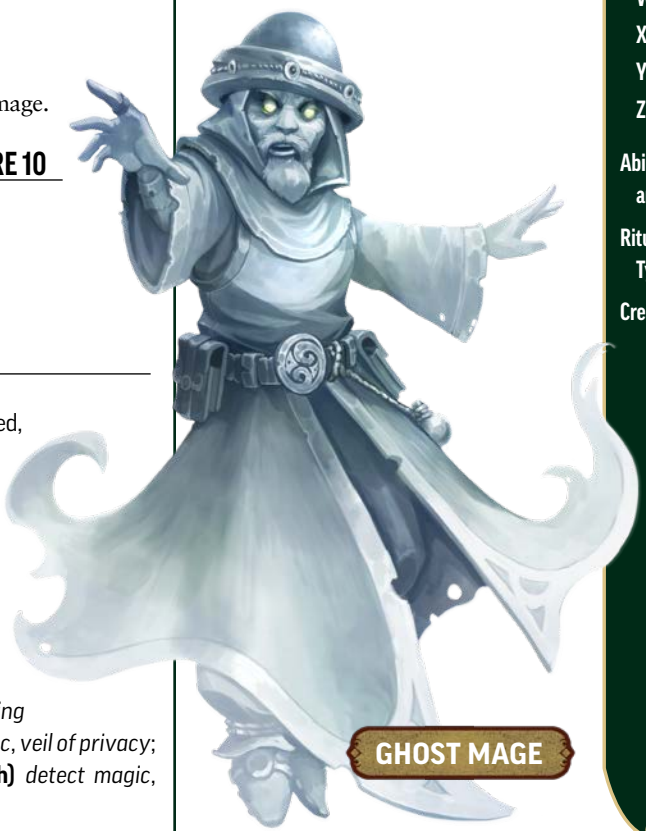
Arcane Innate Spells DC 29, attack +23; **5th** *hallucination*, *howling blizzard*; **4th** *suggestion*, *vision of death*; **3rd** *blindness*, *dispel magic*, *veil of privacy*; **2nd** *telekinetic maneuver* (×2); **1st** *enfeeble* (×2); **Cantrips (5th)** *detect magic*, *figment*, *prestidigitation*, *read magic*, *telekinetic hand*

Frightful Moan ❖ (auditory, divine, emotion, fear, mental) DC 29

Telekinetic Assault ❖❖ (divine) 6d6 bludgeoning, DC 29

BUILDING GHOSTS

Note that the ghost mage is built from the ground up, rather than by applying the ghost rules to a once-living creature, so its numbers don't exactly match the values listed under Creating a Ghost. This is usually the better way to go if you have the time, as it allows you to hand-craft a ghost for the situation.



GHOST MAGE

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The First Ghouls

Legend holds that the first humanoid to feed upon the flesh of his brother (an elf, as it so happened) rose as a ghoul after death, in time embracing his new life and ascending to great power as a demon lord of ghouls, graves, and secrets kept by the dead. That ghouls of humanoids warp and twist to take vaguely elven features is an unusual side effect of this ancient source. Today, however, ghouls are as likely to worship other vile gods—or simply eschew faith entirely—as they are to honor the first of their kind.



Ghoul

Few creatures are more ubiquitous to sinister locations such as lonely graveyards and ruined crypts than the flesh-eating undead known as ghouls.

Creating Ghouls

The monsters in this section are built from the ground up. Custom-building ghouls is recommended if you have time, using the special abilities listed here but creating the other statistics to match what you want the ghoul to be. You can also turn a living creature into a ghoul by completing the following steps.

First, increase the creature's level by 1 and change its statistics as follows.

- Increase its AC, attack bonuses, DCs, saving throws, Perception, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If the creature is limited in how often it can use an ability (such as dragon breath), increase that ability's damage by 2 instead.

Ghoul Abilities

A ghoul gains the undead and ghoul traits, and it usually becomes unholy. If the base creature has any abilities that come from it being a living creature, it loses them. It also loses any traits that represent its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the theme of a ghoul. All ghouls gain the following abilities. The save DC for all abilities uses the high spell DC of the ghoul's level (*GM Core* 121).

Darkvision

Void Healing (page 360)

Immunities bleed, death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet (page 360). Use the moderate spell DC for the ghoul's level (*GM Core* 121).

Burrow The ghoul gains a burrow speed of 5 feet.

Claws If the creature had hands, it gains a claw Strike (an agile unarmed attack that deals slashing damage plus Grab, as found on page 359). If it had any agile attacks, the damage dealt by its claws should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its claws should deal three-quarters that damage.

Jaws If the creature had a mouth, it gains a jaws Strike (an unarmed attack that deals slashing damage). The damage amount should be the same as the creature's non-agile attacks.

Consume Flesh ❖ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 1d6 Hit Points plus 1d6 for every 2 levels the ghoul has. It can regain Hit Points from any given corpse only once.

Ghoul Whispers ❖ (auditory, linguistic, occult); **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

Forbidden Cravings (curse) **Saving Throw** Will, using the high spell DC for the ghoul's level (*GM Core* 121); **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4

Grave Knowledge (occult) **Frequency** once per hour; **Effect** The ghoul calls upon knowledge it retains from one creature it has consumed in the past 7 days. The ghoul attempts a skill check using a skill in which the consumed creature was trained (if it's unclear whether the creature was trained, the GM decides). The ghoul is treated

as trained and uses the high skill modifier for the ghoul's level (*GM Core* 116). This takes the same amount of actions or time as usual for the check.

The ghoul can instead automatically learn something specific known by a creature it consumed in the last 7 days, like the location of a hidden treasure or the name of a loved one. The ghoul can do this only once for a given creature, no matter how much of its flesh the ghoul consumed.

Swift Leap ❖ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

Ghoul Stalker

Ghouls stalkers are ravenous undead who haunt graveyards and eat corpses.

GHOUL STALKER — CREATURE 1

MEDIUM GHOUL UNDEAD UNHOLY

Perception +7; darkvision
Languages Common, Necril
Skills Acrobatics +7, Athletics +8, Stealth +7, Survival +5
Str +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +2

AC 17; **Fort** +4, **Ref** +9, **Will** +5
HP 16, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Stench (aura, olfactory) 10 feet, DC 14 (page 360)

Speed 25 feet, burrow 5 feet
Melee ❖ jaws +9 (finesse), **Damage** 1d8+1 piercing
Melee ❖ claw +9 (agile, finesse), **Damage** 1d6+1 slashing plus Grab (page 359)
Consume Flesh ❖ (manipulate) 1d6 HP
Ghoul Whispers ❖ (auditory, linguistic, occult) DC 17
Grave Knowledge (occult) +7 skill modifier
Swift Leap ❖ (move)

Ghoul Soldier

Retaining their martial skill, these powerful ghouls are not afraid to meet their foe in the open, feeding on the flesh of their fallen opponents to learn their combat abilities.

GHOUL SOLDIER — CREATURE 2

MEDIUM GHOUL UNDEAD UNHOLY

Perception +8; darkvision
Languages Common, Necril
Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +6
Str +3, **Dex** +2, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3
Items bastard sword, breastplate

AC 17; **Fort** +8, **Ref** +8, **Will** +6
HP 28, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Reactive Strike ↻ (page 359)
Stench (aura, olfactory) 10 feet, DC 15 (page 360)

Speed 25 feet, burrow 5 feet
Melee ❖ jaws +11, **Damage** 1d10+3 piercing
Melee ❖ bastard sword +11 (two-hand d12), **Damage** 1d8+3 slashing
Melee ❖ claw +11 (agile), **Damage** 1d8+3 slashing plus Grab (page 359)
Consume Flesh ❖ (manipulate) 2d6 HP
Ghoul Whispers ❖ (auditory, linguistic, occult) DC 18
Grave Knowledge (occult) +8 skill modifier
Swift Leap ❖ (move)

GHOULISH SOCIETY

Ghouls are quite intelligent and, more so than almost any other undead, prone to forming societies and cultures (if vile and repugnant ones centered around flesh eating and other acts of depravity) in tangled warrens below boneyards, or even entire cities hidden away in the depths of the Darklands.


GHOUL SOLDIER

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GAFFS

Many marsh giants fight with an oversized gaff—a length of wood with a metal hook affixed to the tip. The giants use them to drown prey as humanoid fishers use them to land fish. A gaff is a common martial weapon in the club group. It deals 1d6 bludgeoning damage and has 1 Bulk. It requires one hand to use and has the trip and versatile P weapon traits. Gaffs are readily available anywhere fishers live, costing 1 gp.

Giant

Giants are massive humanoid creatures who live in remote regions throughout the world. They vary widely but are united in their hunger, requiring sustenance of their own element along with the feasts one would expect from such a massive humanoid. Although a simple matter for some giants, more esoteric types find this need a harsh reality. While a massive fistful of ice or snow alongside their meal will satisfy a frost giant, shadow giants hunger for the coagulated shadows of the Netherworld.

Marsh Giant

Dwellers of brackish coastal salt marshes and fetid bogs and swamps, marsh giants appear hideous to most airbreathers, with fishlike mouths, slimy gray-green skin, and dark, beady eyes. They prefer to eat the flesh of those they slay in battle, including other marsh giants, and guzzle stagnant water from cauldrons or directly from their swampy homes.

Marsh giant clans are insular, with each clan dedicating itself to zealous worship of a sea-dwelling deity, demon lord, or stranger entity. Whatever forces call to the marsh giants sometimes ensnare boggards and ogres as well, gathering in grim worship. Rather than favor these humanoid hangers-on, marsh giants lavish attention on favored pets: krooths, giant octopuses, or primeval creatures like dinosaurs and the crocodilian deinosuchuses.

Barely topping 11 feet tall and 1,000 pounds, marsh giants are small for giants but make up for their stature with their zealotry.



MARSH GIANT — CREATURE 8

LARGE AMPHIBIOUS GIANT HUMANOID WATER

Perception +16; low-light vision

Languages Aklo, Common, Jotun, Thalassic

Skills Athletics +18, Intimidation +15, Nature +15, Religion +17

Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1

Items +1 *striking gaff*

AC 27; **Fort** +18, **Ref** +13, **Will** +17

HP 150

Speed 35 feet, swim 20 feet

Melee ❖ *gaff* +20 (magical, reach 10 feet, trip, versatile P), **Damage** 2d6+14 bludgeoning

Melee ❖ fist +20 (agile, reach 10 feet), **Damage** 2d6+14 bludgeoning

Ranged ❖ spit +20 (primal, range 60 feet, water), **Damage** 5d6 bludgeoning

Occult Innate Spells DC 23; **5th** *mariner's curse*; **2nd** *augury*, *mist*

Drowning Hook ❖ (primal, water) **Requirements** A creature is prone within the marsh giant's reach; **Effect** The marsh giant uses its gaff to push the creature down as water bubbles up below it. The target becomes submerged in water until they are no longer prone and must hold their breath (*Player Core* 437) if they cannot breathe water. They take 4d6 bludgeoning damage (DC 23 basic Fortitude save) and lose 3 rounds worth of air if they fail the save.

Twist the Hook ❖❖ The marsh giant makes a melee Strike with its gaff. If it hits, it twists and yanks the gaff to knock the target prone and create an awful wound, dealing 2d6 persistent bleed damage to the creature.

Stone Giant

Stone giants are stoic, reclusive herders and artists with a rich history and collection of traditions. They dwell in caves in tall mountains and craggy ranges, where their grayish skin allows them to blend in with

their surroundings and go unnoticed, despite being around 12 feet tall. Benign travelers who come across a clan of stone giants need not worry, however, for stone giants do not actively invite confrontation or strife. They are, by and large, peaceful people who seek wisdom through exploration of nature and long meditations on the elements of the natural world. Their elders are among the wisest of giants, using their charisma and druidic magic to lead their clans to prosperity and harmony with nature.

A stone giant clan will usually raise a number of animals as pets, favoring cave bears, elephants, or dinosaurs depending on the environment. Many clans also accept allies, considering arboreals, elementals, and even gargoyles as kin through their shared connection with the earth.

STONE GIANT CREATURE 8

LARGE EARTH GIANT HUMANOID

Perception +16; darkvision
Languages Common, Jotun, Petran
Skills Acrobatics +14, Athletics +20, Intimidation +14, Nature +18, Stealth +14 (+18 in rocky terrain)
Str +6, **Dex** +2, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0
Items *+1 striking greatclub*

AC 27; **Fort** +18, **Ref** +14, **Will** +14
HP 150

Swat Projectile ↷ **Requirements** The stone giant must have a free hand but can Release anything as part of this reaction; **Trigger** The giant is targeted by a physical ranged attack; **Effect** The stone giant gains a +4 circumstance bonus to AC against the triggering attack. If the attack misses and the projectile was made of stone, the giant can throw it back at the attacker as a rock ranged Strike.

Speed 35 feet
Melee ❖ *greatclub* +21 (backswing, magical, reach 10 feet, shove), **Damage** 2d10+12 bludgeoning
Melee ❖ fist +20 (agile, reach 10 feet), **Damage** 2d6+14 bludgeoning
Ranged ❖ rock +18 (brutal, range increment 120 feet), **Damage** 2d6+12 bludgeoning
Big Swing ❖❖ The stone giant makes a greatclub Strike. The target is Pushed up to 10 feet on a hit or up to 20 feet on a critical hit. If the target collides with a solid object, it takes bludgeoning damage as though it had fallen the distance it moved.
Create Boulder ❖ (earth, primal) The stone giant molds a boulder from primal earth and throws it as a rock Strike. A creature hit by the Strike must succeed at a DC 26 Reflex save or be knocked prone.

Frost Giant

Frost giants are remorseless marauders who pillage and plunder from those who dare to live near them in desolate, frigid lands. Their clans range from extremely territorial hunters who ferociously defend their expanse of tundra to nomadic families that roam icy slopes in search of settlements to conquer. Frost giant clans are ruled by the family member who exhibits the greatest ferocity and prowess in battle—often a massive bully who demands absolute obedience from the rest.

Frost giants' appearance is reflective of their icy homes, with flesh ranging from a translucent glacial blue to a slushy gray. A typical frost giant stands about 15 feet tall and weighs approximately 2,800 pounds. They often wear metal armor adorned with the furs, skin, teeth, and tusks of slain beasts and heft weapons as long as dining tables. A well-stocked frost giant clan will raise mammoth mounts or press witchwargs into service as hunting companions, but consider their environment too hostile for a soft concept like pets.

OVERSIZED THEMES

Giants are larger-than-life foes. While many giants have themes that tie them to elemental or magical forces, the primary theme giants share is that they embody a classic cultural trope as their basis. Fire giants, for example, can be seen as oversized smiths, while hill giants should evoke the flavor of an oversized bully.



FROST GIANT

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GIANT PETS

As with many people, giants enjoy keeping pets. Large animals like bears and lions, megafauna like woolly mammoths, and dinosaurs are popular among many giants. Rune giants come closest to breaking this pattern, preferring to tend to their controlled giants, but esoteric types of giants often find equally curious pets.

FROST GIANT CREATURE 9

LARGE COLD GIANT HUMANOID

Perception +17; low-light vision
Languages Common, Jotun
Skills Athletics +23, Crafting +18, Intimidation +18, Nature +17, Stealth +17 (+21 in snow)
Str +6, **Dex** +0, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0
Items breastplate, *+1 striking greataxe*

AC 29; **Fort** +23, **Ref** +16, **Will** +16
HP 150; **Immunities** cold; **Weaknesses** fire 10
Reactive Strike ↻ (page 359)

Speed 30 feet; ice stride
Melee ❖ *greataxe* +21 (magical, reach 10 feet, sweep), **Damage** 2d12+12 slashing
Melee ❖ fist +21 (agile, reach 10 feet), **Damage** 2d8+12 bludgeoning
Ranged ❖ icicle +19 (cold, primal, range 120 feet), **Damage** 2d8 piercing plus 3d6 cold
Chill Breath ❖ (cold, primal) The frost giant breathes out a 15-foot cone of freezing moisture that quickly condenses into ice, dealing 4d6 cold damage. Each creature in the cone must attempt a DC 28 basic Reflex save. A creature that fails its save is also immobilized and takes 2d6 cold damage at the end of each of its turns until it gets free (Escape DC 28). The giant can't use Chill Breath again for 1d4 rounds.
Ice Stride A frost giant 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.
Wide Swing ❖ The frost giant makes a single greataxe Strike and compares the attack roll result to the ACs of up to two foes within their reach. This counts as two attacks for the frost giant's multiple attack penalty.



Fire Giant

The most militaristic of giants, fire giants focus obsessively on learning combat techniques, mastering the arts of forging weapons and armor, and finding new ways to dominate their enemies. Most fire giant communities are built around elemental rifts, hot springs, or volcanic calderas and cannot be moved easily, inspiring unwavering defense against any intruders. As a result, their social and political structures are grounded firmly in martial hierarchies, with a strict emphasis on following the orders of one's superior.

As soon as a fire giant can walk, they are fitted with their first suit of forged armor. This armor is constantly remolded and replaced as the giant matures. Beyond what they can forge in their volcanic furnaces, fire giants also look to tame dinosaurs, drakes, and hell hounds as tools of war.

Fire giants are usually identified by their powerful stature and bright orange hair that flickers and dances as if aflame. A typical fire giant stands about 14 feet tall, weighs around 7,000 pounds, and lives to be 350 years old.

FIRE GIANT CREATURE 10

LARGE FIRE GIANT HUMANOID

Perception +18; low-light vision
Languages Common, Jotun, Pyric
Skills Athletics +25, Crafting +22, Intimidation +23, Nature +18
Str +7, **Dex** +0, **Con** +5, **Int** +2, **Wis** +2, **Cha** +0
Items +1 striking greatsword, +1 half plate, sack with 5 rocks

AC 31; **Fort** +23, **Ref** +16, **Will** +18
HP 175; **Immunities** fire; **Weaknesses** cold 10
Reactive Strike ↻ (page 359)

Speed 25 feet
Melee ❖ *greatsword* +24 (magical, reach 10 feet, versatile P), **Damage** 2d12+13 slashing

Melee ❖ fist +23 (agile, reach 10 feet), **Damage** 2d8+13 bludgeoning
Ranged ❖ flame +21 (fire, primal, range 120 feet), **Damage** 4d6 fire plus 2d6 persistent fire
Flaming Stroke ❖❖ (fire, primal) The fire giant imbues their blade with flames and makes a greatsword Strike with a –2 circumstance penalty against each creature in a 15-foot line. They make one attack roll only and compare the result to each creature's AC. This Strike deals an additional 1d6 fire damage and counts as one attack for the fire giant's multiple attack penalty.

Cloud Giant

The graceful and regal cloud giants are fractious, with roughly half their clans believing they should rule over humanoids regardless of their size and the rest shying away from any contact with outsiders. Due to the physical and ideological distance between clans, most rely on giant eagle or roc messengers, to arrange marriages and exchange art without setting foot in each other's territory.

Cloud giants' skin color ranges from milky white to powdery blue. They make their homes anywhere veiled by the clouds, generally mountaintops or isolated valleys, but occasionally fog-shrouded swamps or misty rainforests. Legends persist of floating cities ruled by magically gifted cloud giant queens and kings. While most cloud giants plainly state that such claims are pure fantasy, others are mysteriously tight-lipped or evasive about the matter.

CLOUD GIANT CREATURE 11

HUGE AIR GIANT HUMANOID

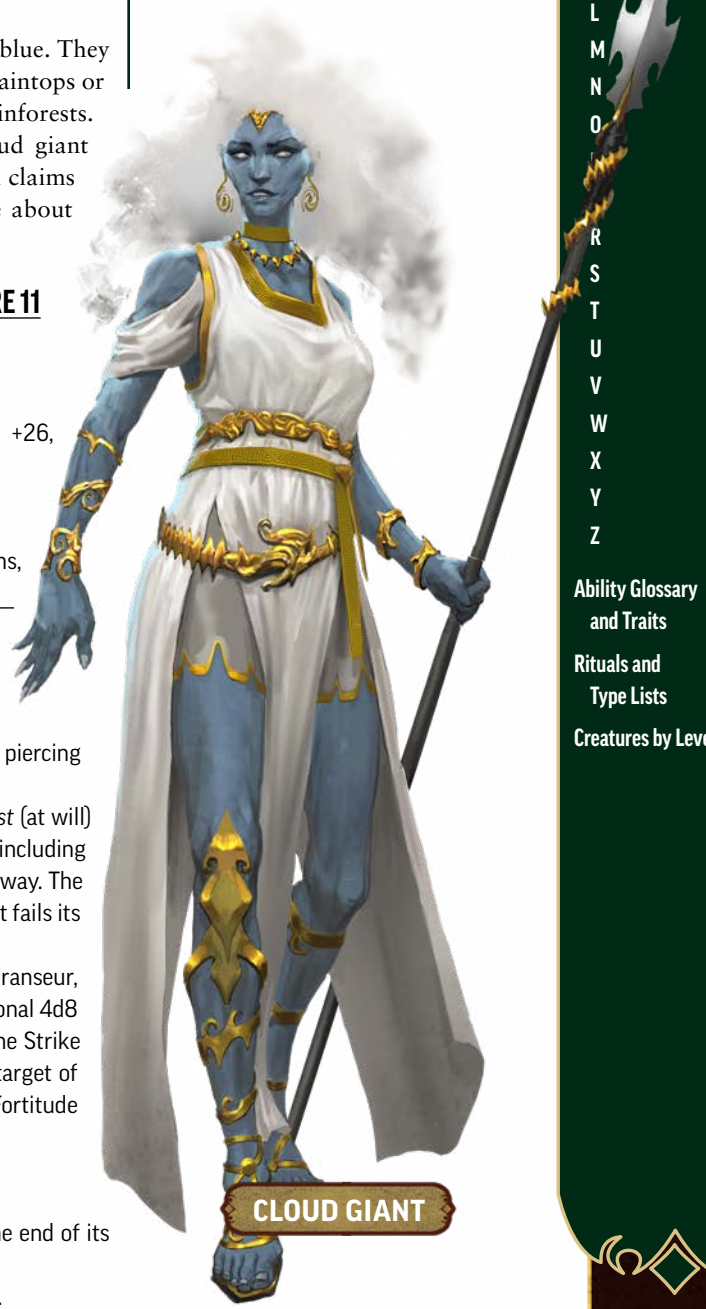
Perception +22; cloudsight, low-light vision, scent (imprecise) 30 feet
Languages Common, Jotun, Sussuran
Skills Athletics +26, Crafting +21, Diplomacy +24, Intimidation +26, Performance +21
Str +7, **Dex** +0, **Con** +5, **Int** +1, **Wis** +3, **Cha** +1
Items *+1 striking ranseur*
Cloudsight Cloud giants ignore concealment from weather conditions, including clouds and rain.

AC 30; **Fort** +25, **Ref** +18, **Will** +21
HP 220
Reactive Strike ↻ (page 359)

Speed 30 feet
Melee ❖ *ranseur* +25 (disarm, magical, reach 20 feet), **Damage** 2d10+13 piercing
Melee ❖ fist +24 (agile, reach 15 feet), **Damage** 2d8+13 bludgeoning
Primal Innate Spells DC 30; **4th** *vapor form*; **3rd** *levitate* (at will); **2nd** *mist* (at will)
Crushing Cloud ❖ (air, primal) The cloud giant solidifies some clouds, including fog or mist, around a creature that's already in a cloud up to 120 feet away. The target takes 3d8 bludgeoning damage (DC 30 basic Fortitude save). If it fails its save, it treats clouds as difficult terrain for 1 round.
Wind Strike ❖❖ (air, primal) The cloud giant Strikes a creature with their ranseur, surrounded in a roar of rushing air. On a hit, the target takes an additional 4d8 bludgeoning damage and is deafened for 1 minute. Whether or not the Strike hits, each non-cloud giant within a 20-foot emanation, including the target of the Strike, is buffeted by roaring winds and must attempt a DC 30 Fortitude saving throw.
Critical Success The creature is unaffected.
Success The creature takes 2d8 sonic damage.
Failure The creature takes 4d8 sonic damage and is deafened until the end of its next turn.
Critical Failure As failure, but double damage and also knocked prone.

GIANT HOLDINGS

As oversized as they are, giants tend to dwell in remote regions of the world, where they have the luxury of claiming larger territories of their own. Giants of many types reside in the Saga Lands, where their ancestors were forced to serve ancient Thassilon, and in the Mindspin Mountains.


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Other Giants

Beyond the giants detailed here, many others dwell in remote regions of the world. Wood giants are peaceful guardians of the forests, cave giants lurk alone as vicious predators, and mountain giants are horrific butchers even other giants fear.

Shadow Giant

Shadow giants are natives of the Netherworld, where they have dwelled in perpetual twilight for millennia. They live in familiar groups and uphold a nomadic way of life as they roam across ancestral lands between shadowy forests and misty chasms. These hunter-gatherers pass down lore through oral histories, conduct pilgrimages to unholy ziggurats of black stone, and bathe in the blood of their long-standing foes, including rival shadow giant clans and fiends of the Netherworld intent on enslaving their kind.

Standing 15 feet tall, with gray skin and hair only a shade lighter, shadow giants are fearsome foes with a well-earned reputation as zealous warmongers and ruthless combatants. They rarely interact with outsiders, though they may treat with proven warriors who show the giants the respect and deference they feel they deserve.

SHADOW GIANT — CREATURE 13

LARGE GIANT HUMANOID SHADOW

Perception +20; darkvision
Languages Common, Jotun, Shadowtongue
Skills Athletics +27, Intimidation +24, Stealth +21 (+23 to Hide in dim light)
Str +8, **Dex** +2, **Con** +5, **Int** +0, **Wis** +1, **Cha** +3
Items *+1 resilient breastplate*, *+1 striking spiked chain*

AC 33; **Fort** +25, **Ref** +20, **Will** +23
HP 275
Reactive Strike ↻ (page 359)

Speed 35 feet
Melee *spiked chain* +27 (disarm, reach 10 feet, trip), **Damage** 3d8+18 slashing plus pall of shadow
Melee fist +26 (agile, nonlethal, reach 10 feet), **Damage** 3d8+18 bludgeoning plus pall of shadow
Pall of Shadow (divine, shadow) When a shadow giant hits with a melee attack, the target must succeed at a DC 30 Fortitude save or become drained 1 and take a –1 status penalty to Perception checks involving sight as long as they remain drained. On a critical failure, this condition doesn't heal naturally and can be removed only with magic.
Shadow Chain ❖❖ (divine, shadow, teleportation) Shadows extend the giant's chain as they make a spiked chain Strike, increasing their reach to 60 feet for that Strike. If this hits, the target must succeed at a DC 33 Will save or be teleported to an empty space within the shadow giant's normal reach.
Shadowcloak ❖ (divine, shadow) The shadow giant gains the effect of the *blur* spell for 1 minute or until it is exposed to direct sunlight, whichever comes first.



Rune Giant

Rune giants are tyrants among their own kind, given power to command and magically control other giants. They once served even more powerful masters—potent wizards known as runelords—and in so doing, commanded entire armies of giants in service to the runelords' empires. In the eons since these empires collapsed, rune giants have persisted, though to the outside world they're little more than fabled horrors. Rune giants usually dwell in the most remote and rugged of towering mountain ranges, but they can also be found in immense ruins atop lost islands, glacial valleys, or even more remote or magical regions.

Dozens of runes decorate rune giants' striking charcoal flesh. They are towering creatures, averaging at 40 feet in height and weighing 25,000 pounds.

RUNE GIANT CREATURE 16

UNCOMMON GARGANTUAN GIANT HUMANOID UNHOLY

Perception +28; low-light vision
Languages Common, Jotun, Petran
Skills Arcana +28, Athletics +32, Crafting +28, Intimidation +28, Society +27
Str +9, **Dex** +2, **Con** +7, **Int** +2, **Wis** +6, **Cha** +4
Items *+2 greater striking greatsword*, *+1 striking longspear*, *+1 splint mail*

AC 38; **Fort** +33, **Ref** +26, **Will** +28
HP 330; **Immunities** fire
Reactive Strike ↻ See page 359. The rune giant gains an additional reaction at the beginning of each of their turns that they can use only for a Reactive Strike.

Speed 45 feet; fly 45 feet
Melee ❖ *greatsword* +33 (magical, reach 20 feet, versatile P), **Damage** 3d12+17 slashing
Melee ❖ *longspear* +32 (magical, reach 25 feet), **Damage** 2d8+17 piercing
Melee ❖ fist +31 (agile, reach 20 feet), **Damage** 3d8+17 bludgeoning
Arcane Innate Spells DC 35; **8th** *charm*, *suggestion*; **6th** *dominate* (×3), *truesight*; **5th** *sending*; **4th** *charm* (at will), *suggestion* (at will); **Constant (7th)** *fly*
Command Giants When a rune giant casts a mental spell against another giant, the DC is 39, rather than 35.
Demand ❖ (arcane, mental) When a rune giant casts their innate *sending* spell, they can also cast *suggestion* on the target.
Flashing Runes ❖ (arcane, light) **Trigger** The rune giant uses an arcane ability or casts an arcane spell; **Effect** The runes on the giant's body flash with magical energy. Each creature within a 10-foot emanation must attempt a DC 35 Fortitude save.
Critical Success The creature is unaffected.
Success The creature is dazzled for 1 round.
Failure The creature is blinded for 1 round.
Invoke Rune ❖ (arcane, concentrate, electricity) The rune giant invokes one of the runes on their body, causing the rune to spray forth a 30-foot cone of sparks that deals 6d12 electricity damage to all creatures in the cone (DC 37 basic Reflex save). The giant can't use Invoke Rune again for 1d4 rounds.

A glowing copy of the invoked rune appears on a single weapon the giant holds, granting the weapon one effect listed below of the giant's choice. The effect on the weapon lasts for 1 minute. If the giant places a new rune on a weapon, any previously placed rune immediately vanishes, ending its effect.

- **Rune of Destruction** The weapon gains the deadly trait with three weapon damage dice of the same die size as for the base weapon, and a creature hit with the weapon is drained 1 unless it succeeds at a DC 35 Fortitude save.
- **Rune of Flames** The weapon deals an additional 3d6 fire damage on all attacks.
- **Rune of Smiting** When the weapon hits, the giant can Push the target back 10 feet, or 20 feet on a critical hit.
- **Rune of Space** During the rune giant's turn, the weapon's reach is increased to 60 feet.

Wide Swing ❖ The rune giant makes a single greatsword Strike and compares the attack roll result to the ACs of up to two foes within their reach. This counts as two attacks for the giant's multiple attack penalty.

THE FIRST RUNE GIANTS

On Golarion, the first rune giants were created by the powerful rulers of the ancient nation of Thassilon. The runelords gifted rune giants their ability to control other giants, using them to command armies of oversized builders and soldiers to create and defend oversized structures.



RUNE GIANT

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Gimmerling Keepsakes

Gimmerlings collect weapons, traps, mechanical novelties, and dangerous magic items. A gimmerling is likely found with toolkits (like artisan's toolkits, repair toolkits, and thieves' toolkits) and items it can use to appear more vulnerable, such as locks, manacles, and snare kits (which it feigns being trapped by).

Hunting Grounds

Gimmerlings are more common in the First World than in the Universe proper and favor hunting grounds on the verges of dangerous places where they might encounter protective creatures to mislead with their disguises.

Gimmerling

Gimmerlings are small, shapeshifting fey who stage ambushes to sate their endless hunger and childish greed. These cruelly curious fey obsess over finding and making unusual traps and sadistic weapons, and their favorite amusement is seeing these traps sprung or the weapons wielded. When residing on Golarion, they're frequently found in urban areas, particularly slums or other parts of town, where they can either go unnoticed or be easily forgotten—and have plenty of victims to choose from.

A typical gimmerling disguises themself as an endangered child, hoping to draw creatures close enough to rob. The gimmerling puts themself in apparent danger using a trap, construct, a bribed ally, or even a coerced monster.

Because gimmerlings sometimes trade obscure smithing or trapping techniques in exchange for gifts that sate their curiosity, their greed, or their hunger, they have at times been worshipped as minor gods of the forge. Some disciplined gimmerlings work as honored artisans, elite guards, or spies for the demigods known as the Eldest, who dwell in the depths of the First World.

Gimmerling — Creature 12

SMALL FEY

Perception +21; hungersense (imprecise) 30 feet, low-light vision
Languages Aklo, Common, Fey
Skills Athletics +22, Crafting +23, Deception +25, Nature +21, Stealth +25, Thievery +25
Str +4, **Dex** +7, **Con** +4, **Int** +5, **Wis** +3, **Cha** +4
Items *+1 striking hand crossbow* (20 bolts)
Hungersense The gimmerling senses creatures that require food to live.

AC 34; **Fort** +22, **Ref** +25, **Will** +19
HP 235; **Weaknesses** cold iron 10
Treacherous Aura (aura, primal) 15 feet. Tangled roots, jagged divots, sharp rocks and other hazards appear on surfaces in the aura, creating difficult terrain.

Trip Up ↷ **Trigger** A creature critically fails a melee attack to hit the gimmerling or moves into a space within the gimmerling's treacherous aura; **Effect** The triggering creature must attempt a DC 32 Reflex save.
Critical Success The target is unaffected.
Success The target is off-guard until the start of its next turn.
Failure The target takes 2d10 bludgeoning damage and is off-guard until the start of its next turn.
Critical Failure As failure, and the target is knocked prone.

Speed 30 feet; trickster's step
Melee ❖ claw +26 (agile, finesse), **Damage** 2d8+7 slashing plus Sly Disarm
Melee ❖ jaws +26 (finesse), **Damage** 3d8+7 piercing plus 2d6 poison
Ranged ❖ *hand crossbow* +28 (range increment 60 feet, reload 1), **Damage** 2d6+3 piercing plus 2d6 poison
Change Shape ❖ (concentrate, polymorph, primal) The gimmerling takes on the appearance of any humanoid (page 358). In humanoid form, They lose their treacherous aura, and their equipment appears to be trinkets or toys. If the chosen form lacks claws or fangs, they lose the matching Strike. If they lose their claw Strike, they gain a fist Strike that is identical except that it deals bludgeoning damage.
Sly Disarm ❖ **Requirements** The gimmerling's last action was a successful claw Strike; **Effect** The gimmerling attempts to Disarm (page 359) the creature they hit. They gain a +4 status bonus on the Athletics check. This attempt neither applies nor counts toward the gimmerling's multiple attack penalty.
Sneak Attack The gimmerling deals 2d6 extra precision damage to off-guard creatures.
Trickster's Step The gimmerling ignores difficult terrain and doesn't trigger traps with their movement.



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Globster

The tide washes ashore all manner of detritus, from harmless seaweed and shells to the rotting corpses of massive aquatic creatures. The globster is often mistaken for such, and this assumption isn't entirely incorrect—these mindless, oozing masses are composed of decaying sea creatures, half-digested and merged into a revolting, reeking heap of blubbery sludge.

Though mindless, globsters are predators that seek out living quarry. They often huddle on the seafloor, where their own fetid mass attracts scavengers who swiftly become the ooze's next meal. When the tides wash these monsters ashore, they simply shift to hunting land-bound prey. Coastal communities usually notice the smell of a washed-up globster long before they see it. Those sent to investigate often mistake a globster for the carcass of a beached whale before discovering the presumed corpse is very much alive and hungry.

Sages once believed globsters were undead, undulating wads of rotting flesh driven to feed, but though mindless, they are very much alive. They are attracted to waterside refuse dumps and floating garbage scows and are dimly aware enough to congregate where food is plentiful.

Since they consist of so much blubber and oily tissue, globsters can be collected for lamp oil, grease, cooking fat, and more. The goo that remains when they decompose works for this purpose, if one can stand the smell. The firmer fat deteriorates quickly, but many an impromptu goblin beach barbecue has deep-fried slabs of it as a delicacy.

Globsters consume living creatures but digest only a portion of them. The undigested dross accumulates within the globster as it becomes more and more bloated. They carry this fetid mass within their squelching bodies until instinct or injury provokes them to vomit forth a new globster to help devour everything nearby. A globster with enough dross to create a new globster automatically does so as a free action triggered upon taking damage. Treat any encounter with such a globster as though it were against two level 5 creatures, instead of just one. As far as scholars know, this is the only way these creatures can create more of their kind.

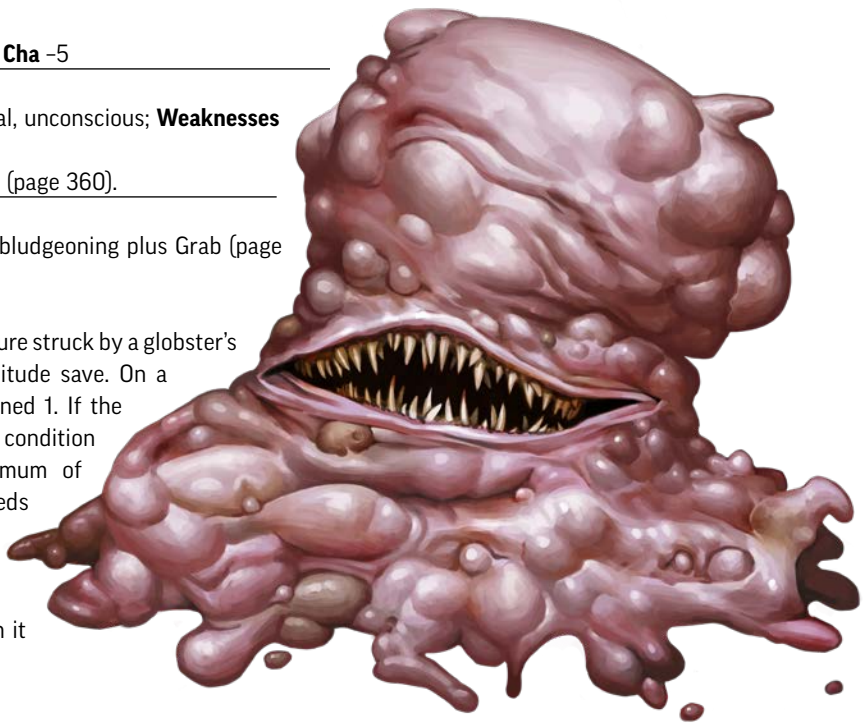
Globster — Creature 5

LARGE AQUATIC OOZE

Perception +9
Skills Athletics +15
Str +6, **Dex** –5, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

AC 12; **Fort** +16, **Ref** +6, **Will** +9
HP 170; **Immunities** critical hits, mental, unconscious; **Weaknesses** electricity 10
Stench (aura, olfactory) 30 feet, DC 19 (page 360).

Speed 15 feet, swim 30 feet
Melee ❖ tendril +15, **Damage** 2d8+6 bludgeoning plus Grab (page 359) and nauseating slap
Constrict ❖ 1d8+6, DC 22 (page 358)
Nauseating Slap (poison) A living creature struck by a globster's tendril must attempt a DC 19 Fortitude save. On a failure, the creature becomes sickened 1. If the creature is already sickened, the condition value increases by 1, to a maximum of sickened 4. Once a creature succeeds at its saving throw, it is temporarily immune for 24 hours.
Saturated A globster can survive for 1 hour out of the water, after which it risks suffocation.



Fetid Decomposition

When a globster is killed, its body decays into a mass of goo within 24 hours. However, its stench aura can persist long past its destruction, lasting for 1d10 days, centered on the globster's position at the time of its death.



BET ON IT

Many gnomes love the trill that comes with gambling and betting. These bets do not need to be money related for a gnome to enjoy either. A gnome may place bets with interesting items, teaching new skills, or even public embarrassment on the line.

Gnome

Gnomes are known for being creative and curious. They stand at around 3 feet tall, and their vivid personalities match their naturally vivid hair and eye color. Gnomes possess a natural connection to their ancestral home, the First World. They crave adventure and new experiences to fight off an ancestry-wide affliction known as the Bleaching. Gnomes who fail to dream and innovate begin to slowly lose their color and fall into a deep depression.

A notable subgroup of gnomes called umbral gnomes typically have gray or brown skin with a stony texture, and thin, pale hair or bald pates. Umbral gnomes are most numerous in the Darklands, where they go by the name drathnelar. Umbral gnomes often attribute these physical changes to the gnome deity regarded as the first of their kind, Nivi Rhombodazzle. Nivi was a surface gnome who traveled deep into the Darklands and was ultimately rewarded with demigodhood when she exchanged a particular gemstone with the dwarven deity, Torag. Nivi is immune to the Bleaching, and umbral gnomes are often immune or resistant to it as well.

Gnome Bard

Being a bard allows a gnome a wonderful excuse to constantly travel and see new places while simultaneously creating wonderful things. Occasionally, these bards have a reputation for inappropriate or socially critical performances.

GNOME BARD **CREATURE 1**

SMALL GNOME HUMANOID

Perception +7; low-light vision

Languages Common, Fey, Gnomish

Skills Acrobatics +5, Deception +7, Diplomacy +5, Intimidation +7, Performance +7, Stealth +5

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

Items dagger, musical instrument (handheld), sling (20 bullets)

AC 16; **Fort** +5, **Ref** +7, **Will** +9

HP 16

Gnomish Shift ↷ (primal, teleportation) **Trigger** The gnome bard would take damage; **Effect** The gnome bard gains resistance 2 to the triggering damage and teleports to an adjacent space.

Speed 25 feet

Melee ❖ dagger +8 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

Occult Spontaneous Spells DC 19, attack +11; **1st** (4 slots) *charm*, *command*; **Cantrips (1st)** *courageous anthem* (*Player Core* 370), *daze*, *figment*, *message*, *prestidigitation*, *summon instrument*

Do a Jig ❖ (auditory, incapacitation, occult, mental) the gnome bard plays a ditty that inspires dance. One creature within 30 feet must make a Will saving throw DC 19.

Success the target is unaffected.

Failure The target must waste 1 action on its next turn dancing.

Critical Failure The target must waste 2 actions on its next turn dancing.



GNOME BARD

Umbral Gnome Scout

Umbral gnome scouts patrol the tunnels that lead into their settlements.

UMBRAL GNOME SCOUT **CREATURE 1**

SMALL GNOME HUMANOID

Perception +7; darkvision

Languages Gnomish, Sakvroth

Skills Acrobatics +7, Nature +5, Stealth +7 (+10 underground), Survival +5
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
Items light pick, sling (20 bullets)

AC 17; **Fort** +7, **Ref** +9, **Will** +5
HP 18

Speed 20 feet
Melee ❖ light pick +7 (agile, fatal d8), **Damage** 1d4+2 piercing
Ranged ❖ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning
Primal Innate Spells DC 14; **1st** *illusory disguise*
Hidden Movement If the umbral gnome scout starts their turn undetected or hidden to a creature, that creature is off-guard against the umbral gnome scout's attacks until the end of the turn.

Umbral Gnome Warrior

Umbral gnome warriors are quick to charge into battle but focus on defending their kin and their homes over more aggressive tactics when a choice is available.

UMBRAL GNOME WARRIOR — CREATURE 2

SMALL GNOME HUMANOID
Perception +7; darkvision
Languages Gnomish, Sakvroth
Skills Athletics +8, Intimidation +5, Stealth +5
Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** –1
Items heavy crossbow (20 bolts), spear, steel shield (Hardness 5, HP 20, BT 10), studded leather armor

AC 18 (20 with shield raised); **Fort** +9, **Ref** +8, **Will** +5
HP 34
Reactive Strike ↷ (page 359)
Shield Block ↷ (page 360)

Speed 20 feet
Melee ❖ spear +10, **Damage** 1d6+4 piercing
Ranged ❖ heavy crossbow +8 (range increment 120 feet, reload 2), **Damage** 1d10 piercing
Primal Innate Spells DC 15; **1st** *illusory disguise*

Umbral Gnome Rockwarden

Umbral gnome rockwardens follow druidic teachings and commune with the natural elemental influences and denizens of the Darklands.

UMBRAL GNOME ROCKWARDEN — CREATURE 5

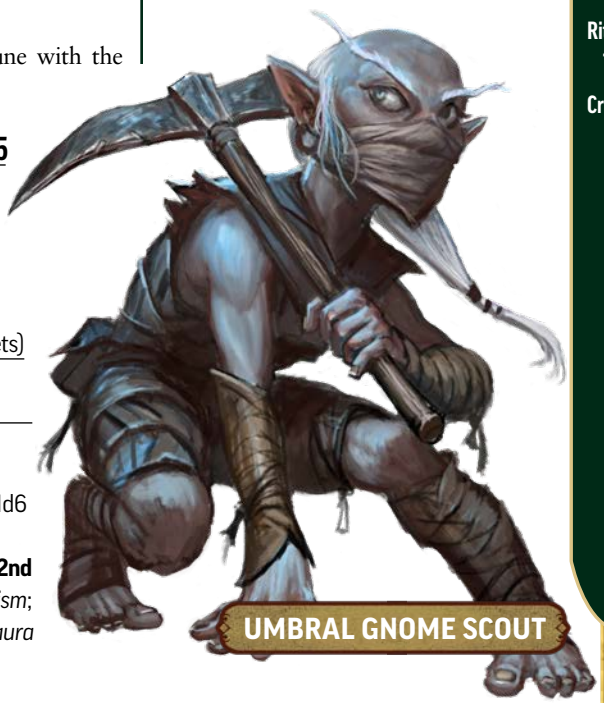
SMALL GNOME HUMANOID
Perception +14; darkvision
Languages Gnomish, Petran, Sakvroth
Skills Crafting +9, Diplomacy +11, Nature +14, Stealth +9
Str +1, **Dex** +2, **Con** +3, **Int** +0, **Wis** +5, **Cha** +2
Items hide armor, pick, primal symbol, scroll of *veil of privacy*, sling (10 bullets)

AC 22; **Fort** +**12**, **Ref** +9, **Will** +14
HP 63

Speed 15 feet
Melee ❖ pick +10 (fatal d10), **Damage** 1d6 piercing
Ranged ❖ sling +11 (propulsive, range increment 50 feet), **Damage** 1d6 bludgeoning
Primal Prepared Spells DC 24, attack +14; **3rd** *blindness*, *one with stone*; **2nd** *acid grip*, *deafness*, *gecko grip*; **1st** *ant haul*, *thunderstrike*, *ventriloquism*; **Cantrips (3rd)** *caustic blast*, *detect magic*, *ignition*, *prestidigitation*, *read aura*
Primal Innate Spells DC 21; **1st** *illusory disguise*

FEW FRIENDS BELOW

Most creatures who dwell in the Darklands are sinister and ruthless. While umbral gnomes are not, those who seek their aid should remember that they don't welcome strangers with open arms. In the brutal Darklands, such traits are seized upon by its denizens and treated as much as weaknesses as they are strengths.



UMBRAL GNOME SCOUT

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THE GOBLIN SONG

The following ditty is perhaps the most infamous of goblin songs.

Goblins chew and goblins bite,
Goblins cut and goblins fight.
Stab the dog and cut the horse,
Goblins eat and take by force!
Goblins race and goblins jump.
Goblins slash and goblins bump.
Burn the skin and mash the head,
Goblins here and you be dead!
Chase the baby, catch the pup.
Bonk the head to shut it up.
Bones be cracked, flesh be stewed,
We be goblins! You be food!

Goblin

These small humanoids typically have green or gray skin and large heads with wide ears. While some goblins are civilized and have worked hard to be considered upstanding members of humanoid communities, many are impetuous and vicious creatures who delight in wreaking havoc. These goblins think nothing of slaughtering livestock, stealing, or burning down a building purely for momentary delight. They revel in playing malicious tricks on taller humanoids, whom they call "longshanks."

Goblins are superstitious, with an intense awe of magic and a fascination with fire; goblins who master magic or fire earn great respect from their kin. Most other humanoids find it difficult to understand goblins' outlook: they hate canines but eagerly share their lairs with so-called "goblin dogs," they fearlessly attack larger creatures but are terrified of horses, and they despise vegetables yet consider pickles a delicacy. To a goblin, of course, these are all perfectly sensible life choices.

Goblin Warrior

The frontline fighters of goblin tribes prefer to fight in large groups—especially when they can outnumber their foes at least three to one.

GOBLIN WARRIOR **CREATURE -1**

SMALL GOBLIN HUMANOID

Perception +2; darkvision
Languages Common, Goblin
Skills Acrobatics +5, Athletics +2, Nature +1, Stealth +5
Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** –1, **Cha** +1
Items dogslicer, leather armor, shortbow (10 arrows)

AC 16; **Fort** +5, **Ref** +7, **Will** +3
HP 6
Goblin Scuttle ↷ **Trigger** A goblin ally ends a move action adjacent to the warrior; **Effect** The goblin warrior Steps.

Speed 25 feet
Melee ❖ dogslicer +7 (agile, backstabber, finesse), **Damage** 1d6 slashing
Ranged ❖ shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Goblin Commando

The theoretical leaders of goblin raids are called goblin commandos. In practice, goblin commandos rarely continue to lead their comrades once a battle has begun. Most shirk their responsibilities in favor of wading into the fray and claiming more glory from their tribe-mates.

GOBLIN COMMANDO **CREATURE 1**

SMALL GOBLIN HUMANOID

Perception +5; darkvision
Languages Common, Goblin
Skills Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6
Str +3, **Dex** +3, **Con** +2, **Int** –1, **Wis** +0, **Cha** +2
Items horsechopper, leather armor, shortbow (20 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5
HP 18
Goblin Scuttle ↷ As goblin warrior.

Speed 25 feet
Melee ❖ horsechopper +8 (reach 10 feet, trip, versatile P), **Damage** 1d8+3 slashing
Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing



GOBLIN WARRIOR

Goblin Pyro

Some goblins take their people's admiration of fire fully into the realm of deadly obsession. These pyromaniacs can be a great boon to a band of goblin raiders eager to torch their enemies and wreak havoc. More often, however, their presence is a double-edged sword; in the heat of the moment, goblin pyros sometimes lose sight of their tribe's goals and simply set fire to anything that will burn—including their own allies. Goblin squads are also prone to distraction, and more than one goblin raid has failed because its members were too busy watching a massive blaze.

GOBLIN PYRO — CREATURE 1

SMALL GOBLIN HUMANOID

Perception +4; darkvision
Languages Common, Goblin
Skills Acrobatics +7, Fire Lore +7, Stealth +7
Str +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** –1, **Cha** +3
Items torch

AC 17; **Fort** +5, **Ref** +9, **Will** +4
HP 15
Goblin Scuttle ↷ As goblin warrior.

Speed 25 feet
Melee ❖ torch +7 (fire), **Damage** 1d4 bludgeoning plus 1 fire
Arcane Spontaneous Spells DC 16, attack +6; **1st** (3 slots) *breathe fire*, *grease*; **Cantrips (1st)** *ignition*, *light*, *tangle vine*, *telekinetic hand*

Goblin War Chanter

While all goblins enjoy singing, goblin war chanters pride themselves on mastering the art of vocal performance. Their ballads and jingles are undeniably catchy, and serve their purpose in battle well, inspiring goblins and distracting foes. Whether they are actually enjoyable is entirely subjective.

GOBLIN WAR CHANTER — CREATURE 1

SMALL GOBLIN HUMANOID

Perception +5; darkvision
Languages Common, Goblin
Skills Acrobatics +6, Deception +7, Occultism +4, Performance +7, Stealth +6
Str +2, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +4
Items dogslicer, leather armor, shortbow (10 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5
HP 16
Goblin Scuttle ↷ As goblin warrior.

Speed 25 feet
Melee ❖ dogslicer +8 (agile, backstabber, finesse), **Damage** 1d6+2 slashing
Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing
Occult Spontaneous Spells DC 17, attack +7; **1st** (2 slots) *bless*, *soothe*; **Cantrips (1st)** *figment*, *courageous anthem* (*Player Core* 370), *message*, *telekinetic hand*, *telekinetic projectile*
Goblin Song ❖ The war chanter sings annoying goblin songs, distracting foes with silly and repetitive lyrics. The chanter attempts a Performance check against the Will DCs of up to two enemies within 30 feet. This has the usual traits and restrictions for a Performance check.
Critical Success The target takes a –1 status penalty to Perception checks and Will saves for 1 minute.
Success As critical success, but the target is affected for only 1 round.
Critical Failure The target is temporarily immune to Goblin Song for 1 hour.


GOBLIN PYRO

GOBLIN TREASURE

Although goblin warrens are generally filthy dumps, they sometimes contain actual treasures stolen from longshanks or other goblin tribes. Typical treasures include small pieces of jewelry, shiny items such as hand mirrors, and gold teeth. As they rarely trust each other, many goblins keep their most cherished baubles on their persons; these, might include useful weapons or minor magic items.

GOBLIN WARRENS

Goblins construct ramshackle warrens in forests and coastal regions, usually near the settlements of other humanoids for ease of scavenging and raiding.

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Goblin Dog Stories

Goblins adore goblin dogs, and crafting stories of their pets' antics is a time-honored tradition among many goblin tribes. Goblins often seek to outdo prior yarns by increasing the audacity, ridiculousness, and surreality of their adventures. Examples include goblin dogs holding fancy dinners in high society among unwitting humans, goblin dogs tainting dwarven ale in unmentionable ways, and goblins who actually transform into something else as a result of a goblin dog bite. This last tale in particular has some truth to it, as credible accounts confirm the existence of goblin dog werecreatures in certain tribes.

Goblin Dog

Goblins' eponymous pets aren't true canines at all but rather large, blunt-nosed rodents with thin bodies and long legs. Often as cowardly as they are ugly, goblin dogs prefer to lurk behind bushes or in deep shadows, only pouncing upon lone or wounded prey. Goblin dogs frequently roam in packs, but they are likely to flee from a fight if injured, even if it means abandoning their packmates.

Goblin dogs take their name from a long association with goblins, who breed the beasts as guard animals and mounts. Most goblins take issue with the name, as the average goblin is appalled at the suggestion that their favored mounts have anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with their own unique name for the creatures.

Even the most pampered goblin dogs have itchy mange and prolific dander that tenaciously affects those who come in contact with them. This "goblin pox" causes itchy hives and festering sores that are as unsightly as they are irritating and distracting. Goblin dog dander causes allergic reactions in nearly all other creatures that don't share goblin dogs' terrible hygiene—with the notable exception being, of course, goblins, who remain entirely immune to the disease regardless of cleanliness.

Hunger can drive goblin dogs to bouts of uncharacteristic violence, and crueler goblins sometimes purposefully starve their pets on the eve of battle. Goblin dogs subsist on whatever organic material they can scavenge; they particularly enjoy fresh carrion. Although goblins are far from picky eaters themselves, they value goblin dogs because the noisome animals will consume material that even goblins won't touch. In fact, "Will It Eat?" is one of the most popular games goblins play with their pets, where a wide range of morsels (not always edible or safe to consume) are dangled before a goblin dog's snout. Sadly, the game "Will It Die?" is often played after "Will It Eat?" Goblin dogs that survive the second game earn renown for their digestive prowess and often become favored tribal pets, treated even better than most of the rank-and-file goblins.

Goblin Dog — Creature 1

MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Athletics +6, Stealth +7
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** –1

AC 15; **Fort** +8, **Ref** +8, **Will** +5
HP 17

Irritating Dander A creature that hits a goblin dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

Buck ↷ DC 17 (page 358)

Juke ↷ **Requirements** A creature must be mounted on the goblin dog; **Trigger** The rider issues a command to the goblin dog; **Effect** The goblin dog Steps before following the command.

Speed 40 feet

Melee ❖ jaws +9, **Damage** 1d6+3 piercing plus goblin pox

Goblin Pox (disease) Goblins and goblin dogs are immune to goblin pox; **Saving Throw** DC 17 Fortitude; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 2 and can't reduce its sickened value below 1 (1 day)

Scratch ❖❖ (manipulate) The goblin dog vigorously scratches itself, exposing all adjacent creatures to goblin pox.



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Gogiteth

A gogiteth is a slavering nightmare of teeth, eyes, and hairy spiderlike legs, and its appearance is invariably seared into the minds of any who witness it. Hives of these skittering monsters haunt the lowest reaches of the Darklands, competing with cave worms and other subterranean horrors for food and resources. A gogiteth is rarely alone, as they learned that the best means of survival is sticking with others of their own kind. Even the hardiest Darklands residents seek cover when a gogiteth is spotted, for where there's one, a swarm is sure to follow.

Gogiteths make a clacking sound as they skitter. The joints in their many legs pop and crack with each movement, though they can suppress this voluntarily and hunt silently without alerting prey. The odd creatures can also make a high-pitched whistling sound that echoes throughout the caverns where they live. Some Darklands natives report that groups of gogiteths sometimes join together in eerie, discordant songs.

Gogiteth anatomy have inspired no shortage of speculation as to their origins. Some believe they are the result of a fleshwarping experiment gone horribly wrong. Others think they may be related in some way to the Dominion of the Black—possibly the distant cousins or some strange exiles of those alien entities. According to this mythos, once they made their way to Golarion, the gogiteths crawled into the depths of the earth, shying away from the blazing sun above.

Gogiteths are a menace to every other denizen of the Darklands. Those who live in gogiteth-infested regions of Sekamina or Orv frequently call for temporary truces when a gogiteth swarm has been spotted. Since even an average gogiteth hive can host up to two dozen of the horrors, calls to eradicate them are dangerous quests indeed.

Great Gogiteths

As deadly as gogiteths are, rumors persist of even more terrifying threats known as great gogiteths. Said to be nearly a hundred feet across and capable of spawning their own hordes of gogiteths in reaction to being attacked, great gogiteths are also reputed to be unusually intelligent. The rumors claim that great gogiteths are largely content to lurk in their deep, remote caverns, spending ages dreaming of sadism and violence.

Gogiteth — Creature 12

LARGE ABERRATION

Perception +21; darkvision
Languages Sakvroth (can't speak)
Skills Acrobatics +19, Athletics +24, Stealth +21, Survival +17 (+24 to Track)
Str +6, **Dex** +3, **Con** +4, **Int** –2, **Wis** +1, **Cha** +0

AC 31; all-around vision (page 358); **Fort** +25, **Ref** +22, **Will** +20
HP 250; **Resistances** poison 10
Skittering Reposition ↷ (move) **Trigger** A creature that starts its move outside the gogiteth's reach moves into its reach; **Effect** The gogiteth moves 10 feet. This does not trigger reactions.

Speed 40 feet, climb 30 feet
Melee ❖ jaws +26, **Damage** 3d10+12 piercing plus Improved Grab (page 359)
Melee ❖ leg +26 (agile, reach 10 feet), **Damage** 3d6+12 piercing
Carry Off Prey The gogiteth can move at its full Speed while it has a creature grabbed in its jaws, bringing the grabbed creature along.
Constrict ❖ 3d6+12 bludgeoning, DC 32 (page 358)
Skittering Assault ❖❖ The gogiteth Strides three times. Once per Stride, it can attempt a leg Strike against a creature in its reach at any point during the Stride; it must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making all its Strikes. If the result of any of the Strikes is a critical failure, Skittering Assault ends.





Graveknight Formation

Each graveknight is born in a moment of failure, a mighty warrior failing to defend even their own life. Their feelings in that final moment of failure inform the energy of their ruinous weapons, such as the electricity of surprise or the chill of disappointment.

Graveknight

Graveknights are undead warriors granted unlife by a cursed suit of armor.

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 360)

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 179). 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

Although the abilities listed above are standard for a graveknight, you can create a more unusual graveknight by substituting one of the aforementioned abilities (except for darkvision, void healing, rejuvenation, or immunities) with one of the following.

Betrayed Revivification The graveknight died after being deeply betrayed. Instead of being immune to a type of energy damage, they're immune to mental damage, their weapons deal 1d6 additional mental damage, and their Devastating Blast deals mental damage with a Will saving throw instead of Reflex.

Create Grave Squire The graveknight can gift a piece of their armor to another creature, which becomes their grave squire. The graveknight can communicate telepathically with their squire at any distance, see through the squire's senses, and cast *suggestion* as a divine innate spell through the telepathic link at will; the squire treats their degree of success as one step worse. If the graveknight's main armor is destroyed, the squire's piece expands to cover the squire's body over 1d10 days, after which point it becomes the graveknight's new body. The graveknight can have only one squire at a time and must recover the armor piece to create a new squire.

Dark Deliverance The graveknight has vitality resistance equal to their level.

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.

GRAVEKNIGHT CREATURE 10

MEDIUM GRAVEKNIGHT UNDEAD UNHOLY

Perception +19; darkvision
Languages Common, Necril
Skills Athletics +23, Intimidation +22, Religion +19, Warfare Lore +20
Str +7, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5
Items composite longbow (20 arrows), *+1 resilient full plate*, greatsword

AC 31; **Fort** +21, **Ref** +19, **Will** +18
HP 175, rejuvenation, void healing (page 360); **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious
Sacrilegious Aura 30 feet. Counteract modifier +17
Reactive Strike ↻ (page 359)

Speed 25 feet
Melee ❖ *frost greatsword* +24 (cold, magical, versatile P), **Damage** 2d12+10 slashing plus 1d6 cold
Melee ❖ fist +23 (agile, cold), **Damage** 2d6+10 bludgeoning plus 1d6 cold
Ranged ❖ *frost composite longbow* +21 (cold, deadly d10, magical, range increment 100 feet, propulsive, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 cold
Devastating Blast ❖❖ (arcane, cold) 11d6 cold, DC 29
Graveknight's Curse DC 33
Phantom Mount ❖❖❖ (arcane) **HP** 58; **AC** 27; **Fort** +17, **Ref** +15, **Will** +14
Weapon Master

INFAMOUS GRAVEKNIGHTS

Several of Golarion's most notorious villains are graveknights. The following examples are among the world's most infamous graveknights at large and may inspire or serve as villains in your own games.

Lictor Shokneir: Once the Hellknight leader of the notorious Order of the Crux, Lictor Shokneir was disgraced when he refused a royal order to disband his army of butchers. The other Hellknights surrounded him and razed his castle, Citadel Gheisteno, to the ground. However, Shokneir's determination sustains his now-undead form, and he and his undead legions have rebuilt the citadel in all its haunting glory.

The Black Prince: Although the graveknight known simply as the Black Prince was redeemed centuries ago as part of Iomedae's 11 Acts, it is said that the prince's armor remains intact—and that vile forces conspire to reclaim it. If the armor is donned by one of the Black Prince's descendants, the Inner Sea will be beset by a terrible villain indeed.

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Gremlin Bells

Superstitious societies sometimes hang tiny bells made of semiprecious metals in the belief that such bells will dissuade gremlins from destroying an affixed object or infesting a home. Strangely enough, most gremlins believe this superstition as well, and even when a gremlin bell hasn't been magically enhanced, a gremlin usually won't risk tinkering with objects that have been protected in this manner.

Gremlin

Gremlins are cruel fey tricksters and saboteurs who have fully acclimated to life in the Universe, finding distinct niches for their inventive destructiveness. Nearly all gremlins delight in ruining or breaking things, whether it's something physical like a device or vehicle or something intangible such as an alliance or relationship. A gremlin's greatest joy is watching the collapse of complex creations, preferably after the slightest, carefully targeted nudge from the gremlin. Gremlins tend to denigrate, bully, or even slaughter their lesser kin, particularly mitflits, whom stronger gremlins derisively call "baggies."

Mitflit

Mitflits are self-loathing and pitiful cowards, easily bullied into servitude by other creatures or even slightly more powerful mitflit leaders. They tame insects, spiders, and other small vermin to serve as faithful allies. Mitflits have lost most of their ancestral magic, leaving them to feel incomplete and full of doubt and insecurity. Mitflits find companionship in the other base creatures of the world, and forge strong bonds of friendship with vermin, the only other beings that seem willing to accept them. A social structure, even one in which they are bullied, partially fills the hole within most mitflits' personalities, and they rarely rebel or last out unless their rage hits a breaking point.

MITFLIT — CREATURE –1

SMALL FEY GREMLIN

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Sakvroth

Skills Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

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

Items dart (10), shortsword

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a –4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 10; **Weaknesses** cold iron 2

Speed 20 feet, climb 20 feet

Melee ❖ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6–1 piercing

Ranged ❖ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4–1 piercing

Primal Innate Spells DC 16; **2nd** *speak with animals* (arthropods only; at will); **1st** *bane*; **Cantrips (1st)** *prestidigitation*

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.



Pugwampi

Mean, dog-faced, and craven, pugwampis take disproportionate enjoyment from the accidents and missteps of other creatures—something that happens often due to the supernatural aura of ill fortune these gremlins project. They enjoy preparing pranks involving spikes, excrement, pits full of spiders, and similar twisted torments. Pugwampis are somewhat deaf and thus often yell loudly to each other when not hiding. Many pugwampis worship kholos (page 208) as gods and aspire to be more like them. Kholos, on the other hand, hate pugwampis because of their sycophantic fawning.

PUGWAMPI CREATURE 0

TINY FEY GREMLIN

Perception +6 (–2 to hear things); darkvision
Languages Kholo, Sakvroth
Skills Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5
Str –3, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** –2
Items shortbow (60 arrows), shortsword

AC 14, **Fort** +5, **Ref** +8, **Will** +6
HP 17; **Weaknesses** cold iron 2
Unluck Aura (aura, mental, misfortune, primal) 20 feet. When a creature that isn't an animal, gremlin, or kholo enters the aura, it might become unlucky. It attempts a DC 16 Will save; it must roll twice and take the worse result. On a success, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it's within the aura.

Speed 25 feet
Melee ❖ shortsword +8 (agile, finesse, reach 0 feet, versatile S), **Damage** 1d6–3 slashing
Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing
Primal Innate Spells DC 16; **2nd** *speak with animals* (at will); **Cantrips (1st)** *prestidigitation*

Jinkin

Jinkins are sadistic tinkers who steal and sabotage items and take great pride in their power to curse precious objects. They hold grudges and create convoluted plans for revenge when they feel slighted, such as when a creature dares to remove one of their curses. Rarely content to wreak simple mayhem, jinkins also take immense pleasure in torture and murder, though they prefer to lead victims into traps designed to capture or incapacitate rather than just kill them outright. Deep pits are a preferred method, since victims who survive their fall face a slow death from starvation and thirst while jinkins gather at the edge of pits to tease and torment them.

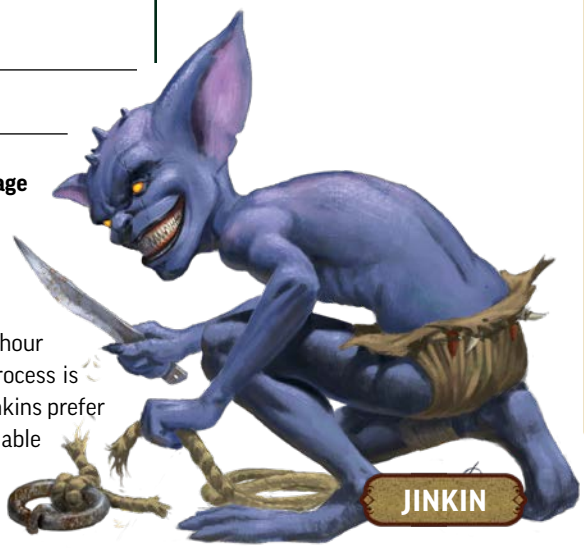
JINKIN CREATURE 1

TINY FEY GREMLIN

Perception +7; darkvision
Languages Sakvroth
Skills Acrobatics +7, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7
Str –2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +2
Items shortsword

AC 15; **Fort** +6, **Ref** +10, **Will** +7
HP 19; **Weaknesses** cold iron 2

Speed 30 feet
Melee ❖ shortsword +9 (agile, finesse, reach 0 feet, versatile S), **Damage** 1d6–2 piercing
Primal Innate Spells DC 17; **Cantrips (1st)** *prestidigitation*
Sneak Attack The jinkin deals 1d6 extra precision damage to off-guard creatures.
Tinker (curse, primal) A group of six jinkins can work together for an hour to imbue an item with a curse at a range of 60 feet. While this process is lengthy, it's also unobtrusive and can be performed while Hiding. Jinkins prefer to use this ability on magic items. The curse makes the item unreliable (DC 5 flat check or waste any action to Interact with or Activate the item), adds a bizarre requirement to use the item, or imparts some other curse of a similar caliber.


JINKIN

GREMLIN "TREASURE"

All gremlins are hoarders, and their nests are cluttered with objects both valuable and worthless. Sorting through a gremlin nest can reveal unexpected treasures like pieces of jewelry or minor magic items, but care must also be taken to avoid being cut on rusty shards of metal, taking cursed items, or disturbing a hidden nest of venomous vermin.

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ALCES

Wingless griffons, known as alces, result from a rare mutation. Among a clutch of winged griffons, the alce is typically considered the runt, so alces are rarely seen on their own in the wild, though they're often intentionally bred in captivity as relatively affordable exotic mounts. An alce has a land Speed of 35 feet and loses its fly Speed and Flying Strafe.

GRIFFON

Griffons are regal beasts revered as symbols of freedom and strength in many cultures. They are physically striking, with the hindquarters of a lion and the head, wings, and forelimbs of a great bird of prey—typically an eagle, but some instead bear the features of a hawk, falcon, or even an osprey or vulture. In rare cases, the griffon's hindquarters may resemble those of a different great cat, such as a leopard or tiger. The variations seem to conform to the griffon's environment—for instance, especially rare griffons of northern Avistan have the hindquarters of a Grungir lynx and the upper body of a snowy owl.

Wild griffons rely on their powerful wings to hold them aloft and their keen eyesight to spy out prey. The speed with which they plunge toward the ground and snatch up victims is astonishing. They often tear apart a kill's flesh with razor-sharp beaks but not before alighting to secluded location where they can enjoy their meal without interruption. Griffons hunting to feed their chicks are more cautious, tearing apart prey rather than risking bringing a living creature back to their nests.

Skilled animal trainers long ago learned how to raise griffons as mounts for military forces or powerful individuals. Such mounts are known for their strength, bravery, and unfailing loyalty. They are among the smartest of animals, and many griffon variants are considered intelligent beasts instead; it's thought that a griffon chooses its rider as much as a rider chooses the griffon. The process of training a griffon to accept and carry a rider in flight is a long and expensive ordeal. Griffon trainers charge rich sums for their services, and a ruler who can boast of owning a stable of griffons is the subject of great respect and envy.



GRIFFON — CREATURE 4

LARGE ANIMAL

Perception +13; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +11, Athletics +12, Intimidation +10, Survival +9, Stealth +11

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

AC 21; **Fort** +13, **Ref** +13, **Will** +7

HP 60

Speed 25 feet, fly 60 feet

Melee ❖ beak +14 (deadly d10), **Damage** 2d8+4 piercing

Melee ❖ talon +14 (agile), **Damage** 2d6+4 piercing

Melee ❖ wing +14 (reach 10 feet), **Damage** 2d6+4 bludgeoning

Flying Strafe ❖❖ The griffon Flies up to its fly Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.

Pounce ❖ The griffon Strides and makes a talon Strike at the end of that movement. If the griffon began this action hidden, it remains hidden until after the attack.

Regal Shriek ❖ (auditory, emotion, fear, mental) The griffon unleashes a shriek that transitions into a terrifying roar. Each creature in a 60-foot emanation must attempt a DC 20 Will save. Regardless of the result, creatures are temporarily immune to all griffons' Regal Shrieks for 10 minutes.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2. Animals are slowed 1 for as long as they're frightened.

Critical Failure The creature is frightened 3. Animals are paralyzed as long as they're frightened.

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Grikkitog

Grikkitogs, also known as the "hungry earth," are strange parasites from the Plane of Earth that infest earth, rock, and stone in order to feed their endless hunger. A young grikkitog is a formless apparition until it corrupts an earth elemental host, forming the grikkitog's core. A grikkitog can then possess the earth and stone nearby with its voracious essence, forming maws and eyes all around it. These creatures can be particularly dangerous to small creatures that lair within gaps among rocks, as well as mountain climbers searching for the perfect handhold.

GRIKKITOG CREATURE 14

HUGE ABERRATION EARTH

Perception +29; darkvision, manifold vision, tremorsense (imprecise) 30 feet
Languages Petran
Skills Athletics +28, Deception +27 (+31 to imitate stone), Survival +25
Str +8, **Dex** +4, **Con** +5, **Int** +2, **Wis** +5, **Cha** +5

Implant Core ❖❖❖ (manipulate) The grikkitog implants its core into an adjacent section of earth or stone, melding seamlessly and changing its visual appearance to match the surrounding rock. It's immobilized but automatically succeeds at its Deception check to Impersonate the stone around it; creatures actively searching for it can still attempt Perception checks against its Deception DC as normal. A grikkitog can release its implantation as a free action, which has the manipulate trait. A grikkitog's infestation aura and manifold vision are only active while implanted.

Manifold Vision While its core is implanted, the grikkitog can see through the eyes it creates throughout the area of its infestation aura, gaining the benefits of all-around vision (page 358).

AC 36; **Fort** +28, **Ref** +23, **Will** +24
HP 200; **Resistances** 10 (except adamantine)

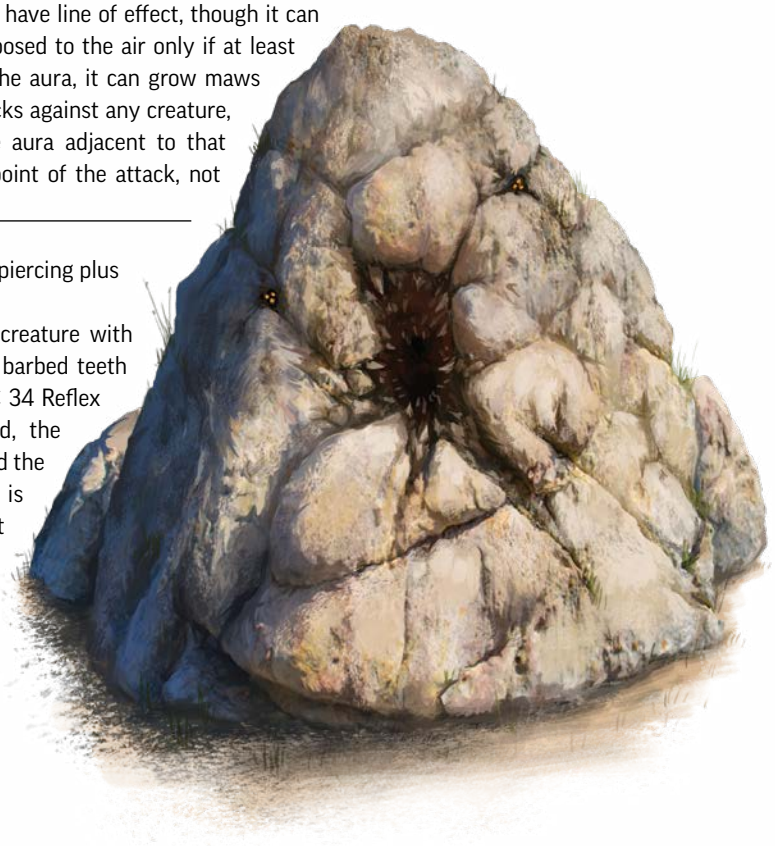
Infestation Aura (aura, earth, occult) 120 feet. While its core is implanted, a grikkitog infests all earth and stone within 120 feet, as long as there is a contiguous physical connection between the earth, including stone objects touching the ground. This effect spreads even if the grikkitog does not have line of effect, though it can affect earth or stone on the surface and exposed to the air only if at least part of its core is exposed as well. Within the aura, it can grow maws and eyes everywhere. It can make jaws attacks against any creature, originating from any earth or stone in the aura adjacent to that creature. Determine cover from the origin point of the attack, not from the grikkitog's core.

Speed 20 feet; burrow 20 feet, earth glide

Melee ❖ jaws +29 (magical), **Damage** 3d12+14 piercing plus barbed maw

Barbed Maw ❖ **Trigger** The grikkitog hits a creature with a jaws Strike; **Effect** The grikkitog sinks its barbed teeth into the target, which must succeed at a DC 34 Reflex save or be immobilized. While immobilized, the victim takes 3d8 persistent bleed damage and the grikkitog feeds upon its flesh. The creature is immobilized until the grikkitog ends the effect as a free action or the target succeeds at a DC 38 check to Escape. The grikkitog can immobilize any number of creatures with these maws.

Earth Glide The grikkitog can Burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.



GRIKKITOG ORIGINS

Grikkitogs often feature as bogeymen in scary stories told by denizens of the Plane of Earth. Those who recall the wars between the elemental lords believe the first grikkitog was created as an experimental weapon by Ayrzul, the Fossilized King of the Elemental Plane of Earth. Yet the evil elemental lord did not realize the raw power of his creation. The grikkitog's hunger grew so ravenous that it escaped containment, infested an earth elemental warden, and began to spread across the planes. Now grikkitogs burrow throughout the Universe, devouring the unwary.



Dead Man's Hand

Decks of cards are a traditional method used to read a person's fortune, but legends say that certain cards can attract the attention of the Grim Reaper. Specialized fortune-telling decks, such as the harrow, might not feature the visage of the Grim Reaper directly, but to the fearful, death could lurk in any unlucky draw.

Grim Reaper

The Grim Reaper is the unflinching personification of death. Silent as the grave and inexorable as time itself, this legendary being hunts down creatures that have evaded death for too long. Sometimes the Grim Reaper comes without warning. Other times it comes to finish the work others could not. The Grim Reaper serves no god, fiend, aeon, or otherworldly being. It's both despised and feared by psychopomps and celestials, but few—if any—dare stand in its way. Like some eternal plague, it kills any who try to cure the multiverse of its presence. It stands alone and keeps its own council. The pleas of mortals and immortals alike fall on deaf ears once the Grim Reaper chooses its quarry. Its reasoning is silent and inscrutable to the mortal mind, but no matter its choice, the result is final.

While some legends claim that the Grim Reaper appears to everyone when they die, the truth is more disturbing. Such vigils are the providence of psychopomps, immortals charged with the protection and guidance of mortal souls through the afterlife (page 274). The Grim Reaper instead enacts the sinister agenda of Abaddon, where the Apocalypse Riders rule. Indeed, there are many similarities in shape and form between the Grim Reaper and Charon, the Rider of Death, but there are no recorded instance of these entities working together. Instead, the Grim Reaper serves as something of a manifestation of Abaddon itself, and in this regard, is believed to be an incarnation of the mysterious First Rider. When the Grim Reaper visits a world, it does so not as an angel of mercy but a relentless harvester of life. Those who fall to the Grim Reaper were not destined to die as much as they were selected, hunted, and murdered.

Perhaps the most frightening detail surrounding the Grim Reaper's legend is its nature as a singular entity, for some believe that more than one exists in the Great Beyond. There are whispered rumors of a council of at least nine Grim Reapers, stalking reality and culling the living as in service to true entropy. According to the teachings of some death cults, the final goal of the Grim Reaper is to end the cycle of life and death and serve as a silent lord of an empty universe.



Grim Reaper — Creature 21

UNIQUE | MEDIUM | UNDEAD | UNHOLY

Perception +41; darkvision, *see the unseen*, status sight, *truesight*

Languages Common, Necril

Skills Acrobatics +43, Athletics +38, Deception +40, Intimidation +43, Religion +39, Society +36, Stealth +43

Str +8, **Dex** +10, **Con** +8, **Int** +5, **Wis** +7, **Cha** +8

Items scythe

Status Sight The Grim Reaper automatically knows the Hit Points, conditions, afflictions, and emotions of all creatures it can see.

AC 47; **Fort** +37, **Ref** +41, **Will** +38; +1 status to all saves vs. magic

HP 320, death's grace, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** all damage 15

Aura of Misfortune (aura, divine, misfortune) 20 feet. Living creatures in the aura must roll twice on all d20 rolls and use the lower result.

Death's Grace The Grim Reaper can choose whether or not it counts as undead for effects that affect undead differently. Even if it does not count as undead, the Grim Reaper still never counts as a living creature.

Void Healing The Grim Reaper can choose whether or not it takes vitality damage.

Lurking Death ↷ (divine, teleportation) **Trigger** A creature within 100 feet makes a ranged attack or uses an action that has the concentrate, manipulate, or move trait; **Effect** The Grim Reaper teleports to a square adjacent to the triggering creature and makes a melee Strike against it. If the Strike hits, the Grim Reaper disrupts the triggering action.

Speed 50 feet, fly 75 feet
Melee ❖ *keen scythe* +40 (agile, deadly 3d10, magical, reach 10 feet, trip), **Damage** 4d10+23 slashing plus death strike and energy drain
Divine Innate Spells DC 47, attack +37; **10th** *execute* (×4); **7th** *interplanar teleport*; **Constant (6th)** *truesight*; **(3rd)** *haste*; **(2nd)** *see the unseen*
Death Strike (death) A creature critically hit by any of the Grim Reaper's attacks or that critically fails against any of its spells must succeed at a DC 47 Fortitude save or die.
Energy Drain When the Grim Reaper hits and deals damage with its scythe, it regains 20 Hit Points, and the target must succeed at a DC 43 Fortitude save or become doomed 1. If the target is already doomed, the doomed value increases by 1 (to a maximum of doomed 3).
Final Death A creature killed by the Grim Reaper can't be brought back to life by any means short of divine intervention.
Infuse Weapon (divine) Any scythe gains the agile trait, can't be disarmed, and becomes a *+3 major striking keen scythe* while the Grim Reaper wields it. If the Grim Reaper Strikes a creature with a weakness to any specific type of damage, the scythe's damage counts as that type of damage, in addition to slashing.

Lesser Death

No one is quite sure what lesser deaths are, though some claim that they are avatars of the Grim Reaper. Unlike that strange hunter, however, lesser deaths hunt in packs on rare occasions. More often than not, they manifest from cursed magic items. Other times, they are just the enactors of death, hunting in the same way the Grim Reaper does—silently, with no remorse or quarter. Rarely, multiple lesser deaths work together to cull a large population, their scythes cutting through crowds and leaving entire cities devoid of life, inspiring (hopefully) false rumors of multiple Grim Reapers.

LESSER DEATH CREATURE 16

RARE MEDIUM UNDEAD UNHOLY

Perception +32; darkvision, *see the unseen*, status sight, *truesight*
Languages Common, Necril
Skills Acrobatics +33, Athletics +28, Deception +30, Intimidation +32, Religion +30, Society +26, Stealth +35
Str +6, **Dex** +9, **Con** +6, **Int** +4, **Wis** +6, **Cha** +6
Items scythe
Status Sight As Grim Reaper.

AC 39; **Fort** +30, **Ref** +33, **Will** +32; +1 status to all saves vs. magic
HP 255, death's grace, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Aura of Misfortune (aura, divine, misfortune) 20 feet. As Grim Reaper.
Death's Grace As Grim Reaper.
Void Healing A lesser death can choose whether or not it takes vitality damage.
Lurking Death ↷ (divine, teleportation) As Grim Reaper, except the triggering creature must be within 60 feet.

Speed 50 feet, fly 40 feet
Melee ❖ *keen scythe* +32 (agile, deadly 2d10, magical, reach 10 feet, trip), **Damage** 3d10+14 slashing plus 1d12 void
Divine Innate Spells DC 38; **Constant (6th)** *truesight*; **(2nd)** *see the unseen*
Infuse Weapon (divine) Any scythe gains the agile trait, can't be disarmed, and becomes a *+2 greater striking keen scythe* while the lesser death wields it.


LESSER DEATH

GRIM REAPER TREASURE

The Grim Reaper keeps no treasure, but sometimes lesser deaths hang on to strange keepsakes from those whom they have slain—especially in cases where a lesser death has set its unholy sight on an extended family or faction.

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Giant Grindylows

While most grindylows are Small, a minute percentage of these creatures keep growing throughout their lives. Those that become Large or larger gain the giant trait and often become champions of their schools.

Grindylow

The top half of a grindylow vaguely resembles a goblin, but from the waist down, their bodies split into a tangle of suckered, wriggling tentacles. Grindylows mostly dwell in shallow waters, fresh and briny, including lakes, rivers, coastal regions, and coral reefs. They generally organize into groups called schools, which can range from a few individuals to a few hundred. Smaller schools are sometimes taken over by a powerful aquatic creature, though such alliances only last until the school faces a major setback, at which point the surviving grindylows scatter and form smaller schools of their own.

Grindylows aren't territorial, but they are pragmatic. While they rarely build permanent structures, they will adopt a good hunting ground for generations until driven away by predators. They often lair in mobile shelters, such as a sargasso of seaweed or hull of an abandoned ship. They are skilled scavengers and hunters who eat anything they can sink their teeth into.

Grindylows respect the power of larger sea predators but have a special hatred for squids (or anything that resembles a squid). Sailors plying grindylow-infested waters often paint the images of squids on the bottoms of their hulls in hopes of warding off potentials raids. While this can keep smaller schools at bay, it can also backfire, potentially inciting larger groups to gather for a coordinated attack; this becomes especially likely if the ship's route is predictable. Their hatred of squids does not extend to other tentacled creatures; grindylows consider octopuses to be the epitome of grace and power.

Grindylow — Creature 0

SMALL ABERRATION AMPHIBIOUS

Perception +5; darkvision
Languages Thalassic
Skills Athletics +5, Stealth +7, Survival +5
Str +1, **Dex** +3, **Con** +2, **Int** –1, **Wis** +3, **Cha** +0
Items spear



AC 15; **Fort** +6, **Ref** +7, **Will** +5
HP 14

Reactive Strike ↷ A grindylow gains 1 extra reaction at the start of each of their turns that they can use only to make a Reactive Strike (page 359) with a tentacle. They can't use more than one Reactive Strike triggered by the same action or choice.

Speed 10 feet, swim 25 feet
Melee ❖ bite +7 (finesse), **Damage** 1d6+1 piercing
Melee ❖ tentacle +7 (agile, finesse, trip), **Damage** 1d4+1 bludgeoning plus Grab (page 359)
Melee ❖ spear +5, **Damage** 1d6+1 piercing
Ranged ❖ spear +7 (thrown 20 feet), **Damage** 1d6+1 piercing
Clinging Suckers When a grindylow successfully Grabs a creature larger than themself, they attach to that creature. The grabbed creature is not immobilized, but if it moves, the grindylow moves with it. If the creature is Medium or smaller, it takes a –5-foot status penalty to its Speeds while the grindylow is attached. The grindylow is off-guard while attached to a creature.
Jet ❖❖ (move) The grindylow moves up to 60 feet in a straight line through the water without triggering reactions.

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Guthallath

A guthallath is an enormous construct created long ago, probably as a war machine, by a long-forgotten empire. Nearly 100 feet tall, this massive stone statue typically resembles a stalwart warrior wearing only a loincloth and skullcap. Few have seen the entire body of a guthallath, though; most of the time, the relic is buried up to its neck, covered in moss, and stranded in a forgotten place. Yet every so often, one of these harbingers of destruction reactivates in response to some unknown stimulus or rallying call, and when this happens, woe to any who stand in its way.

While a guthallath's ancient enemies are likely gone, it's still an engine of pure destruction, designed to rampage for weeks, even months. It's not intelligent enough to enjoy or regret its acts and cannot be reasoned with—it's also unaffected by most magic and unpredictable in how it selects its targets (and the creatures it spares).

Guthallath — Creature 19

RARE GARGANTUAN CONSTRUCT

Perception +30; darkvision, *truesight*
Skills Acrobatics +25, Athletics +40
Str +10, **Dex** +2, **Con** +8, **Int** –4, **Wis** +0, **Cha** –1

AC 43; **Fort** +38, **Ref** +32, **Will** +30
HP 325; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 15 (except adamantine), spells 15 (except cold, earth, or water)
Erosion Aura (aura, primal) 120 feet. The guthallath erodes away the physical integrity of all around it. Creatures and objects in the emanation other than the guthallath have their Hardness and resistances reduced by 10. At the start of their turn, a creature in the erosion aura's area takes 6d6 bludgeoning damage with a DC 39 basic Fortitude save.
Immunity to Magic The guthallath is immune to spells of 6th rank or lower and activations of magic items of 13th level or lower.

Speed 40 feet, burrow 50 feet
Melee ❖ fist +38 (deadly 3d12, magical, reach 20 feet), **Damage** 4d12+18 bludgeoning plus Improved Grab (page 359) or Improved Push 20 feet (page 359)
Melee ❖ foot +38 (deadly 3d12, magical, reach 20 feet), **Damage** 4d8+18 bludgeoning plus Improved Knockdown (page 359)
Innate Primal Spells DC 37; **Constant (8th)** *truesight*; **(3rd)** *haste*
Annihilation Beams ❖❖ A guthallath releases two beams of destruction from its eyes. Each beam is a 120-foot line. Everything in either line takes 13d10 damage with a DC 41 basic Fortitude save. A creature reduced to 0 HP is reduced to a fine powder as the *disintegrate* spell. There is no additional effect on creatures in any area where the beams overlap. The guthallath can't use this ability again for 1d4 rounds.
Deadly Throw ❖ **Requirements** The guthallath has a creature grabbed or restrained; **Effect** The guthallath throws the creature into the air, 100 feet high and 50 feet away. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage. The creature being landed on can attempt a DC 41 basic Reflex save.
Powerful Blows If a guthallath hits with an attack and rolls a natural 19 on the d20 roll, the attack is a critical hit. This has no effect if the 19 would be a failure.
Trample ❖❖❖ Huge or smaller, foot, DC 45 (page 360)

Guthallath Slumber

Entire civilizations have been erased due to the guthallath's devastating rampage. Yet for those looking to survive its attack, there's one small hope. Usually after some time, the guthallath ends its massacre in a swift yet seemingly random way. The colossus then finds a remote location deep in the wilderness and buries itself, entering a deep slumber for years—if not centuries—before awakening and beginning the destructive cycle once more.





Hag Covens

Hags are dangerous enough on their own, but when they gather in threes to form covens, they grow much more powerful. Full rules for covens appear on page 358.

Hag

Hags are malevolent predators who use magic and manipulation to lure children and young adults into their clutches. Though their true forms are eldritch and horrifying, hags spend much of their lives disguised as ordinary women. They seek out targets who are unhappy, innocent, or otherwise vulnerable, preying on their weaknesses before snatching them up. The typical hag is abusive, controlling, and narcissistic. Though less malicious hags possibly exist, they rarely reveal their true forms, making them nearly impossible to find.

Hag Eyes

To keep tabs on their servants, as well as spy on others, hags create simple items called *hag eyes*, made from actual eyeballs.

Hag Eye — Item 3

RARE INVESTED OCCULT SCRYING

Price 50 gp

Usage worn; **Bulk** –

This item appears to be an ordinary semiprecious stone and is typically mounted on a brooch or ring, but the stone is, in fact, an eyeball. This illusion can be seen through with *truesight* or similar magic, and anyone who interacts with the item feels its wet, sticky surface, allowing them to attempt to disbelieve the illusion (DC 19). Many hags claim a *hag eye* is more effective if plucked from a living, awake creature, but this is likely just a convenient excuse for sadism.

The *hag eye* produces no direct benefit for the wearer, but allows the hag who created it, or any member of their coven, to peer through the eye using the Seek action. This has no range limit, provided the hag is on the same plane.

Any damage dealt to the eye destroys it. If this happens while a hag is looking through it, the hag is blinded for 1 hour.

Craft Requirements You are a hag.

Sea Hag

Sea hags specialize in transformation magic, preying on those who are desperate to change some aspect of their physical appearance. Targets often include those suffering from insecurity about their bodies or those desperate to reside in a different environment, such as aquatic creatures who wish to live on land. These hags are known for tempting desperate victims into tragic and excruciating bargains, though they're also happy to drown and eat mariners who stray too close to their dwellings.

A sea hag has the upper half of a humanoid and the lower half of an octopus, with translucent skin and glowing lights visible beneath their flesh. Sea hags can join covens, but their aquatic nature often prevents them from joining mixed covens with other kinds of hags.



SEA HAG

Sea Hag — Creature 3

MEDIUM AMPHIBIOUS HAG HUMANOID

Perception +10; darkvision

Languages Aklo, Common, Fey, Jotun, Thalassic

Skills Acrobatics +8, Athletics +11, Deception +10, Occultism +8, Stealth +8

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

Coven A sea hag adds *humanoid form*, *mariner's curse*, and *water walk* to their coven's spells (page 358). Their spell DC when leading a coven is 20.

AC 19; **Fort** +11, **Ref** +8, **Will** +10; +1 status to all saves vs. magic

HP 45; **Immunities** polymorph; **Weaknesses** cold iron 3

Speed 25 feet, swim 35 feet
Melee ❖ claw +12 (agile, magical), **Damage** 1d10+4 slashing
Dread Gaze ❖❖ (curse, emotion, fear, mental, occult) The hag gazes upon a creature, afflicting it with a gnawing sense of impending doom, with a result depending on its Will save (DC 20). The target doesn't need to be able to see the sea hag.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 1 and is slowed 1 for 1 round. If the target was dying, it remains unconscious for 1 day. At the end of the day, it must attempt a Fortitude save against the same DC; if it fails, it dies.
Critical Failure As failure, but the creature is frightened 2 and slowed 1 for 1 minute.
Sea Hag's Bargain (concentrate, exploration, occult, polymorph) The sea hag can make a bargain with a willing creature who must be of sound mind. The creature gives away a special or cherished quality–such as its courage, its beauty, or its voice. In exchange, the sea hag spends 1 minute polymorphing the creature into a form the target desires.

This functions as Change Shape (page 358). It might be a total transformation or just changing one or more aspects of the target's body, and it can't make the creature more than one size smaller or larger. The creature changes its Speeds as appropriate for the new form. It doesn't change the attack and damage bonuses with its Strikes, but it might change the damage type the Strikes deal. This has an unlimited duration, and as long as it's transformed, the creature is sickened 2 and can't reduce its sickened condition below 2. The creature can slowly and carefully eat and drink despite being sickened. The only way to restore the lost quality used as payment is to defeat the sea hag or make another bargain for its return. Ending the bargain in this way also removes the transformation.

Sweet Hag

Sweet hags use bright colors, pleasant visages, and sugary treats to draw in children and the young at heart. Their favorite prey is impoverished youngsters who are unlikely to be missed—sweet hags offer them food and a veneer of kindness before devouring the hapless child. Sweet hags also enchant their food to magically charm others, often using these bespelled servitors to handle all of their busywork. Though they present a lovely and generous face to the world, they turn vicious when insulted or defied. A sweet hag's true form is a dribbling mass of flesh with gumdrop eyes, often resembling melting taffy.

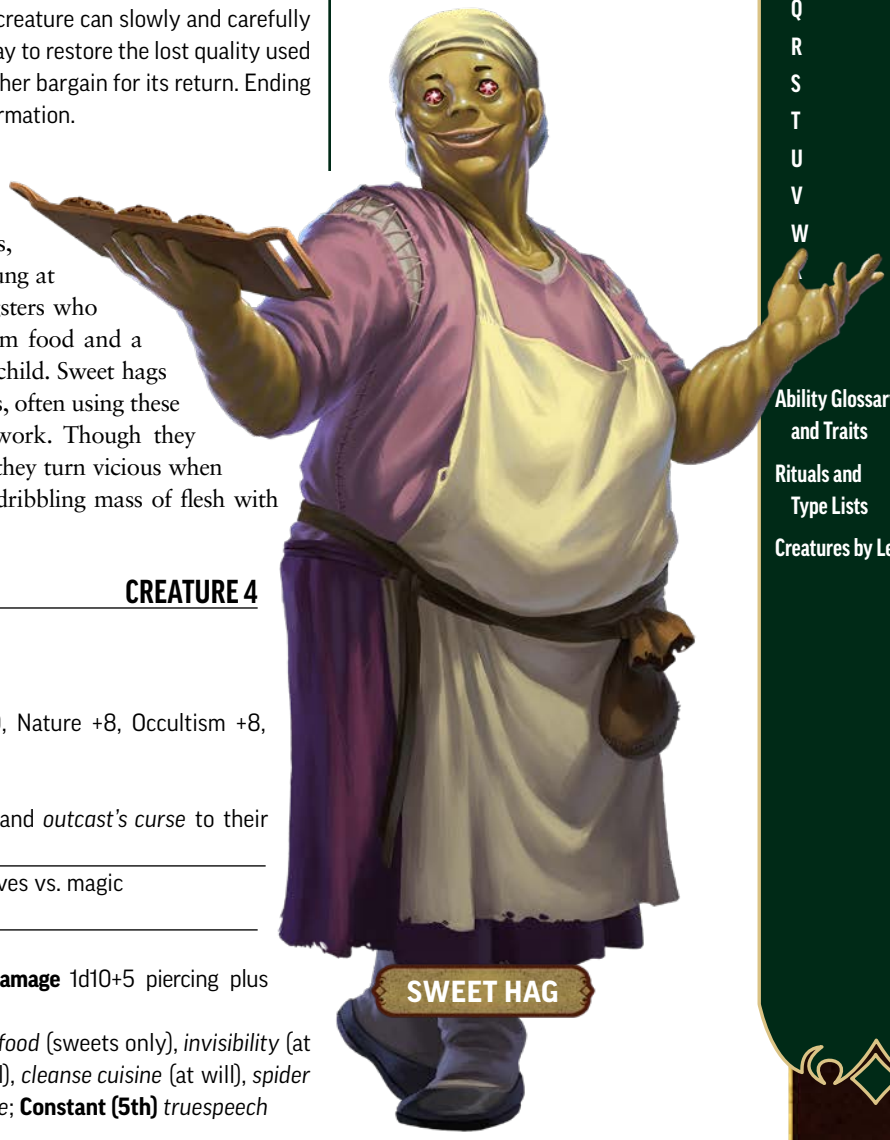
SWEET HAG — CREATURE 4

MEDIUM HAG HUMANOID

Perception +10; darkvision
Languages Aklo, Common, Fey, Jotun; *truespeech*
Skills Acrobatics +9, Athletics +11, Deception +10, Nature +8, Occultism +8, Stealth +9
Str +5, **Dex** +3, **Con** +3, **Int** +2, **Wis** +2, **Cha** +4
Coven A sweet hag adds *charm*, *honeyed words*, and *outcast's curse* to their coven's spells (page 358).

AC 21; **Fort** +11, **Ref** +11, **Will** +12; +1 status to all saves vs. magic
HP 70; **Weaknesses** cold iron 5

Speed 25 feet
Melee ❖ candy cane claw +14 (agile, magical), **Damage** 1d10+5 piercing plus soporific touch
Occult Innate Spells DC 20, attack +14; **2nd** *create food* (sweets only), *invisibility* (at will), *laughing fit*, *shrink*, *sleep*; **1st** *charm* (at will), *cleanse cuisine* (at will), *spider sting*; **Cantrips (2nd)** *daze*, *figment*, *light*, *message*; **Constant (5th)** *truespeech*



THE NATURE OF HAGS

No one is entirely certain what hags are or where they came from. That no known male hags exist has also puzzled occult scholars. Many believe hags are a type of fey, since most of their kind have an aversion to cold iron. Yet hags seem to have no origin in the First World that researchers have found. Some tales claim that hags were once creatures who made a series of powerful bargains with devils. Though they outsmarted the fiends, they were still eventually corrupted.

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Hags and Children

Hags are known to replace infant humanoids with their own offspring. These children are changelings (page 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!



IRON HAG

Betraying Touch ❖ The sweet hag touches a creature that doesn't realize the hag is an enemy. The betrayed creature is affected by soporific strike with a –4 circumstance penalty to their saving throw.

Change Shape ❖ (concentrate, occult, polymorph) The sweet hag can take on the appearance of any Medium humanoid woman (page 358). 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).

Poisoned Candy ❖❖ (occult) The sweet hag casts an innate spell that can normally target 1 creature on a piece of food, typically a sweet treat. The spell is stored in the food. The first creature that eats any of the food is affected by the spell and takes a –4 circumstance penalty to their saving throw against that effect.

Soporific Touch (incapacitation, occult) A creature damaged by a sweet hag's claw must succeed at a DC 20 Fortitude save or be enfeebled 1 for 1 day. If the creature critically fails or fails this save while already enfeebled by soporific strike, it falls unconscious and dreams of eating delicious sweets; this is a mental sleep effect. If not woken up before 1 minute passes, the creature wakes up automatically.

Iron Hag

Iron hags are kidnappers, targeting those too young to even remember to fight back. They most often snatch babies from their cradles, though they sometimes target fearful children or youths who suffer from anxiety. They then imprison their new wards in towers or enchanted dungeons, terrifying their victims with stories of the outside world to discourage them from even trying to escape. If these methods fail to be effective, iron hags become more straightforward in their methods of imprisonment, insisting it's for their captives' own good.

An iron hag's true form has unnaturally long arms. True to their name, they have teeth made of iron, as well as long iron toenails and claws.

IRON HAG — CREATURE 6

LARGE HAG HUMANOID

Perception +14; darkvision

Languages Aklo, Common, Jotun

Skills Acrobatics +12, Athletics +14 (+16 to Grapple), Deception +13, Diplomacy +11, Intimidation +13, Stealth +16

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

Coven An iron hag adds *earthbind*, *impaling spike*, and *spellwrack* to their coven's spells (page 358). Their spell DC when leading a coven is 24.

AC 24; **Fort** +16, **Ref** +12, **Will** +14; +1 status to all saves vs. magic

HP 80; **Resistances** physical 3 (except adamantine)

Speed 40 feet

Melee ❖ claw +16 (agile, cold iron, magical, reach 10 feet), **Damage** 2d8+6 slashing plus Grab (page 359)

Melee ❖ jaws +16 (cold iron, magical), **Damage** 2d6+6 piercing

Bonds of Iron ❖❖ (attack, occult) **Frequency** once per day; **Effect** The hag causes a cage built of cold iron fingernails to spring out of nothingness around one creature within 30 feet, attempting an Athletics check to Grapple against the target's Fortitude DC; if the target has a weakness to cold iron, the iron hag gains a +2 circumstance bonus to this check. On a success, the creature is grabbed by the magical fingernails (or restrained on a critical success). If the creature successfully Escapes (DC 24), the cage crumbles into rust. Any creature can attempt to destroy the cage by attacking it. It has an AC of 19, Hardness 10, and 40 Hit Points.

Change Shape ❖ (concentrate, occult, polymorph) The iron hag can take on the appearance of any Medium female humanoid (page 358). This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Embrace of Iron ❖ **Requirements** A creature is grabbed or restrained by the iron hag's claw; **Effect** The hag's nails tear into their captured victim, dealing 2d8 piercing damage (the nails are cold iron). Then the hag can attempt to Reposition the creature. If the creature is adjacent to the hag, they can then attempt a jaws Strike against it.

Cuckoo Hag

Cuckoo hags seek out youths who are unhappy with their lives, disguising themselves as a trusted figure such as a friend or family member. These hags then weave magical, idealized worlds out of illusions and dream stuff to trap their victims. Once they convince a mortal to stay in their magical world forever, the cuckoo hag drains their prey of life force and imprisons their soul.

A cuckoo hag's true form is a creature with the cracked pale skin of a broken porcelain doll and an almost impossibly thin neck and limbs.

CUCKOO HAG — CREATURE 9

MEDIUM HAG HUMANOID

Perception +18; darkvision

Languages Aklo, Chthonian, Common, Daemonic, Diabolic, Fey, Jotun

Skills Arcana +18, Crafting +18, Deception +21, Diplomacy +19, Intimidation +19, Occultism +19, Religion +18, Society +18

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

Coven A cuckoo hag adds *dominate*, *nightmare*, *outcast's curse*, and *scrying* to their coven's spells (page 358).

AC 28; **Fort** +16, **Ref** +19, **Will** +18; +1 status to all saves vs. magic

HP 170; **Immunities** sleep; **Weaknesses** cold iron 10; **Resistances** mental 10

Sound Imitation A cuckoo hag who succeeds at a Deception check to Lie can mimic the sound of any feminine voice they have heard (in cases where this may be unclear, the GM is the final arbiter) and have a +4 circumstance bonus to this check.

Speed 25 feet

Melee ❖ claw +20 (agile, magical), **Damage** 2d8+8 slashing plus 1d6 spirit

Occult Innate Spells DC 29; **9th** *seize soul* (at will; see soul covenant); **5th** *dreaming potential*, *illusory object*, *illusory scene*, *mirage*, *nightmare*, *subconscious suggestion*; **4th** *acid grip* (×3), *clairaudience*, *clairvoyance*, *fly*; **3rd** *dream message* (at will), *sleep* (at will); **2nd** *invisibility* (at will); **Cantrips (5th)** *daze*, *detect magic*, *message*, *prestidigitation*, *read aura*

Rituals DC 28; **5th** *animate object*

Change Shape ❖ (concentrate, occult, polymorph) The cuckoo hag can take on the appearance of any Medium female humanoid (page 358). This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Cuckoo's Lair A cuckoo hag is intrinsically connected to a pocket dimension that serves as their home domain. The lair is an extradimensional space that is 40 feet wide, 40 feet deep, and 30 feet tall. It contains whatever mundane food, buildings, landscapes, and objects that the cuckoo hag desires, though anything removed from the cuckoo's lair dissolves into nothingness instantly.

In order to enter or leave the plane, the cuckoo hag must create a door in the physical world as a single action, which has the concentrate and manipulate traits. The door is invisible by default, though the cuckoo hag can choose a target creature that can perceive the door normally. The cuckoo hag can Dismiss this door from reality, but only if they (and no other creature) are inside of their lair and alone.

Soul Covenant (occult); **Requirement** The cuckoo hag can cast *seize soul* at will, but only to target a creature who has agreed to stay with them forever. They typically do so as soon as the agreement is made but might hold off to gain leverage over a situation. They typically place the soul into a construct, typically a soulbound doll (page 318) if they want a companion or a more powerful construct if they want a guardian.



CUCKOO HAG

OTHER HAGS

The four types of hags presented here are but the most notorious of their kind. Others—such as the blood hag, moon hag, storm hag, and winter hag—plague society in other regions of the world.

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KITCHEN WEAPONRY

Halflings love objects that can serve multiple practical purposes, especially if their purpose includes eating. Few objects can be used for more activities than a frying pan, and many halflings relish telling others all the uses they have found for their pans if asked.

Halfling

Despite their small stature, a halfling can prove to be a mighty foe if you find yourself on the wrong side of their frying pan.

Halfling Street Watcher

Halflings' keen sight makes them excellent street watchers. Though the job rarely calls for fighting, most street watchers cover themselves head to ankle in whatever armor and weapons they manage to get their hands on.

HALFLING STREET WATCHER — CREATURE -1

SMALL HALFLING HUMANOID

Perception +8
Languages Common, Halfling
Skills Acrobatics +5, Athletics +4, Diplomacy +3, Stealth +5, Thievery +5
Str –1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1
Items frying pan, halfling sling staff, leather armor

AC 15; **Fort** +3, **Ref** +8, **Will** +5
HP 8

Speed 25 feet
Melee ❖ frying pan +9 (fatal d8), **Damage** 1d4–1 bludgeoning
Ranged ❖ halfling sling staff +7 (propulsive, range increment 80 feet, reload 1), **Damage** 1d10–1 bludgeoning
Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of it. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Halfling Troublemaker

A halfling's bravado can sometimes lead them into trouble. These tricksters often roam in groups trying to one-up each other's last prank. While troublemakers rarely intend to kill, occasionally their pranks get out of hand.

HALFLING TROUBLEMAKER — CREATURE 1

SMALL HALFLING HUMANOID

Perception +10
Languages Common, Halfling
Skills Acrobatics +7, Athletics +3, Deception +5, Stealth +7, Thievery +7
Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +3
Items filcher's fork, leather armor

AC 16; **Fort** +4, **Ref** +10, **Will** +7
HP 18

Speed 30 feet
Melee ❖ filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing
Ranged ❖ filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing
Graffiti Egg ❖ the halfling troublemaker throws an egg filled with paint, glitter, and confetti at a creature within 30 feet. The target must succeed a DC 17 Reflex saving throw or become dazzled for 1 round (or 1 minute on a critical failure).
Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.
Sneak Attack The troublemaker deals an extra 1d6 precision damage to off-guard creatures.



HALFLING STREET WATCHER

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Harpy

Harpies are amalgamations of human and bird, resembling feral humans with wings, talons, and sharp teeth. They use their ancestral control of the wind to lure prey or even directly pull in their next meal. They enjoy causing confusion and fear in their prey before they strike, believing it creates a savory flavor in the flesh. Harpies can eat most creatures but strongly prefer sapient prey—humans and elves in particular. Although harpies will eat goblins if sufficiently hungry, they dislike their flavor and avoid eating them if possible. This doesn't comfort goblins, of course, who have a particularly strong fear of harpies.

Because their aeries often reek with the gore of their kills and careless spatters of guano, harpies carry a distinctly vile scent that canny travelers associate with danger. Harpies who roost close to civilization make better efforts to keep clean, though these efforts have mixed results.

Somewhere among the filth, most aeries have a shrine dedicated to the demon lord Pazuzu. Harpy legends credit him with raising them up from simple air spirits to their current station, and their gratitude typically takes the shape of a sketched figure in a corner piled with offerings. More devout families build portable wooden shrines that are carried from aerie to aerie for generations.

Harpies live in family groups or larger clans. Most adults stand 5 feet tall and weigh around 90 pounds. While some use relatively simple weapons, those who master the use of the bow are regarded as heroes among their kind.



Harpy Exiles

Most harpies are cruel and sadistic, but now and then a harpy manages to escape from its family and becomes exposed to the wider world. Eyes opened, these harpy exiles are almost always more mild-mannered, hygienic, and open to non-combat interactions.

HARPY — CREATURE 5

MEDIUM AIR BEAST HUMANOID

Perception +12; darkvision
Languages Common; wind's whispers
Skills Acrobatics +13, Deception +11, Intimidation +13, Performance +11, Stealth +11, Thievery +13
Str +1, **Dex** +4, **Con** +0, **Int** –1, **Wis** +1, **Cha** +2
Wind's Whispers (air, primal) When a harpy speaks, they can choose one creature within 90 feet. That creature can hear the harpy's words over any other sound, but no other creature hears the words at all.

AC 21; **Fort** +9, **Ref** +15, **Will** +12
HP 75
Stench (aura, olfactory) 30 feet, DC 21 (page 360)

Speed 20 feet, fly 60 feet
Melee ❖ jaws +15 (finesse), **Damage** 2d8+4 piercing plus putrid plague
Melee ❖ talon +15 (agile, finesse), **Damage** 2d6+4 slashing
Hungry Winds ❖❖ (air, concentrate, primal) The harpy uses the wind to pull its prey closer. A target within 20 feet must succeed at a DC 21 Fortitude save or be pulled adjacent to the harpy, where they make a jaws Strike against the target. If the target was pulled off the ground and can't fly, it then falls as normal.
Putrid Plague (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead





Hell Hound Minions

Outside of Hell, hell hounds are sometimes found in the service of fire-loving monsters such as fire giants or ifrits, as well as mortals who seek to tame some of the raw power of Hell. In Cheliax, Hellknights occasionally call upon hell hounds to track down fugitives and traitors.

Hell Hound

Hell hounds are fiendish, extraplanar canines hailing from the Pit that can hunt down quarry and breathe supernatural gouts of flame. They are temperamental and quick to exhibit aggressive behavior.

Hell Hound

A hell hound's appearance dismisses any doubts as to their infernal origins—flesh the color of burning pitch, teeth as sharp as any fiend's pitchfork, and a shroud of ever-burning hellfire are all trademark features.

HELL HOUND — CREATURE 3

MEDIUM BEAST FIEND FIRE UNHOLY

Perception +9; darkvision, scent (imprecise) 60 feet
Languages Diabolic (can't speak any language)
Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)
Str +4, **Dex** +3, **Con** +2, **Int** –2, **Wis** +2, **Cha** –2

AC 17; **Fort** +9, **Ref** +10, **Will** +7
HP 40; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet
Melee ❖ jaws +13 (magical, unholy), **Damage** 1d8+4 piercing plus 1d6 fire
Hellfire Breath ❖ (divine, fire, unholy) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Hellfire Breath again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, their Hellfire Breath recharges.
Pack Attack The hell hound's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the hell hounds' allies.

Greater Hell Hound

Believed to be bred by the Kings of Hell themselves within vast kennels, greater hell hounds are the favored guards and hunting hounds of powerful fiends and, rarely, mortals who worship them and have earned their favor.



GREATER HELL HOUND — CREATURE 9

LARGE BEAST FIEND FIRE UNHOLY

Perception +19; darkvision, scent (imprecise) 120 feet
Languages Diabolic (can't speak any language)
Skills Acrobatics +18, Athletics +19, Stealth +18, Survival +20 (+22 to Track)
Str +6, **Dex** +5, **Con** +5, **Int** –2, **Wis** +4, **Cha** –2

AC 28; **Fort** +21, **Ref** +19, **Will** +16
HP 150; **Immunities** fire; **Weaknesses** cold 10
Hellish Revenge ↷ **Trigger** The greater hell hound is critically hit by any Strike; **Effect** The greater hell hound's Hellfire Breath recharges. They can immediately use it as part of this reaction.

Speed 40 feet
Melee ❖ jaws +21 (magical, unholy), **Damage** 2d8+9 piercing plus 2d6 fire
Hellfire Breath ❖ (divine, fire, unholy) The hell hound breathes flames that deal 10d6 fire damage to all creatures in a 15-foot cone (DC 28 basic Reflex save.) The hell hound can't use Hellfire Breath again for 1d4 rounds. If the greater hell hound would take fire damage or be targeted by a fire effect, their Hellfire Breath recharges.
Pack Attack The greater hell hound's Strikes deal 1d8 extra damage to creatures within the reach of at least two of their allies.

Herexen

When a cleric rebels against their deity and dies in the grip of blasphemous rage, the heresies they committed in life may fuel their transformation into an undead herexen. Herexens seek vengeance against the deity they once worshipped, defiling temples, slaying the faithful, and rallying lesser undead and death cultists to aid them in their unholy quests. Though a herexen's divine gifts have mostly been corrupted into the vileness of undeath, they stubbornly cling to remnants of their former power, still wielding magic and armaments favored by the deity they so greatly despise.

Groups of herexens that blasphemed against the same deity sometimes combine to form a mockery of a congregation, conducting blasphemous rites with something approaching euphoria. These congregations are often formed from a blasphemous cult whose members practiced their heresy together in life and died together, though some gather independent herexens of the same former faith.

Building Herexens

The herexen presented in the stat block below was originally a cleric of Pharasma, but there are as many kinds of herexens as there are deities. To create a herexen of a different deity, do the following.

- Swap out the herexen's weapon for the deity's favored weapon. If the weapon is simple, increase the damage die by one step; if it's two-handed, decrease the herexen's attack bonus with that weapon by 2.
- Swap out the herexen's domain spell for a 1st-rank focus spell from a domain associated with that deity.
- Swap the defiled religious symbol for the correct deity. For example, an ex-Sarenite herexen carries a scimitar and a defiled religious symbol of Sarenrae, and can cast *fire ray* (attack +12) as a focus spell.

Greater Herexens

More powerful clerics, or herexens that have existed over long spans of time, might become a more powerful 8th-level variant known as a greater herexen. In addition to the typical increases to its statistics, it casts *harm* as a 4th-rank spell, gains a second Focus Point and a 4th-rank domain spell, and deals 2d6 spirit damage with heretic's smite instead of 1d6.

HEREXEN CREATURE 2

UNCOMMON MEDIUM UNDEAD UNHOLY

Perception +8; darkvision
Languages Common, Necril
Skills Athletics +6, Deception +7, Religion +10, Stealth +6
Str +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +3
Items dagger, defiled religious symbol of Pharasma

AC 17; **Fort** +5, **Ref** +8, **Will** +10
HP 30, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

Final Blasphemy (divine, void) When the herexen is destroyed, it explodes in a wave of void energy with the effects of a 3-action *harm* spell (DC 18). The herexen is destroyed, so it doesn't gain any Hit Points from this use of *harm*, and it doesn't need to have any *harm* spells remaining to use this ability.

Speed 25 feet
Melee ❖ dagger +10 (agile, versatile S), **Damage** 1d6+4 piercing plus heretic's smite
Divine Prepared Spells DC 18; **1st** *harm* (×4)
Cleric Domain Spells 1 Focus Point, DC 18; **1st** *death's call* (*Player Core* 373)
Heretic's Smite (divine, unholy) While wielding the favored weapon of its former deity (such as a dagger for an ex-Pharasmin herexen), the herexen's Strikes deal an additional 1d6 spirit damage to creatures with the holy trait.



HEREXEN LAIRS

Most herexens settle down in a particular town or region to corrupt the local populace. Powerful herexens may boldly lair in a defiled temple, creating a vile parody of the building's former glory. However, most herexens hide in decrepit places such as ruins, forgotten basements, or tombs.

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Aquatic Cavalry

Protecting the harbor of Absalom and the shores of Starstone Isle, the elite Wave Riders use combat-trained hippocampi as mounts. The Wave Riders harass enemy ships, defend against aquatic foes, and intercept smugglers.



HIPPOCAMPUS

Hippocampus

The strange beasts known as hippocampi resemble terrestrial horses from head to midbody, but on their legs, they have splayed fins instead of hooves, and in place of horses' hindquarters, they have powerful tails resembling those of fish. Hippocampi have colorful scales ranging from pearly white to seaweed green, and brilliant ribbed dorsal fins as manes. In the wild oceans, most types of hippocampi tend to congregate in the shallows near the beds of seaweed and kelp forests that provide them with food and shelter from predators. They form huge schools to provide safety in numbers, like land-bound horses form herds.

Hippocampi are highly prized by undersea societies and surface dwellers alike, as they are as easy to train as horses and serve many of the same functions, be that as beasts of burden, war-trained mounts, transportation, or as pets. Though hippocampi are able to wear barding, it hampers them considerably, so most handlers outfit them with the lightest options available. More often, they are trained to pull specially designed underwater chariots or sleds. Hippocampi don't like to leave the water, as they are clumsy on land, can't bear riders while flopping about on the ground, and can't breathe air for long.

Numerous variant species of hippocampi exist, although most of them differ from the common hippocampus only in coloration. Heartier species, such as polar hippocampi, dwell exclusively in arctic waters and are best presented as hippocampi with elite adjustments.

Hippocampus

Hippocampi serve as steeds for aquatic humanoids or roam wild in the sea.

HIPPOCAMPUS **CREATURE 1**

LARGE ANIMAL AQUATIC

Perception +6, darkvision, scent (imprecise) 30 feet
Skills Acrobatics +4, Athletics +7
Str +4, **Dex** +1, **Con** +4, **Int** –4, **Wis** +3, **Cha** +1

AC 15; **Fort** +9, **Ref** +4, **Will** +6
HP 24
Buck ↷ DC 17 (page 358)

Speed 5 feet, swim 40 feet
Melee ❖ tail +7 (reach 10 feet), **Damage** 1d6+4 bludgeoning
Sudden Retreat ❖❖ The hippocampus makes a tail Strike, then Swims with a +10-foot circumstance bonus to its swim Speed. It gains a +2 circumstance bonus to AC against reactions triggered by this movement.

Giant Hippocampus

Living in the deepest reaches of the ocean, giant hippocampi are often regarded as legends made up by sailors.

GIANT HIPPOCAMPUS **CREATURE 8**

HUGE ANIMAL AQUATIC

Perception +16, darkvision, scent (imprecise) 30 feet
Skills Acrobatics +14, Athletics +20
Str +6, **Dex** +4, **Con** +7, **Int** –4, **Wis** +4, **Cha** +1

AC 27; **Fort** +18, **Ref** +16, **Will** +14
HP 170
Buck ↷ DC 28 (page 358)

Speed 10 feet, swim 80 feet
Melee ❖ tail +18 (reach 15 feet), **Damage** 2d6+10 bludgeoning
Sudden Retreat ❖❖ As hippocampus.

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Hippogriff

With the proud bearing of a great raptor and the magnificence of a powerful horse, hippogriffs are thought to be an accidental fusion of creatures or perhaps the creation of a flesh-warping wizard with a keen aesthetic sense. Regardless of their original source, these animals are now a common sight in the skies above their favored plains or hill country.

Hippogriffs bear the wings, forelegs, and head of a bird of prey, with feather coloration similar to that of a hawk or eagle, though some breeders have managed to produce specimens with stark white or coal-black feathers. Their torso, hindquarters, and tail resemble those of a horse and usually are colored bay, chestnut, or gray, with some coats bearing black, pinto, or even palomino coloration.

Hippogriffs are similar in size to large horses. Much like their equine cousins, hippogriffs often have to keep wary eyes on the skies above them, as both are preferred meals for hungry griffons and wyverns. Only hippogriffs' superior speed helps protect them from these predators.

Hippogriffs are exceptionally territorial and fiercely protect the lands under their domain. They typically favor sweeping grasslands, rolling hills, and prairies. Exceptionally hardy hippogriffs make their homes nestled into niches on canyon walls, from which they comb the rocky deserts for coyotes, deer, and the occasional humanoid. Hippogriffs prefer mammalian prey, but they graze after every meal to aid in digestion.

Since hippogriff hunting habits can be dangerous to both ranchers and their livestock, such communities often set bounties on hippogriffs. As a result, preserved hippogriffs frequently decorate frontier taverns and remote outposts alongside the taxidermied remains of deer, elk, and bears.

However, other communities train hippogriffs from hatching to be ridden by elite soldiers in combat—the most notable among these groups in the Inner Sea region is the Sable Company Mercenaries in the city-state of Korvosa. Attempts are sometimes made to train adult hippogriffs in the same manner, but this often proves far more difficult. Hippogriff riders must use special saddles and combat techniques that allow them to act in concert with their mount, fighting effectively while avoiding interfering with the movement of their companion's wings.

Hippogriff Eggs

Rather than birthing live young, hippogriffs lay a clutch consisting of only a single egg. Hippogriff eggs are sought-after by potential trainers and opportunists alike.



Hippogriff — Creature 2

LARGE ANIMAL

Perception +8; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +7, Survival +6
Str +3, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

AC 18; **Fort** +8, **Ref** +9, **Will** +6
HP 32
Buck ↷ DC 17 (page 358)

Speed 30 feet, fly 65 feet
Melee ❖ beak +9, **Damage** 1d10+3 piercing
Melee ❖ talon +9 (agile), **Damage** 1d6+3 slashing
Melee ❖ wing +9 (reach 10 feet), **Damage** 1d6+3 bludgeoning
Flying Strafe ❖❖ The hippogriff Flies up to its fly speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.



Hobgoblins and Magic

Hobgoblins generally distrust magic, especially arcane magic, which they derisively call "elf magic." In the absence of magic, they wholeheartedly embrace alchemy, combining it with their natural aptitude for engineering to great destructive effect. They cautiously accept divine magic, due to a grudging respect for the power of healing magic in times of war.

Hobgoblin

Hobgoblins may appear to outsiders to be the most civilized of goblinkind, but their civilization is hardly one of kindness and equality—instead, they revel in all that is militaristic, tyrannical, cruel, and destructive. Hobgoblins are singularly devoted to war, and their entire culture is built upon fostering and maintaining conflict while simultaneously proving their superiority in battle. Hobgoblins are highly organized, and they work efficiently and effectively in groups, whether that group is a small raiding party, a roving war band, or a fully regimented army. Hobgoblin rulers require little provocation before declaring war, and more often than not, such wars are waged to gain resources or territory. Physically, hobgoblins stand about as tall as humans and have gray skin.

Hobgoblin society is organized along military lines, and every hobgoblin is effectively a member of the army. Each hobgoblin in a community has a rank in the military hierarchy, and individuals are naturally ambitious and obsessed with advancement. Hobgoblins are constantly expected to prove that they're fearless, ruthless, cunning, and strong. Demonstrating such aptitudes to military leadership is an individual hobgoblin's best hope for promotion through the ranks, but failure leads only to cruel exploitation at the hands of their superiors.

Though brutal, hobgoblin society is a true meritocracy, and all hobgoblins, regardless of age, gender, or birth, wield authority and earn respect from their peers based on their skill in battle. Even those individuals who serve in non-combat roles in hobgoblin society—blacksmiths, builders, cooks, messengers, quartermasters, and the like—know that they perform vital jobs that support the larger hobgoblin army, though they rarely rise above the rank of common soldier. Everyone contributes to the larger whole, ensuring that hobgoblin society is the strongest and most efficient it can be, and anyone who fails to do so is culled from the army and thus hobgoblin society as dead weight. Hobgoblins don't usually engage in trade with other ancestries, or even with other hobgoblin tribes, preferring to take what they want by force.



Hobgoblin Soldier

Soldiers make up the bulk of hobgoblin society, whether that society is a village or a military unit.

HOBGOBLIN SOLDIER **CREATURE 1**

MEDIUM HOBGOBLIN HUMANOID

Perception +7; darkvision

Languages Common, Goblin

Skills Athletics +6, Stealth +6

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

Items breastplate, longsword, shortbow (10 arrows), wooden shield (Hardness 3, HP 12, BT 6)

AC 18 (20 with shield raised); **Fort** +5, **Ref** +6, **Will** +5

HP 20

Formation When they're adjacent to at least two other allies, the hobgoblin soldier gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

Reactive Strike ↷ (page 359)

Shield Block ↷ (page 360)

Speed 25 feet

Melee ❖ longsword +8 (versatile P), **Damage** 1d8+3 slashing

Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Hobgoblin Archer

Bands of hobgoblin soldiers typically have at least one archer among their ranks. In smaller groups, the hobgoblin archer also serves as that band's captain.

HOBGOBLIN ARCHER — CREATURE 4

MEDIUM HOBGOBLIN HUMANOID

Perception +10; darkvision
Languages Common, Goblin
Skills Acrobatics +8, Athletics +8, Stealth +10
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
Items crossbow (20 bolts), scale mail, shortsword

AC 23; **Fort** +10, **Ref** +12, **Will** +8
HP 50
Formation As hobgoblin soldier.

Speed 25 feet
Melee ❖ shortsword +12 (agile, versatile S), **Damage** 1d6+4 piercing
Ranged ❖ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing plus crossbow precision
Crossbow Precision The first time the archer hits with a crossbow attack in a round, it deals 1d8 extra precision damage.
Perfect Aim The hobgoblin archer ignores the concealed condition. Their targets don't benefit from lesser cover, and they reduce the AC bonus from standard cover by 2 against the hobgoblin archer's attack.
Running Reload ❖ The archer Strides, Steps, or Sneaks, then Interacts to reload.

Hobgoblin General

Hobgoblin generals serve as leaders of armies and rulers of hobgoblin settlements. A general does not permit the luxuries of rule to soften them. They lead their forces on the field of battle and view this opportunity to excel in a fight at the head of an army as the true reward for a life spent honing one's skills in battle.

HOBGOBLIN GENERAL — CREATURE 6

MEDIUM HOBGOBLIN HUMANOID

Perception +13; darkvision
Languages Common, Goblin
Skills Acrobatics +12, Athletics +15, Intimidation +14, Stealth +12
Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2
Items composite shortbow (20 arrows), *+1 glaive*, half plate
General's Cry When a hobgoblin general rolls initiative, as long as they can perceive at least one foe, they can yell a mighty battle cry. The hobgoblin general attempts an Intimidate check to Demoralize a single foe within 60 feet as a free action. If successful, any ally with the goblin trait can, as its first action on its first turn of the combat, Stride up to double its speed as a single action.

AC 25; **Fort** +12, **Ref** +15, **Will** +13
HP 90
Formation As hobgoblin soldier.

Speed 25 feet
Melee ❖ *glaive* +17 (deadly d8, forceful, reach), **Damage** 1d8+10 slashing
Ranged ❖ composite shortbow +15 (brutal, deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+8 piercing
Polearm Critical Specialization On a critical hit, the target of the critical hit is moved 5 feet in a direction of the hobgoblin general's choice.

LIVING WITH HOBGOBLINS

With few exceptions, hobgoblin society has no place for those who don't share their blood. Hobgoblins occasionally make use of bugbears as assassins or spies, and most hobgoblin tribes include a small group of goblins who eke out a meager existence on the fringes of hobgoblin society.



HOBGOBLIN ARCHER

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Soulbound Homunculi

Most homunculi use a dose of their creator's blood as their spark of life, but it's possible to use a technique similar to that used in the crafting of a soulbound doll (page 318) to give a homunculus a personality and the semblance of life. These homunculi gain the soulbound trait, lose immunity to spirit, can speak, and do not have a special link to a creator, yet the process tends to warp the soul used so that, more often than not, what rises in the new homunculus body is a parody of its prior life. As such, soulbound homunculi are generally created by cruel spellcasters as a method of humiliating and tormenting vanquished enemies.

Homunculus

A homunculus is a tiny servitor construct created by a crafter to serve as a spy, scout, messenger, or assistant. When a crafter first begins to study the art of creating constructs, they often craft a homunculus first, since the creation process is simple and inexpensive due to a magical shortcut: the use of the creator's own blood. This forges a link between the homunculus and its master, causing the homunculus to gain a spark of the creator's intellect, as well as the same moral values and some of the creator's basic personality traits. Homunculi left to their own devices never stray far from their masters.

In most cases, a homunculus doesn't survive the death of its master for long. Deprived of its creator, a homunculus loses focus and grows increasingly self-destructive, and some even end up battering themselves to annihilation. Rarely, a homunculus with a slain master survives the trauma with its mind intact, often seeing itself as its deceased creator's child or successor and attempting to further its creator's legacy as best it can. In such cases, and if the homunculus was in close proximity to its master upon that creature's death, a portion of the dead master's soul "infects" the surviving homunculus as they pass on to the afterlife.

This doesn't result in a truly soulbound homunculus (see sidebar), since only a fragment of the soul is left behind, but this is still enough to grant the homunculus a greater personality, free will of its own, and perhaps most importantly, the ability to speak. Over time, a few of these "awakened" homunculi even go so far as to become convinced that they are the reincarnation of their prior masters, although their actual personalities never quite reach the depth and complexity of a truly living creature. They are, at best, caricatures of the master, and at worst, they become awful, bitter-minded parodies of life itself. Still, a free-willed homunculus might pursue studies in its creator's class, becoming a unique creature with the abilities of that class if time and fortune permit.

Homunculi are created from a mixture of clay, ash, mandrake root, spring water, and a pint of the creator's own blood. It is possible for a separate donor to provide the blood, but the process is more difficult.

Homunculus — Creature 0

Tiny Construct

Perception +3; darkvision

Languages Common (can't speak any language); master link

Skills Acrobatics +5, Stealth +5

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

Master Link (arcane, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet. The homunculus typically has a similar attitude to its creator and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

AC 17; **Fort** +2, **Ref** +7, **Will** +3

HP 17; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Speed 15 feet, fly 40 feet

Melee ❖ jaws +7 (finesse, magical, reach 0 feet), **Damage** 1d4 piercing plus homunculus poison

Homunculus Poison (poison) A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action; **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round).



Horse

Horses serve as mounts and beasts of burden in many societies. They are loyal and typically gentle creatures, and they are invaluable to those looking to travel long distances. Smaller folk, like gnomes and halflings, often utilize ponies as mounts, while horses are the favored steeds for humans and other Medium humanoids. Most horses that the average humanoid encounters are domesticated, though large herds can be found in the wild.

Riding Pony — Creature 0

MEDIUM ANIMAL

Perception +4; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +4, Athletics +7
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 14; **Fort** +7, **Ref** +4, **Will** +4
HP 16
Buck ↷ DC 15 (page 358)

Speed 35 feet
Melee ◆ hoof +5, **Damage** 1d4+3 bludgeoning
Gallop ◆◆ The riding pony Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

Riding Horse — Creature 1

LARGE ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +7
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 16; **Fort** +9, **Ref** +6, **Will** +5
HP 22
Buck ↷ DC 16 (page 358)

Speed 40 feet
Melee ◆ hoof +7, **Damage** 1d6+4 bludgeoning
Gallop ◆◆ As riding pony.

War Pony — Creature 1

MEDIUM ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +7
Str +4, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 16; **Fort** +8, **Ref** +7, **Will** +5
HP 20
Buck ↷ DC 16 (page 358)

Speed 35 feet
Melee ◆ hoof +7, **Damage** 1d4+4 bludgeoning
Gallop ◆◆ As riding pony.

War Horse — Creature 2

LARGE ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +11
Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 17; **Fort** +8, **Ref** +7, **Will** +6
HP 36
Buck ↷ DC 17 (page 358)

Speed 40 feet
Melee ◆ hoof +9, **Damage** 1d6+5 bludgeoning
Gallop ◆◆ As riding pony.

Goblins and Horses

Goblins have many superstitions and quirks, but few of them are stronger than their fear and hatred of horses. This isn't a one-sided affair. Horses also fear and hate goblins, and some have been known to go out of their way to harm a goblin. A goblin trying to mount a horse is nearly always subject to a torrent of violent bucking, as the horse does everything in its power to fling the goblin to the ground and within reach of its hooves.



WAR HORSE

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Occult Traditions

Likely due to the pact their ancestors forged with Droskar, all hryngars have at least a few innate occult spells, the primary among them being the ability to shed the blood of any who harm them. This power heavily discourages violent retaliation against hryngars, though using it against a superior can bring harsh repercussions—unless the opportunity is capitalized on, and the hryngar who used their innate magic proves a more capable taskmaster.

Hryngar

Deep beneath the surface, the dour dwarves known as hryngars stubbornly toil, claiming the ancestral subterranean homelands of other dwarves as their own. Long ago, hryngar leaders refused to venture to the surface along with their "cousins," forsaking the Quest for Sky. An exiled dwarven deity named Droskar offered hryngars salvation from the horrors that beset them in the Darklands, offering them power, cunning, and knowledge in exchange for their unending servitude. Many hryngar believe that by working harder than their brethren, they can build a society far greater than anything under the sun, claiming unending riches from the planet's metallic veins in days of relentless toil.

Through Droskar's blessings and their own fearsome work ethic, hryngar kingdoms now rule a significant portion of the upper Darklands region of Nar-Voth, and it's common to see hryngar caravans moving through the tunnels, drawn by teams of immense beetles. Hryngar leadership typically consists of powerful divine servants of Droskar, along with fearsomely implacable warriors whose martial prowess, backed by innate occult magic, ensures they can overcome any direct threat to hryngar rule. Almost every aspect of hryngar society is controlled by a strict hierarchy of leadership, with taskmasters directing subordinates across all walks of life.

Hryngar Sharpshooter

Hryngar sharpshooters serve both as ranged support for caravans and as snipers posted on guard towers overlooking quarries and other areas where workers toil away the hours. Hryngar sharpshooters also specialize in nonlethal methods of ranged combat—tactics they are often called upon to use when tracking down derelict debtors or those attempting to flee from their contractual obligations.

HRYNGAR SHARPSHOOTER **CREATURE 0**

MEDIUM DWARF HRYNGAR HUMANOID

Perception +4; darkvision
Languages Common, Dwarven, Sakvroth
Skills Athletics +3, Stealth +5
Str +1, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** –2
Items chain shirt, crossbow (3 bola bolts and 10 bolts), light mace

AC 15; **Fort** +7, **Ref** +7, **Will** +4; +2 status to saves vs. magic
HP 18

Light Blindness (page 359)

Speed 20 feet
Melee ❖ light mace +5 (agile, finesse, shove), **Damage** 1d4+1 bludgeoning
Ranged ❖ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing or bola bolt
Occult Innate Spells DC 12; **2nd** *blood vendetta*, *paranoia*; **Cantrips (1st)** *sigil*
Bola Bolt This shot deals no damage, but on a hit, the target must succeed at a DC 16 Reflex save or be knocked prone and become immobilized until it is freed with a successful DC 15 check to Escape. This check can be attempted either by the target or a creature adjacent to the target.



HRYNGAR BOMBARDIER

Hryngar Bombardier

Hryngar chemists have a knack for creating alchemical grenades. Their traditions often motivate them to constantly experiment and innovate, though the hostile nature of their environs tends to focus these innovations on weapons or other tools of war. Hryngar bombardiers eagerly steal notes and secrets from their underlings, pushing their students to cut corners to produce results while gleefully pillaging the credit and profits. For those hryngar bombardiers who find themselves pressed into combat service, each thrown grenade represents a new opportunity to observe the

suffering they inflict, before eagerly incorporating that data into their next experiment or innovation to create an even more terrible tool of torment.

HRYNGAR BOMBARDIER — CREATURE 1

MEDIUM DWARF HRYNGAR HUMANOID

Perception +4; darkvision
Languages Common, Dwarven, Sakvroth
Skills Acrobatics +6, Crafting +6, Occultism +6, Stealth +6, Survival +4
Str +1, **Dex** +3, **Con** +2, **Int** +3, **Wis** +1, **Cha** –1
Items alchemist's toolkit, studded leather, warhammer
Alchemical Grenades A hryngar bombardier carries 6 alchemical grenades that deal either acid, cold, or fire damage plus 1 persistent damage and 1 splash damage of the same type (typically two of each). The bombardier replenishes these grenades each day using easily collected materials.

AC 18; **Fort** +7, **Ref** +8, **Will** +4; +2 status to all saves vs. magic
HP 20
Light Blindness (page 359)

Speed 20 feet
Melee ❖ warhammer +4 (shove), **Damage** 1d8+1 bludgeoning
Ranged ❖ alchemical grenade +8 (range increment 20 feet, splash), **Damage** 1d6 acid, cold, or fire plus 1 persistent damage and 1 splash damage of the same type
Occult Innate Spells DC 17; **2nd** *blood vendetta*, *paranoia*; **Cantrips (1st)** *sigil*
Quick Bombardier ❖ The hryngar bombardier draws an alchemical grenade with an Interact action and throws it as a ranged Strike.

Hryngar Taskmaster

Hryngar priests of the taskmaster god Droskar often assume leadership roles within their communities, advancing the goals of their deity through coercion and displays of force. Often referred to as hryngar taskmasters, these leaders issue commands to hryngar subordinates and subjugated contractual clients in the same breath, treating the two as if they were interchangeable. As a result, hryngar taskmasters are equally loathed by practically everyone.

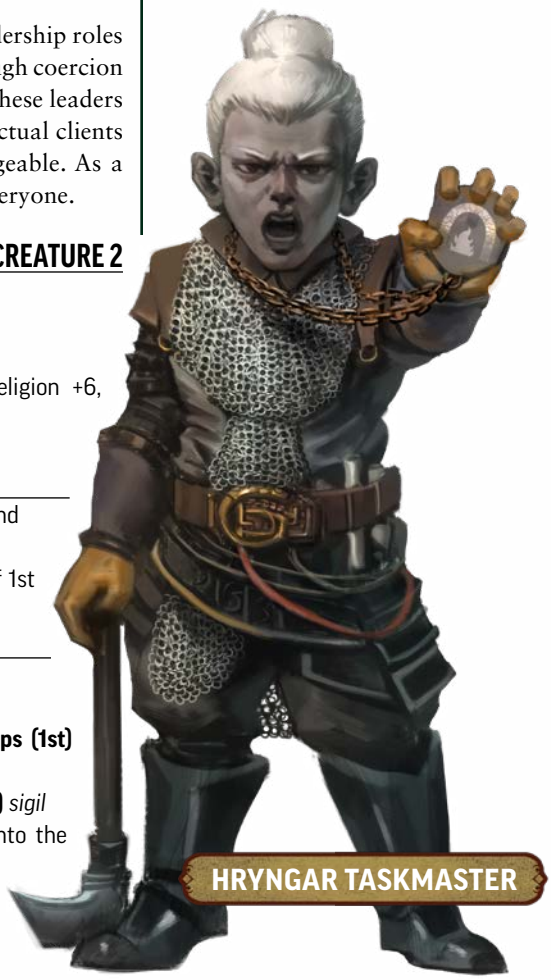
HRYNGAR TASKMASTER — CREATURE 2

MEDIUM DWARF HRYNGAR HUMANOID

Perception +8; darkvision
Languages Common, Dwarven, Sakvroth
Skills Athletics +7, Deception +7, Intimidation +7, Occultism +5, Religion +6, Survival +6
Str +2, **Dex** +0, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3
Items chain mail, pick, religious symbol

AC 18; **Fort** +8, **Ref** +4, **Will** +8; +2 status to all saves vs. magic, iron mind
HP 30
Iron Mind Hryngar taskmasters automatically disbelieve all illusions of 1st rank or lower.
Light Blindness (page 359)

Speed 20 feet
Melee ❖ pick +8 (fatal d10), **Damage** 1d6+6 piercing
Divine Prepared Spells DC 18; **1st** *fear*, *harm*, *runic weapon*, **Cantrips (1st)** *detect magic*, *shield*
Occult Innate Spells DC 18; **2nd** *blood vendetta*, *paranoia*; **Cantrips (1st)** *sigil*
Take Them Down! ❖ The hryngar taskmaster smashes their maul into the ground and invokes Droskar's name to rally their allies to action. All allied hryngars of equal or lower level that are within 20 feet of the hryngar taskmaster gain a +1 status bonus to attack rolls and damage rolls until the end of the hryngar taskmaster's next turn.


HRYNGAR TASKMASTER

HRYNGAR COMMUNITIES

In addition to the hryngar kingdoms in Nar-Voth, hryngar communities are found deep underground in the ruins of abandoned dwarven cities. Generations of hryngar occupation have resulted in the loss of dwarven history as the ashen honor their taskmaster deity by reworking traditional dwarven art into topics that elevate the exiled god. That the hryngars' predatory society seems incapable of achieving the heights of artistry mastered by their dwarven ancestors is a source of unending frustration.

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Variant Hydras

Scholars of bestial lore can describe several hydra variations. Though rare, hydras with more than five heads live in very isolated areas, sometimes guarding incredibly powerful artifacts. Legendary, 12-headed miasma hydras dwell in horribly polluted and dangerous swamps. Perhaps the most unexpected danger are newly hatched hydra larvae, born hungry in shallow bogs.

Hydra

Hydras are multiheaded, foul-tempered serpentine beasts with voracious appetites, widely feared for their regeneration abilities.

Hydra — Creature 6

HUGE BEAST

Perception +17; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17, Stealth +12 (+15 in water)
Str +7, **Dex** +4, **Con** +5, **Int** –3, **Wis** +2, **Cha** –1

AC 23; all-around vision; **Fort** +15, **Ref** +12, **Will** +10
HP (body) 90, hydra regeneration
HP (head) 15, head regrowth; **Immunities** area damage; **Weaknesses** slashing 5

Head Regrowth A hydra ordinarily has five heads. A creature can attempt to sever one of the hydra's heads by specifically targeting it and dealing damage equal to the head's Hit Points. A head that is not completely severed returns to full Hit Points at the end of any creature's turn.

A hydra can regrow a severed head using hydra regeneration. A creature can prevent this regrowth by dealing acid or fire damage to the stump, cauterizing it. Single-target acid or fire effects need to be targeted at a specific stump, but effects that deal splash damage or affect areas covering the hydra's whole space cauterize all stumps if they deal acid or fire damage. If the attack that severs a head deals any acid or fire damage, the stump is cauterized instantly. If all five heads are cauterized, the hydra dies.

Hydra Regeneration The hydra has regeneration (page 360) equal to 3 × the number of heads it has. If a hydra's body is missing any heads and the remaining stumps have not been cauterized, the hydra attempts a DC 25 Fortitude save after it regains Hit Points from regeneration. On a success, one uncauterized stump regrows two heads; on a critical success, two uncauterized stumps regrow into two heads each. The hydra can never grow more than double the number of heads it ordinarily has. The hydra's regeneration only fully deactivates if all its heads are severed and all stumps are cauterized, at which point it dies.

Reactive Heads A hydra gains an extra reaction per round for each of its heads beyond the first, which it can use only to make Reactive Strikes. It can't use more than 1 reaction on the same triggering action, even if a creature leaves several squares within its reach, and the hydra must use a different head for each Reactive Strike it makes. Whenever one of the hydra's heads is severed, the hydra loses 1 of its extra reactions per round.

Reactive Strike ↻ (page 359, and see reactive heads)

Speed 25 feet, swim 25 feet

Melee ❖ fangs +16 (reach 10 feet), **Damage** 2d6+7 piercing

Focused Assault ❖❖ The hydra attacks a single target with its heads, overwhelming its foe with multiple attacks and leaving almost nowhere to dodge. The hydra Strikes with its fangs. On a successful attack, the hydra deals damage from its fangs Strike to the target, plus an additional 1d6 damage for every head it has beyond the first. On a failure (but not a critical failure), the hydra deals the damage from one fangs Strike to the target creature. This Strike counts as a number of attacks equal to the number of heads the hydra has toward the hydra's multiple attack penalty.

Storm of Jaws ❖❖ The hydra makes a number of Strikes up to its number of heads, each against a different target. These attacks count toward the hydra's multiple attack penalty, but the multiple attack penalty doesn't increase until after the hydra makes all its attacks.



Hyena

Hyenas are pack-hunting scavengers known for their unnerving, laughter-like cries. The most well-known hyenas are the socially gregarious spotted hyenas, who travel in packs and work together to hunt or drive off larger creatures. Hyenas are typically nocturnal creatures who scavenge meat, insects, and fruit, though they aren't above supplementing their carrion diets with fresh prey.

Hyena

Hyenas are cunning, powerfully built carnivores that bear a heavy resemblance to dogs and other canines, though they are not themselves canines. Though all hyenas are often maligned as cowardly carrion eaters, their tactics depend on their specific breed: spotted hyenas are active pack hunters that kill most of their prey themselves, while striped and brown hyenas are more likely to be loners and scavengers. Their jaws are exceptionally powerful, allowing hyenas to seize a victim and pull it to the rest of the pack.

HYENA — CREATURE 1

MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +7, Stealth +6
Str +3, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

AC 16; **Fort** +7, **Ref** +8, **Will** +4
HP 20

Speed 40 feet
Melee ❖ jaws +8, **Damage** 1d8+3 piercing plus Knockdown (page 359)
Drag ❖ The hyena makes a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyena Strides up to 10 feet, dragging the enemy along.
Pack Attack The hyena deals an extra 1d4 damage to any creature that's within reach of at least two of the hyena's allies.

Hyaenodon

Hyaenodons are ferocious primeval creatures that resemble hyenas. Looming, shaggy-furred animals nearly the size of a horse, hyaenodons are truly formidable predators to be reckoned with, due both to their size and to their flesh-shearing jaws. Hyaenodons prey on small horses, camels, and even young rhinoceroses. Kholo clans find these creatures particularly useful as mounts and guardians.

HYAENODON — CREATURE 3

LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +12, Stealth +8
Str +5, **Dex** +3, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2

AC 18; **Fort** +10, **Ref** +8, **Will** +7
HP 45

Speed 40 feet
Melee ❖ jaws +12, **Damage** 1d10+5 piercing plus Knockdown (page 359) and bonecrunching bite
Bonecrunching Bite A creature that is critically hit by a hyaenodon must succeed at a DC 20 Fortitude save or become wounded 1 as the creature's bones or cartilage are crushed by the beast's jaws.
Drag ❖ As hyena.
Pack Attack The hyaenodon deals an extra 1d6 damage to any creature within reach of at least two of the hyaenodon's allies.

HYENA LEGENDS

The hyena's intense cunning, combined with its unnerving laughter, has caused hyenas to become associated with all manner of evil—hyenas are claimed to rob graves, steal children, and wield sinister supernatural powers. Though normal hyenas are no more malicious than any other natural predator, their unearned reputation often causes witches, warlords, and ill-natured creatures to seek out hyenas as pets or guard animals. The fact that kholos (page 208) in particular have a special preference for hyenas, considering the animals to be close relatives, does little to improve the animal's already-poor reputation.



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Imps of Many Planes

Like rats infesting cities, imps litter the fiendish Outer Planes—Abaddon, the Outer Rifts, and most especially Hell. Imps love to learn the tricks of devils, the better to tempt mortals and confine souls. Over centuries spent on the various planes, imps begin to take on the characteristics of the environment they inhabit, often looking flame-scorched if they come from Hell, caustic and monstrous if from the Outer Rifts, and red-eyed and fetid if from Abaddon.

Imp

Imps are fiendish infiltrators and corrupters who, despite their diminutive stature, are more than capable of subtly influencing a weak-willed individual into performing increasingly evil acts over time. An imp will often agree to serve a mortal and act docile and loyal in a long-term plot to eventually get their master killed or damn their soul. Imps are born directly from the Outer Planes themselves, rather than from mortal souls, and thus they serve outside any fiendish hierarchies, granting them leeway to pursue their specialties.

Despite standing a mere 2 feet tall, imps can be vicious combatants, flying out of reach and turning invisible to escape should the odds turn against them.

Imp — Creature 1

TINY FIEND UNHOLY

Perception +7; darkvision

Languages Chthonian, Common, Daemonic, Diabolic; telepathy (touch; page 360)

Skills Acrobatics +7, Arcana +6, Deception +7, Religion +5

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

AC 17; **Fort** +5, **Ref** +9, **Will** +7

HP 15; **Weaknesses** holy 3; **Resistances** poison 3

Speed 20 feet, fly 30 feet

Melee ❖ stinger +9 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d4–1 piercing plus imp venom

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*; **Cantrips (1st)** *detect magic*

Change Shape ❖ (concentrate, divine, polymorph) The imp takes on the appearance of a Medium or smaller animal (page 358). While transformed, the imp loses their normal senses, innate spells, and special actions, but doesn't otherwise change their statistics and can still speak and use telepathy. The imp also gains any special senses of the animal and any Speeds the animal has. This doesn't change the attack and damage modifiers of their Strikes but might change the damage type their Strikes deal (depending on what kinds of attacks the animal has) and prevents them from exposing creatures to imp venom.

Fiendish Healing ❖ (concentrate, divine, healing, vitality) **Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

Fiendish Temptation ❖ (concentrate, divine, fortune, unholy) **Frequency** once per day; **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts voluntarily. The boon lasts for 1 hour once accepted. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result. If the creature dies while the boon is in place, the imp decides where the creature's soul travels. This typically makes the soul bound for eternity in the imp's home plane, and the creature unable to be raised or resurrected except by the *wish* ritual or similar magic.

Imp Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)



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Iron Warden

Traditionally crafted into the forms of giant suits of armor or powerful animals, iron wardens are products of exquisite artistry and skill. Their articulated joints and sturdy, armored bodies require great care and mathematical precision to craft, and regular cleaning and oiling ensure they don't rust over the ages. With proper care, iron wardens can remain in good shape for thousands of years, being passed down for generations, as long as they aren't destroyed by meddlesome adventurers. In addition to their incredible strength, iron wardens possess a potent toxic breath that is often more than enough to dispatch entire groups of opponents.

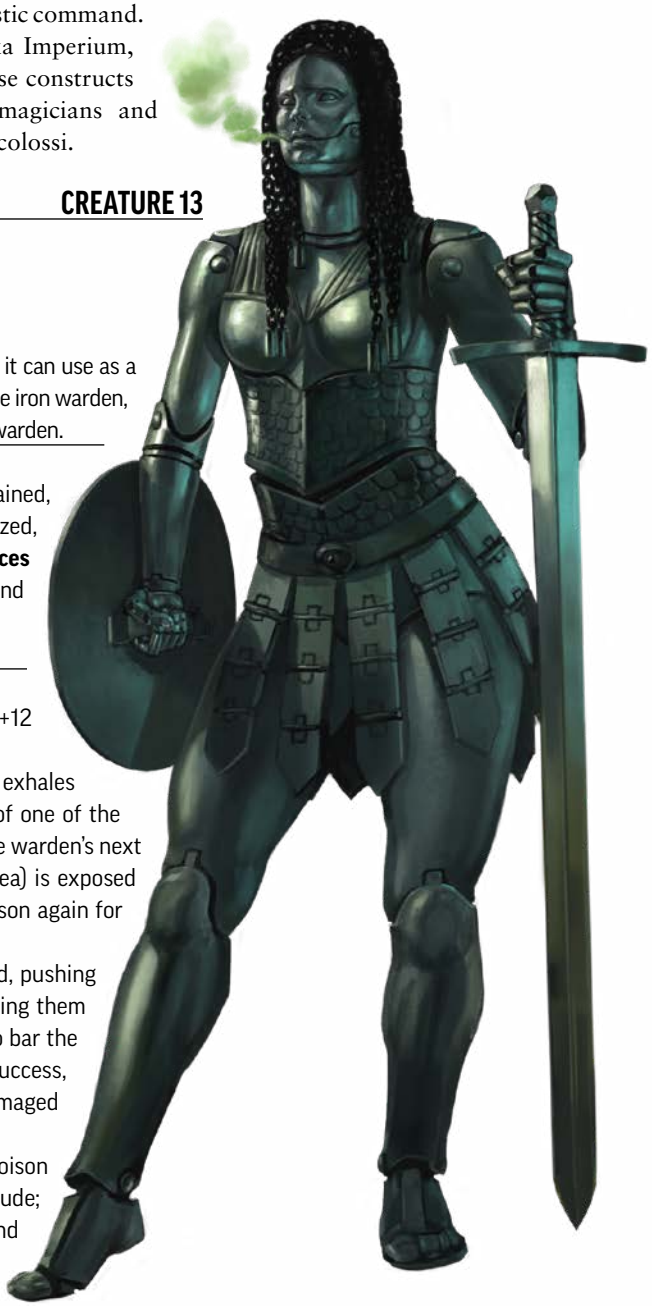
Though their impressive stature prevents them from being inconspicuous, iron wardens are often placed in areas where they are easily mistaken for decorative objects. An iron warden might be hidden among decorative suits of armor or disguised as a statue in a city square. Occasionally, locals are shocked when something they assumed to be a historic landmark animates into an iron warden, called to action by an unknown mystic command.

Stories tell of ancient civilizations, such as the Jistka Imperium, that created iron wardens of massive size. Most of these constructs have since been melted down for resources, but magicians and historians still chase down rumors of one of these lost colossi.



Iron Scrap

An iron warden can be melted down for scrap or traded to fire giants to be repurposed into armor for a Large creature.



Iron Warden — Creature 13

UNCOMMON LARGE CONSTRUCT MINDLESS

Perception +21; darkvision

Skills Athletics +30

Str +8, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

Shield Arm The iron warden has a shield built into its arm, that it can use as a steel shield (+2 to AC and Hardness 5). Because it's a part of the iron warden, all damage in excess of its Hardness is dealt only to the iron warden.

AC 33; **Fort** +26, **Ref** +19, **Will** +22

HP 190; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 15 (except adamantine), spells 15 (except acid and spells that cause rust)

Shield Block ↷ (page 360, and see shield arm)

Speed 20 feet

Melee ❖ fist +28 (magical, reach 10 feet), **Damage** 3d10+12 bludgeoning

Breathe Poison ❖❖ (arcane, poison) The iron warden exhales poisonous gas in a 10-foot burst centered on the corner of one of the iron warden's squares. The gas persists until the start of the warden's next turn. Any creature in the area (or that later enters the area) is exposed to the iron warden's poison. The warden can't Breathe Poison again for 1d4 rounds.

Inexorable March ❖ The iron warden 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 attempt to bar the way by succeeding at a DC 37 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise, it's damaged as if hit by the iron warden's fist.

Iron Warden Poison (poison) Any drained value from this poison is reduced by 1 every hour; **Saving Throw** DC 33 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison and drained 1 (1 round); **Stage 2** 4d6 poison and drained 2 (1 round); **Stage 3** 8d6 poison and drained 3 (1 round)



Kholo Packs

The most commonly encountered kholo packs are bandits or raiders looking for easy resources to pilfer from unguarded victims. Although not all kholos are such opportunists, they can still be highly unpredictable neighbors. Even kholos who appear to peacefully retreat from an encounter with another group may return at night to set up an opportune ambush. These underhanded tactics are traumatizing enough that kholos are often mistrusted and despised.

Kholo

Kholo are tall, hyena-headed humanoids who dwell in savannas, warm grasslands, and arid hills. Given their appearance, their affinity for hyenas should not be surprising; kholos share their homes, food, and even many of their behaviors with these animals. Much like hyenas, kholos have a notorious reputation, for much the same reason—their uncanny laughter, frightening intelligence, and efficient pack tactics make them intimidating competition or foes. Kholos are keen to lean into these rumors, using them as a form of psychological warfare against their enemies.

Also like hyenas, kholos prefer to hunt in packs, and are exceptionally skilled at setting up ambushes or separating individual targets from larger groups. As kholo packs value all their members highly, any tactic that gives them an advantage in dangerous situations is seen as virtuous, while chivalry and honor are derided as pointlessly risky. It's a philosophy borne from a deep respect and love for their kholo brethren, but to most other people, it makes kholos terrible neighbors.

Kholos willingly eat nearly any other creature, including dead kholos, which can evoke strong reactions from people and cultures with a taboo against cannibalism or desecrating the dead. To a kholo, it's often more offensive to not eat a dead body, no matter its origin; kholos see no point in wasting precious meat in a harsh and challenging world. Worse still is the refusal to eat the flesh of a dead kholo, which they consider an insult to that kholo's memory and an implication that their flesh is unworthy of consumption. Eating the flesh of honored enemies is, for kholos, a respectful ritual, allowing that being to live on within the pack instead of rotting like trash on the ground.

Kholo women are often larger and stronger than kholo men and are typically considered the leaders of their hunting packs and clans.



KHOLO BONEKEEPER

Kholo Hunter

Kholo hunters serve their clans by hunting for food in the wilds, marauding along well-traveled roads, and tracking down potential threats.

KHOLO HUNTER **CREATURE 2**

MEDIUM HUMANOID KHOLO

Perception +7; darkvision

Languages Common, Kholo

Skills Acrobatics +7, Athletics +8, Intimidation +4, Stealth +7, Survival +5

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

Items battle axe, leather armor, shortbow (20 arrows)

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

HP 29

Speed 25 feet

Melee ❖ battle axe +10 (sweep), **Damage** 1d8+4 slashing

Melee ❖ jaws +10 (agile), **Damage** 1d8+2 piercing

Ranged ❖ shortbow +10 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Pack Attack A kholo hunter deals 1d4 extra damage to any creature that's within reach of at least two of the kholo hunter's allies.

Rugged Travel A kholo ignores the first square of difficult terrain they move into each time they Step or Stride.

Kholo Bonekeeper

Some kholos serve as conduits to the divine and are responsible for placating spirits and gods alike. Lamashtu is a favored deity of kholo bonekeepers, as many kholos believe their kind were birthed from the Mother of Monsters. While some kholos embrace the Old Mother completely, others see her as a nightmarish power only to be approached if they're willing to pay the price. Other popular kholo deities include Calistria, Nethys, Mahathallah, or Shelyn.

KHOLO BONEKEEPER CREATURE 3

MEDIUM HUMANOID KHOLO

Perception +8
Languages Chthonian, Common, Kholo
Skills Intimidation +7, Medicine +7, Religion +10, Stealth +7, Survival +8
Str +2, **Dex** +2, **Con** +0, **Int** +0, **Wis** +3, **Cha** +0
Items falchion, hide armor, wooden religious symbol

AC 19; **Fort** +8, **Ref** +6, **Will** +10
HP 45

Speed 25 feet
Melee ❖ falchion +10 (forceful, sweep), **Damage** 1d10+3 slashing
Melee ❖ jaws +10 (agile), **Damage** 1d6+3 piercing
Divine Prepared Spells DC 20, attack +12; **2nd** *darkness*, *harm* (×4), *spiritual armament*; **1st** *command*, *fear*, *runic weapon*; **Cantrips (2nd)** *daze*, *detect magic*, *light*, *read aura*, *sigil*
Pack Attack As kholo hunter.
Rugged Travel As kholo hunter.

Kholo Sergeant

When kholos band together to form mercenary bands or raiding parties, the strongest or most respected among them is often designated the hunt leader or sergeant. These kholo are responsible for the safety and success of their packmates and train extensively in the art of war. Their skill at arms makes them powerful adversaries. A kholo sergeant might also serve as a mercenary group's leader in other affairs, such as sorting out domestic disputes or negotiating with rival kholo bands.

KHOLO SERGEANT CREATURE 4

MEDIUM HUMANOID KHOLO

Perception +10; darkvision
Languages Common, Kholo
Skills Athletics +13, Intimidation +9, Stealth +11, Survival +10
Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0
Items composite shortbow (20 arrows), hide armor, scimitar

AC 21; **Fort** +12, **Ref** +10, **Will** +8
HP 60
Reactive Strike ↷ (page 359)

Speed 25 feet
Melee ❖ scimitar +14 (forceful, sweep), **Damage** 1d6+7 slashing
Melee ❖ jaws +14 (agile), **Damage** 1d6+7 piercing
Ranged ❖ composite shortbow +12 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing
Bark Orders ❖ (auditory, linguistic) The kholo sergeant commands their allies to reposition. Any allies who hear and understand this order can use a reaction to Step.
Pack Attack As kholo hunter.
Rugged Travel As kholo hunter.



KHOLO SERGEANT

KHOLO LAIRS

Kholos dwell primarily on dry savannas and windswept plains. Thanks to their sturdy constitutions and strong survival instincts, they have few qualms about setting up holdings out in the open. Many kholos establish their encampments—typically made up of hide lean-tos and tents—atop sloping hills to better survey the region for potential prey. Kholos rarely dwell in caverns or similar enclosures, knowing that it is all too easy to get cornered when there is only one exit.

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Magically Morphic

Kobold eggs can absorb the traits of more powerful creatures, and cunning kobold parents take full advantage of this to give their children the best shot at life. Dragons are the favored target for this process, a habit dragons seem willing to indulge, but many kobolds find themselves with different patrons by choice or by force. Fiends, elementals, or fey prove effective as alternate choices. Some kobolds use ancient artifacts instead, though this has the issue of attracting thieves. Kobolds in the Darklands usually seek out subterranean dragons, but those who absorb the ambient energy instead emerge with warped forms and terrifying psychic abilities.

Kobold

Kobolds are small reptilian humanoids. They lurk in dark spaces, usually tunnels and mines beneath the earth, in either warrens of their own design or complexes discovered and colonized after the original builders have moved on. Though kobolds are far more pragmatic than courageous, they use every inch of their cunning to even the playing field between themselves and other, stronger creatures. They attack from the darkness and at range, and kobold artificers and engineers master the art of simple but effective traps, which they use to protect their lairs. Kobolds are skilled at working together by necessity, and they often set up ambushes or hit-and-run assaults that allow them to do the most damage possible without being harmed in return.

Kobolds are diligent and hardworking creatures. While some kobolds live in communal collectives that maintain neutral relations with the creatures around them, they can be easily swayed into serving malevolent powers or megalomaniacal leaders. This is in part due to kobolds' innate pragmatism, as they would rather concede to servitude than risk being killed, but it is also in part due to a reverence for the power they generally lack. Notably, kobold eggs left in the proximity of magical creatures or places tend to absorb similar traits from the exposure. The resulting physical changes mark the appearance of each tribe, but a few lucky kobolds are also born with magical power that reflects their tribe's patron.

Kobold Warrior

The typical kobold trains in tunnel fighting, learning to use simple weapons that are effective in narrow spaces. Kobolds are capable of landing sneaky strikes against unsuspecting foes, but are just as quick to scamper off to safety when they don't outnumber their enemies by at least two to one.

KOBOLD WARRIOR **CREATURE -1**

SMALL HUMANOID KOBOLD

Perception +3; darkvision
Languages Common, Sakvroth
Skills Acrobatics +5, Crafting +2, Stealth +5
Str +1, **Dex** +3, **Con** –1, **Int** +0, **Wis** +1, **Cha** +1
Items leather armor, sling (20 bullets), spear

AC 16; **Fort** +3, **Ref** +7, **Will** +3
HP 7

Speed 25 feet
Melee ❖ spear +3, **Damage** 1d6+1 piercing
Ranged ❖ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning
Ranged ❖ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing
Scamper ❖ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to their Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.
Sneak Attack The kobold warrior deals an extra 1d4 precision damage to off-guard creatures.



KOBOLD WARRIOR

Kobold Scout

Most kobolds encountered outside of a well-defended warren or lair are kobold scouts, those trained for stalking and hunting. They're also often in the thick of the fighting when a warren is invaded, buying time for their comrades to set up various traps and deadfalls.

KOBOLD SCOUT CREATURE 1

SMALL HUMANOID KOBOLD

Perception +8; darkvision
Languages Common, Sakvroth
Skills Acrobatics +7, Crafting +3, Nature +6, Stealth +7, Survival +6
Str +0, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1
Items crossbow (20 bolts), leather armor, shortsword

AC 16; **Fort** +5, **Ref** +9, **Will** +6; +1 circumstance to all defenses vs. traps
HP 16

Speed 25 feet
Melee ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing
Ranged ❖ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing
Construct Trap ❖❖❖ (manipulate) The kobold scout creates a rudimentary trap on any square adjacent to it. This must be on a surface, such as a floor, wall, or ceiling. The trap activates the next time a creature moves adjacent to it. The creature takes 1d6 piercing damage and 1 persistent bleed damage with a DC 16 basic Reflex save. The trap is destroyed when activated or after 1 hour, whichever comes first. The scout typically carries enough raw materials to make one trap.
Scamper ❖ As kobold warrior.
Sneak Attack The kobold scout deals an extra 1d6 precision damage to off-guard creatures.

Kobold Cavern Mage

Kobold cavern mages are born more than trained, hatching from eggs that absorbed particularly large amounts of primal earth energy. Although there are many elementals and even natural terrain features that can give rise to cavern mages, most are related to the cavern-dwelling earth nymphs known as lampads. These lonely and capricious fey are as enthusiastic to receive the company of a kobold tribe as the kobolds are for the protection they receive in return.

KOBOLD CAVERN MAGE CREATURE 2

SMALL HUMANOID KOBOLD

Perception +5; darkvision
Languages Common, Fey, Petran, Sakvroth
Skills Acrobatics +6, Deception +8, Diplomacy +8, Intimidation +8, Nature +5, Stealth +6
Str +2, **Dex** +2, **Con** –1, **Int** +0, **Wis** +1, **Cha** +4
Items light hammer

AC 16; **Fort** +5, **Ref** +6, **Will** +7
HP 20

Speed 25 feet
Melee ❖ light hammer +6 (agile), **Damage** 1d6+2 bludgeoning
Melee ❖ claw +6 (agile, finesse), **Damage** 1d6+2 slashing
Ranged ❖ light hammer +6 (agile, thrown 20 feet), **Damage** 1d6+2 bludgeoning
Primal Spontaneous Spells DC 18; **1st** (4 slots) *fleet step*, *heal*, *pummeling rubble*, *runic weapon*; **Cantrips (1st)** *caustic blast*, *detect magic*, *figment*, *know the way*, *tangle vine*
Inspiring Display ❖ (auditory, emotion, linguistic, mental) **Requirements** The cavern mage's previous action was to Cast a Spell; **Effect** The cavern mage uses their magical display to inspire another kobold within 30 feet. That kobold gains 4 temporary Hit Points that last until the start of the cavern mage's next turn.
Scamper ❖ As kobold warrior.


KOBOLD CAVERN MAGE

SOCIETAL DABBLERS

Numerous tribes of kobolds have been attracted to large cities, drawn by magical colleges or by the simple convenience of urban living. They often maintain their preference for subterranean dwellings, lurking in sewers or underground ruins. In Avistan, this tends to place them in a gray legal zone where city kobolds are generally accepted, but have few rights on paper. Kobolds in Absalom have begun to challenge this assumption, and others may follow suit.

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Kraken Treasure

A kraken's hoard includes the plunder of ships lost at sea and the wealth of sunken cities. Virtually anything could be found in a kraken lair, but they especially covet scrolls, spell books, and other tomes of ancient lore, as well as gemstones and rarefied raw materials found only in the ocean depths.



Kraken Locations

A kraken dwells in deep ocean trenches, sunken cities, or caves and reefs near hydrothermal vents. It seeks food near the surface, however, where it can prey on seagoing vessels.

Kraken

A kraken is an enormous, squid-like leviathan with a cruel intelligence. It hunts ships, whales, and heroes alike. The hatred and envy krakens hold for alghollthus (page 12), their rivals, has led many krakens to make their lairs in sunken cities, where they can sift through ancient lore and uncover long-lost arcane secrets.

Kraken — Creature 18

UNCOMMON GARGANTUAN AQUATIC BEAST

Perception +34; darkvision

Languages Common, Thalassic

Skills Athletics +38, Intimidation +32, Nature +35, Stealth +33

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

AC 42; **Fort** +35, **Ref** +28, **Will** +32

HP 360; **Immunities** controlled, emotion; **Resistances** cold 10, poison 20

Altered Weather (aura, primal) A kraken reshapes the weather within 2 miles of it, with the effect of the *control weather* ritual centered on the kraken and based on its emotional state, at the GM's discretion. If the kraken dies, the weather returns to normal immediately.

Speed 10 feet, swim 40 feet

Melee ❖ arm +37 (reach 40 feet, magical), **Damage** 4d10+17 bludgeoning plus Grab (page 359)

Melee ❖ tentacle +37 (reach 60 feet, agile, magical), **Damage** 3d10+17 bludgeoning plus Grab (page 359)

Melee ❖ beak +37 (reach 20 feet, magical), **Damage** 3d10+17 piercing

Primal Innate Spells DC 40; **10th** *dominate* (animals only); **8th** *punishing winds*; **7th** *resist energy*

Constrict ❖ 2d10+17 bludgeoning, DC 40 (page 358). On a failed save, a creature that is holding its breath loses 1d4 rounds worth of air.

Double Attack ❖ The kraken makes two Strikes with two different arms or tentacles, each limb targeting a different creature. Double Attack counts as two attacks toward the kraken's multiple attack penalty, but the penalty doesn't increase until after both attacks are made. If the kraken subsequently uses the Grab action, it Grabs any number of creatures it hit with Double Attack.

Ink Cloud ❖ The kraken releases a cloud of black, venomous ink in an 80-foot emanation. This cloud has no effect outside water. Creatures inside the ink cloud are exposed to kraken ink poison and are undetected while inside the cloud. The kraken can't use Ink Cloud again for 2d6 rounds, and the cloud dissipates after 1 minute.

Jet ❖ (move) The kraken moves through the water up to 280 feet in a straight line without triggering reactions.

Kraken Ink (poison) Krakens are immune to this poison; **Saving Throw** DC 39 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 poison damage and sickened 1 (1 round); **Stage 2** 5d6 poison damage and sickened 2 (1 round)



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Krooth

Krooths, sometimes called crocodile eaters, are fast and vicious hunters of bogs and wetlands. While they are known to hunt and eat crocodiles, alligators, and virtually any creature with flesh, their favorite prey are lizardfolk, boggards, and dinosaurs.

Krooths are found alone or in packs. Male krooths are solitary and territorial creatures—fierce, bold, and bloodthirsty. Female krooths, on the other hand, are more likely to shy away from potential predators but swiftly turn violent when their brood is threatened. Because their offspring are so vulnerable, female krooths gather in packs to raise their young, sending smaller groups to hunt for food while the rest of the pack watches the brood. Krooths mate only once every 4 or 5 years, and the mating process is a curiously gruesome spectacle. An entire pack of females will hunt as a group for a lone male krooth, claiming their prize in a frenzy that can last for an entire day and night. After the mating has finished, the females slay their mate and devour his nutrient-rich flesh, and his organs in particular. These organs contain a unique chemical compound vital to gestation. Many naturalists will pay handsomely for the fresh remains of a male krooth so they can study the strange properties of the creature's blood and organs. In addition, krooths have poisonous, hollow teeth. When these creatures bite their prey, a tooth breaks off and causes the victim to bleed profusely as their blood pours through the hollow tooth.

Whether male or female, krooths seem to be repelled by goblinoid flesh, especially that of bugbears. This doesn't mean krooths won't kill goblinoids, especially those threatening their young, but they typically do so using only their claws and tails, and they take great care to clean themselves thoroughly after such a killing.

Krooth — Creature 8

LARGE AMPHIBIOUS ANIMAL

Perception +16; low-light vision, scent (imprecise) 60 feet
Skills Athletics +18, Stealth +18 (+20 in water), Survival +17 (+20 to Track a bleeding creature)
Str +6, **Dex** +3, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

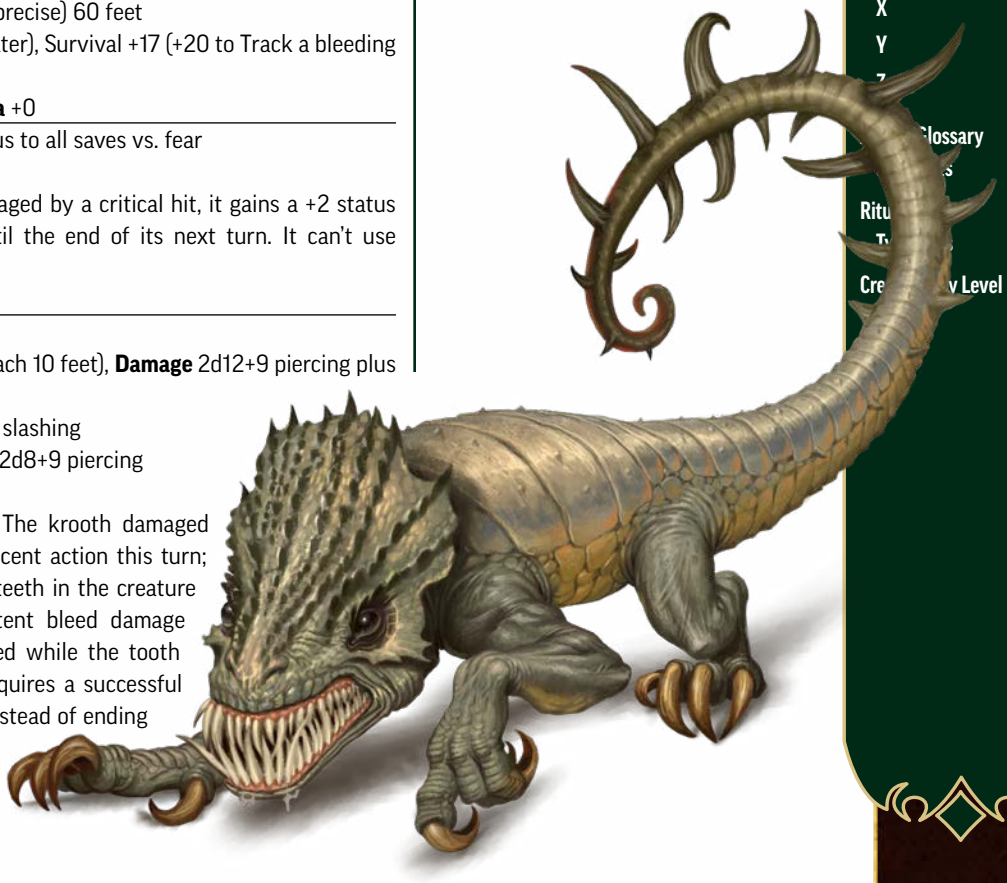
AC 26; **Fort** +20, **Ref** +17, **Will** +14, +4 status to all saves vs. fear
HP 150

Pain Frenzy Whenever the krooth is damaged by a critical hit, it gains a +2 status bonus to attack and damage rolls until the end of its next turn. It can't use reactions while this frenzy lasts.
Reactive Strike ↷ Tail only (page 359).

Speed 40 feet, swim 30 feet
Melee ❖ jaws +20 (deadly d10, poison, reach 10 feet), **Damage** 2d12+9 piercing plus Poison Tooth
Melee ❖ claw +20 (agile), **Damage** 2d8+9 slashing
Melee ❖ tail +20 (reach 15 feet), **Damage** 2d8+9 piercing
Aquatic Ambush ❖ (page 358)
Poison Tooth ❖ (poison) **Requirements** The krooth damaged a creature with its jaws on its most recent action this turn; **Effect** The krooth snaps off one of its teeth in the creature it hit. The creature takes 1d6 persistent bleed damage and is drained 1. Neither can be healed while the tooth remains. Removing the tooth safely requires a successful DC 26 check to Administer First Aid. Instead of ending bleeding or stabilizing, this removes the tooth and the drained condition, but it doesn't automatically end the bleed damage.

Krooth Guts

In addition to naturalists, the strange enzymes and other chemicals found in the internal organs of male krooths, particularly the liver, pancreas, and kidneys, are of great value to alchemists who seek to concoct elixirs and potions with transmutation effects. A single male krooth's organs, properly harvested and preserved, can be sold to an interested alchemist or naturalist for as much as 80 gp.







Lamia Treasure

Lamias salvage gold, jewels, and magic items from the abandoned temples and ruined cities where they make their lairs. They sometimes arm themselves with enchanted daggers.



Lamia Locations

Lamias dwell on the edge of civilization in crumbling keeps, abandoned cities, and the fallen temples of forgotten gods.

Lamia

Lamias are bloodthirsty victims of an ancient curse for which they blame the gods. Most lamias are humanoid from the waist up but have the lower bodies of serpents. Sinister magic comes naturally to a lamia, and they prefer the use of illusions to deceive prey for later consumption, or simply to torture.

Lamia

Just as they were cursed long ago, lamias can inflict a curse on those they touch, clouding the victim's mind and pushing conscious thought toward animalistic instincts. Creatures affected by this curse grow reckless, becoming unaware of the consequences of their own actions. This makes the hapless victim all the more susceptible to the lamia's cunning illusions and insidious charms. The lamia's animalistic nature and the effect of their cursed touch have led some scholars to theorize that the original lamias must have, millennia ago, turned away from their own reason and intellect and embraced the life of simple beasts. Whether this change was rewarded as a monstrous gift from Lamashtu or inflicted as a curse for abandoning their responsibilities by Pharasma, remains a subject of debate to this day.

Whatever the source of this ancient transformation, lamias have grown to enjoy the strengths it has granted them. They continue to cling to a hatred of the gods, seeing them as the cause of their eternal exile from the societies they watch with jealous eyes while hidden amid the ruins of lost civilizations. Because lamias blame divine powers for their curse, they take special delight in the downfall of temples, the suffering and death of divine spellcasters, and the spread of dissension within organized religions.

While they can briefly assume humanoid form with magic, lamias are usually forced to hide from civilization, making their homes in the barren wilderness. There, they attract cults of their own. With the help of these cultists, lamias strive to bring down popular faiths, introduce schisms into flourishing churches, and humiliate or defame high-profile religious leaders. Most lamias have no true religious faith in anything, hearing instead a mystical calling that manifests as sighs on the desert wind or murmurs from the dark places between the stars.

Lamias are traditionally matriarchal, revering the eldest female among them as leader, mother, and shaman.



LAMIA **CREATURE 6**

LARGE BEAST HUMANOID

Perception +13; darkvision

Languages Chthonian, Common

Skills Athletics +16, Cult Lore +11, Deception +15, Diplomacy +11, Intimidation +13, Stealth +15, Survival +11

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

Items javelin (2), *+1 spear*

AC 24; **Fort** +12, **Ref** +15, **Will** +15

HP 95

Speed 40 feet

Melee ❖ *spear* +17, **Damage** 1d6+10 piercing

Melee ❖ tail +16 (agile), **Damage** 1d6+10 bludgeoning plus Grab (page 359)

Ranged ❖ *spear* +14 (thrown 10 feet), **Damage** 1d6+10 piercing
Ranged ❖ javelin +13 (thrown 30 feet), **Damage** 1d6+10 piercing
Occult Innate Spells DC 25; **4th** *charm* (×3), *suggestion*; **3rd** *sleep*; **2nd** *blur, humanoid form* (at will); **1st** *illusory disguise* (at will), *illusory object* (at will), *ventriloquism* (at will)
Lamia's Caress ❖❖ (curse, mental, occult) The lamia touches a creature, who must succeed at a DC 23 Will save or become stupefied 1. 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.

Lamia Matriarch

The brilliant and powerful lamia matriarchs possess boundless ambition, always seeking to bring more people and territory into the clutches of their kind. Consequently, they become rulers of other lamia. For all their cruelty toward other creatures, they're fierce protectors of other lamia, and consequently, they quickly come to rule cults or warbands. Regardless of the lamia's gender, these ascended lamias are always known as matriarchs. A lamia matriarch is set apart from their kindred by the occult power they pursue, and some have even had grand designs to break the animalistic curse that transformed them. However, every attempt so far has led to the matriarch's fall.

LAMIA MATRIARCH CREATURE 8

LARGE BEAST HUMANOID

Perception +15; darkvision
Languages Chthonian, Common, Draconic
Skills Athletics +18, Cult Lore +15, Deception +20, Diplomacy +20, Intimidation +18, Occultism +17, Stealth +16, Survival +13
Str +6, **Dex** +4, **Con** +3, **Int** +3, **Wis** +3, **Cha** +6
Items *+1 striking scimitar*

AC 27; **Fort** +13, **Ref** +18, **Will** +17; +1 status to all saves vs. magic
HP 135; **Immunities** controlled; **Resistances** mental 10

Speed 30 feet, climb 30 feet, swim 30 feet
Melee ❖ *scimitar* +19 (forceful +2, sweep), **Damage** 2d6+10 slashing
Occult Spontaneous Spells DC 28; **3rd** (4 slots) *dispel magic*, *enthrall*, *haste*, *mind reading*; **2nd** (4 slots) *blur*, *illusory creature*, *invisibility*; **1st** (4 slots) *bless*, *force barrage*, *phantom pain*, *soothe*; **Cantrips (3rd)** *daze*, *detect magic*, *prestidigitation*, *read aura*, *telekinetic hand*
Occult Innate Spells DC 28; **4th** *charm* (×3), *suggestion* (×3), **3rd** *sleep*; **2nd** *illusory disguise* (at will), *illusory object* (at will), *blur*; **1st** *ventriloquism* (at will)
Change Shape ❖ (concentrate, occult, polymorph) The lamia matriarch can take on the appearance of a Medium humanoid (page 358). This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it does prevent them from using their cursed touch. Each lamia matriarch has a fixed humanoid form that resembles their upper torso when in their true form. This is the only humanoid form they can adopt using this ability.
Matriarch's Caress ❖❖ (curse, mental, occult) As Lamia's Caress, but DC 28, and the creature is stupefied 2 (or has its existing stupefied increased by 2) if it critically fails.
Scimitar Storm ❖❖❖ The lamia matriarch makes a scimitar attack against each enemy within reach. Each attack counts toward their multiple attack penalty, but the penalty does not increase until after all the attacks. The first enemy they damage is subject to Matriarch's Caress.


LAMIA MATRIARCH

OTHER LAMIAS

Adventurers report encounters with other varieties of lamia, including immense versions with the upper torsos of giants, monstrosities driven by insatiable hunger, or flying monstrosities with hardly any humanoid features, yet all of these variants bow to the wisdom and influence of the lamia matriarchs.

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Friends in the Forest

Because of their relative frailty, leaf leshies frequently act as liaisons and call upon more powerful forest guardians when their domains are threatened. Nymphs, sprites, and other goodly fey may respond to the call of a leaf leshy, as may arboreals and other plant creatures.

Leshy

Leshies are intelligent plant creatures who guard areas of primeval wilderness or earthly power. Originally created by powerful fey, they manifest when a skilled practitioner of primal magic—typically a druid—combines a nature spirit with a body carefully grown and crafted from local vegetation. The rites and materials required to create a leshy vary depending on the type of leshy. They are typically given life in an area of great natural significance, such as an arboreal's grove, a druidic circle, a fairy ring, or a great natural wonder.

Leaf Leshy

Leaf leshies are diminutive protectors of forests clad in armor and hats made of fruit, flowers, or leaves. They enjoy mock battles but act cautiously in real ones.

LEAF LESHY **CREATURE 0**

SMALL LESHY PLANT

Perception +4; low-light vision
Languages Common, Fey; *speak with plants* (trees only)
Skills Acrobatics +4, Nature +4, Stealth +4
Str –1, **Dex** +2, **Con** +2, **Int** –2, **Wis** +2, **Cha** +1
Items longspear

AC 18; **Fort** +6, **Ref** +6, **Will** +4
HP 15, **Weaknesses** fire 2
Verdant Burst (healing, primal, vitality) When a leaf leshy dies, a burst of primal energy explodes from their body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area is filled with tree saplings, becoming difficult terrain. If the terrain is not a viable environment for these trees, they wither after 24 hours.

Speed 25 feet; Glide
Melee ❖ longspear +3 (reach 10 feet), **Damage** 1d8–1 piercing
Ranged ❖ seedpod +6 (range increment 30 feet), **Damage** 1d6 bludgeoning plus deafening blow
Primal Innate Spells DC 14; **Constant (3rd)** *speak with plants* (trees only)
Change Shape ❖ (concentrate, polymorph, primal) The leaf leshy transforms into a Small tree (page 358). This ability otherwise uses the effects of *one with plants*.
Deafening Blow When a leaf leshy hits with their seedpod Strike, the pod explodes loudly. The target must attempt a DC 16 Fortitude save.
Critical Success The target is unaffected and temporarily immune for 24 hours.
Success The target is unaffected.
Failure The target is deafened for 1 round.
Critical Failure The target is deafened for 1 minute.
Glide ❖ (move) The leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, they remain in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.



LEAF LESHY

Gourd Leshy

Gourd leshies are guardians of fields, gardens, and farms. Many villages benefit from the protection of a gourd leshy, even if they are unaware of it.

GOURD LESHY CREATURE 1

SMALL LESHY PLANT

Perception +5; low-light vision
Languages Common, Fey; *speak with plants* (gourds only)
Skills Nature +5, Stealth +7
Str +2, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** +0
Keepsake (primal) The leshy can store an item of light Bulk or less in their head, concealing it as *veil of privacy*. If stored for 24 hours, the item benefits from *mending*.
AC 17; **Fort** +5, **Ref** +9, **Will** +7
HP 20
Verdant Burst (healing, primal, vitality) As leaf leshy, except plants regain 1d8 Hit Points and the area sprouts gourds instead of tree saplings.
Speed 25 feet
Melee ❖ fist +7 (agile, finesse), **Damage** 1d4+2 bludgeoning plus ensnare
Ranged ❖ seed +9 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus ensnare
Primal Innate Spells DC 15; **Constant (3rd)** *speak with plants* (gourds only)
Change Shape ❖ (concentrate, polymorph, primal) As leaf leshy, except the gourd leshy transforms into a gourd-bearing plant (page 358).
Ensnare When the gourd leshy damages a creature with a fist or seed Strike, vines lash out from the leshy (or seed) and wrap around the target's limbs. The target must attempt a DC 17 Reflex save. On a failure, the target takes a –10-foot status penalty to its Speed for 1 round; on a critical failure, the target is immobilized for 1 round and the penalty to Speed lasts for 1 minute.

DEAD LESHIES

When a leshy dies, their body explodes in a wave of vegetation as their spirit returns to the natural world. Though leshy spirits called into new bodies after death typically keep only vague recollections of their pasts, they retain many of the values and habits of their former life.

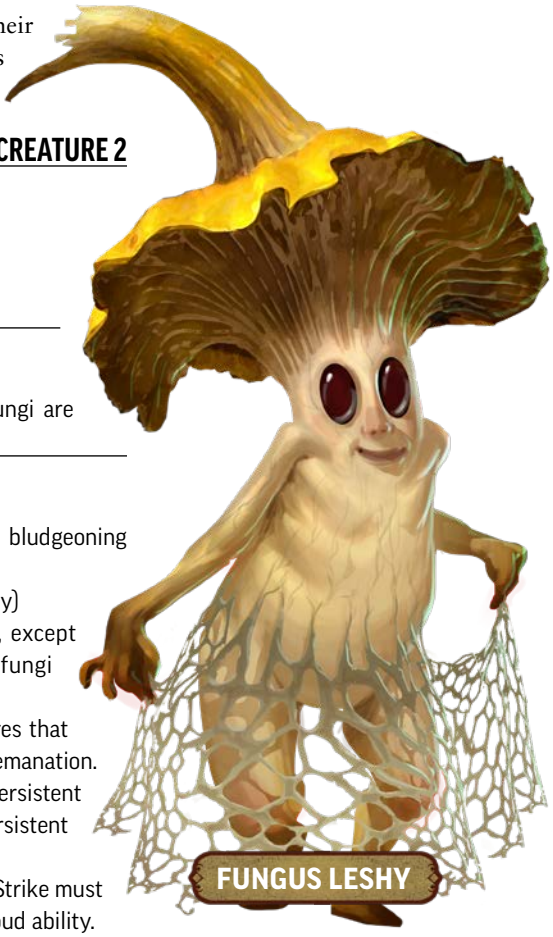
Fungus Leshy

Fungus leshies guard caves, bogs, and damp, dark places. Their fungus gardens are bizarre by most standards, but fungus leshies are extremely proud of their works.

FUNGUS LESHY CREATURE 2

SMALL FUNGUS LESHY

Perception +6; darkvision
Languages Common, Fey; *speak with plants* (fungi only)
Skills Athletics +6, Nature +6, Stealth +8
Str +2, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** +0
AC 19; **Fort** +8, **Ref** +10, **Will** +6
HP 30
Verdant Burst (healing, primal, vitality) As leaf leshy, except only fungi are healed, they regain 2d8 Hit Points, and the area sprouts fungi.
Speed 25 feet
Melee ❖ fist +10 (agile, finesse), **Damage** 1d6+2 bludgeoning
Ranged ❖ spore pod +10 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus spores
Primal Innate Spells DC 16; **Constant (3rd)** *speak with plants* (fungi only)
Change Shape ❖ (concentrate, polymorph, primal)) As leaf leshy, except the fungus leshy transforms into a giant mushroom or patch of fungi (page 358).
Spore Cloud ❖❖ (poison) A fungus leshy can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 16 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.
Spores A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.



FUNGUS LESHY

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Lich Crafting

Liches spend a good deal of their downtime crafting magic items. In particular, a lich will create items that help them defeat and overcome known problems. This fact can prove especially dangerous if the PCs encounter a lich but fail to destroy their soul cage, as the next time they encounter the lich, the undead will likely have just the right tools to overcome their defenses.

Lich

To gain more time to complete their goals, some desperate spellcasters pursue immortality by embracing undeath. After long years of research and the creation of a special container called a soul cage, a spellcaster takes the final step by imbibing a deadly concoction or casting dreadful incantations that transform them into a lich. While most undertake this drastic plan to continue their work or fulfill some long-term plan, others become liches because they fear death or to fulfill some malevolent purpose, such as long-sworn revenge. Regardless, the result is permanent and carries with it the potential to alter history—both for those who transform themselves and for the countless mortals who will inevitably suffer as a result of a lich's new power.

Creating A Lich

A lich can be any type of spellcaster as long as they have the ability to perform a ritual of undeath as the primary caster (which can usually be performed only by a spellcaster capable of casting 6th-rank spells). To create a lich, increase the spellcaster's level by 1 and change their statistics as follows.

- It gains the undead trait and usually becomes unholy.
- It increases spell DCs and spell attack modifier by 2.



Lich Abilities

Liches lose all abilities that come from being a living creature. They also lose any traits that represented their life as a living creature, such as human and humanoid.

A lich gains the following abilities.

Darkvision

Saving Throws +1 status bonus to all saves vs. vitality

Void Healing (page 360)

Rejuvenation (arcane) When a lich is destroyed, their soul immediately transfers to their soul cage. A lich can be permanently destroyed only if their soul cage is found and destroyed.

Immunities bleed, death effects, disease, paralyzed, poison, unconscious

Resistances cold 10, physical 10 (except magical bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 30 (page 359)

Hand of the Lich All liches have a hand unarmed attack that deals 1d8 void damage for every 3 levels the lich has. This attack has the finesse trait.

Drain Soul Cage ◆ Frequency once per day; **Effect** The lich taps into their soul cage's power to cast any arcane spell up to the highest rank the lich can cast, even if the spell being cast is not one of the lich's prepared spells. The lich's soul cage doesn't need to be present for the lich to use this ability.

Siphon Life A lich's form draws forth life from those who come into contact with it. When the lich damages a living creature with an unarmed attack, the lich gains 5 temporary Hit Points and the creature must succeed at a Fortitude save against the lich's spell DC – 2 or become drained 1. If the lich is grabbed or restrained at the start of its turn, each creature grabbing or restraining it must succeed at a Fortitude save or become drained 1. If the lich siphons a creature's life again, the drained value increase by 1, to a maximum of drained 4.

Alternate Lich Abilities

You can create a more unusual lich by substituting any one of the following abilities for frightful presence, siphon life, or Drain Soul Cage.

Blasphemous Utterances (arcane, aura, mental) 10 feet. The lich is accompanied by a constant echo of blasphemous murmurs and tainted whispers. A creature in the aura takes a –2 circumstance penalty to saves against mental effects and can't take actions that have the concentrate trait unless they succeed at a DC 10 flat check. On a failure, the action is disrupted.

Cold Beyond Cold The lich's hand Strike deals cold damage instead of void and the target is slowed 2. A successful Fortitude save reduces this to slowed 1 (or negates it on a critical success).

Dark Deliverance The lich has resistance equal to their level to vitality.

Void Shroud (aura, death) 30 feet. The lich is surrounded by an aura of death, drawing forth souls to be consumed by the lich's constant hunger. Living creatures in the emanation take a –2 status penalty to saves against fear and death effects. In addition, any creature that starts its turn in the area gains the doomed 1 condition unless it succeeds at a Will save against the lich's spell DC – 4.

Lich

A wizard whose insatiable desire for arcane power eclipsed their mortal life, the lich is a truly devious and versatile spellcaster.

LICH — CREATURE 12

RARE MEDIUM UNDEAD UNHOLY

Perception +20; darkvision

Languages Aklo, Common, Chthonian, Diabolic, Draconic, Elven, Necril, Sakvroth

Skills Arcana +28, Crafting +24 (can craft magic items), Deception +17, Diplomacy +19, Religion +22, Stealth +20

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

Items *invisibility potion*, *scroll of teleport*, *greater staff of fire*

AC 31; **Fort** +17, **Ref** +21, **Will** +23; +1 status to all saves vs. vitality

HP 190, void healing (page 360), rejuvenation; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, physical 10 (except magical bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 29 (page 359)

Counterspell ↷ **Trigger** A creature casts a spell the lich has prepared; **Effect** The lich expends a prepared spell to counter the triggering creature's casting of that same spell. The lich loses their spell slot as if they had cast the triggering spell. The lich then attempts to counteract the triggering spell.

Speed 25 feet

Melee ❖ hand +24 (finesse, magical), **Damage** 4d8 void plus siphon life

Arcane Prepared Spells DC 36, attack +26; **6th** *chain lightning*, *dominate*, *vampiric exsanguination*; **5th** *howling blizzard* (×2), *toxic cloud*, *wall of ice*; **4th** *dispel magic*, *fire shield*, *fly*, *translocate*; **3rd** *blindness*, *force barrage*, *locate*, *vampiric feast*; **2nd** *blur*, *false vitality*, *resist energy*, *see the unseen*; **1st** *enfeeble* (×2), *fleet step*, *sure strike*; **Cantrips (6th)** *detect magic*, *frostbite*, *message*, *shield*, *telekinetic hand*

Drain Soul Cage ❖ 6th rank

Siphon Life DC 34

Steady Spellcasting If a reaction would disrupt the lich's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.

SOUL CAGE — ITEM 12

RARE ARCANE VOID

Price 1,600 gp

Usage held in 1 hand; **Bulk** –

This item is crafted by a spellcaster who wishes to become a lich. When a lich is destroyed, their soul flees to the *soul cage*. The *soul cage* then rebuilds the lich's undead body over the course of 1d10 days. Afterward, the lich manifests next to the *soul cage*, fully healed and in a new body (therefore, they lack any equipment they had on their old body). A lich's *soul cage* must be destroyed to prevent a lich from returning.

The standard *soul cage* is a sealed metal box containing strips of parchment inscribed with magical phrases. This box has Hardness 9 and 36 HP, but some liches devise more durable or difficult-to-obtain *soul cages*. A *soul cage* might also come in the form of a ring, an amulet, or a similar item; the specifics are up to the creator.



UNIQUE LICHDOM

The exact ritual, ingredients for deadly concoctions, and magical conditions required to become a lich are unique and different for every living creature. Understanding a spellcaster's path to lichdom can help, but is no guarantee of success for others.



LICH LAIRS

After their metamorphosis, a lich often finds some quiet place to dwell, typically protected by a variety of guardians and traps, for two primary purposes. First, a lich requires solitude to plan their elaborate schemes, and second, few mortals (if any) deign to interact with these legendarily corrupt necromancers. One reason begets the other, as a lich's self-imposed isolation often drives them toward detachment and disdain for mortal life, further solidifying their separation from civilization. The longer a lich lives, the more meticulous a planner they become, secreting themself within a labyrinth of deadly puzzles, misdirection, and monsters. A lich's servants and guardians are absolutely loyal, either due to their nature (such as constructs or other undead) or as a result of compulsion from powerful magic. Many liches sink into their own warped worldviews; the nature of a lich's lair is a good indicator of their outlook on life itself.

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Linnorm Kings

In the storied Lands of the Linnorm Kings, the slaying of a linnorm is traditionally required for those who would claim a nation's crown. Recently, though, the Linnorm King White Estrid claimed her crown not by slaying a linnorm, but by beating him into submission, gaining a powerful and dangerous ally to help secure her rule.

Linnorm

Immense, primeval dragons of the northern reaches of the world, linnorms hate those they deem to be lesser creatures and seek to inflict as much suffering as possible upon their unfortunate victims. While these serpentine monstrosities might not be the powerful winged dragons most imagine, they nonetheless possess incredible strength and deadly powers that often rival more notorious dragons' brutality.

Crag Linnorm

Despite being among the weakest linnorms, the crag linnorm is a devastating predator, capable of quickly cooking their foes with their magma breath.

CRAG LINNORM — CREATURE 14

UNCOMMON | GARGANTUAN | DRAGON | FIRE

Perception +26; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Aklo, Draconic, Fey
Skills Acrobatics +22, Athletics +28
Str +8, **Dex** +4, **Con** +6, **Int** –3, **Wis** +4, **Cha** +5

AC 37; **Fort** +28, **Ref** +24, **Will** +22; +1 status to all saves vs. magic
HP 270, regeneration 10 (deactivated by cold iron; page 360); **Immunities** curse, fire, paralyzed, sleep; **Weaknesses** cold iron 10
Curse of Fire (curse, fire, primal) When a creature slays the crag linnorm, it must succeed at a DC 35 Will save or gain weakness to fire 15 with an unlimited duration.
Reactive Strike ↻ Tail only (page 359).

Speed 35 feet, fly 100 feet, swim 60 feet; *unfettered movement*
Melee ❖ jaws +30 (reach 20 feet, magical), **Damage** 3d12+14 piercing plus crag linnorm venom
Melee ❖ claw +30 (reach 20 feet, agile, magical), **Damage** 3d8+14 slashing
Melee ❖ tail +30 (reach 20 feet, agile, magical), **Damage** 3d6+14 bludgeoning plus Improved Grab (page 359)
Primal Innate Spells DC 33; **Constant (6th)** *unfettered movement*; **(6th)** *truesight*
Constrict ❖ 2d6+14 bludgeoning, DC 34 (page 358)
Crag Linnorm Venom (fire, poison) **Saving Throw** DC 34 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 fire damage and drained 1 (1 round); **Stage 2** 6d6 fire damage and drained 2 (1 round)
Magma Breath ❖❖ (fire, primal) The crag linnorm breathes out a stream of magma in a 120-foot line that deals 12d6 fire damage to creatures within the area (DC 34 basic Reflex save). Any creature that fails its save also takes 4d6 persistent fire damage. The linnorm can't use Magma Breath again for 1d4 rounds. The magma remains until the start of the linnorm's next turn. If the linnorm was on the ground, the magma remains as a burning line on the ground directly under the line of the Magma Breath; if the linnorm was airborne, the magma rains down in a sheet 60 feet high. Any creature that moves across or through the magma takes 6d6 fire damage (DC 34 basic Reflex save). At the start of the linnorm's next turn, the magma cools to a thin layer of brittle stone, or the magma rain finishes falling and turns to harmless pebbles. The cooled magma quickly degrades to powder and sand over the course of several hours.



CRAG LINNORM

Ice Linnorm

The ice linnorm dwells amid glacial crevasses, atop wind-blasted mountain peaks, or within glittering caverns carved from the hearts of the mightiest of icebergs.

ICE LINNORM CREATURE 17

UNCOMMON GARGANTUAN COLD DRAGON

Perception +29; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Aklo, Draconic, Fey
Skills Acrobatics +28, Athletics +32
Str +9, **Dex** +5, **Con** +7, **Int** –3, **Wis** +6, **Cha** +7

AC 41; **Fort** +32, **Ref** +28, **Will** +27; +1 status to all saves vs. magic
HP 330, regeneration 10 (deactivated by cold iron; page 360); **Immunities** cold, curse, paralyzed, sleep; **Weaknesses** cold iron 15, fire 10
Curse of Frost (cold, curse, primal) When a creature slays the ice linnorm, it must succeed at a DC 40 Will save or gain weakness to cold 15 with an unlimited duration.
Reactive Strike ↩ Tail only (page 359).

Speed 35 feet, fly 100 feet, swim 40 feet; *unfettered movement*
Melee ❖ jaws +34 (reach 25 feet, magical), **Damage** 3d12+17 piercing plus ice linnorm venom
Melee ❖ claw +34 (reach 20 feet, agile, magical), **Damage** 3d8+17 slashing
Melee ❖ tail +34 (reach 25 feet, agile, magical), **Damage** 3d6+17 bludgeoning plus Improved Grab (page 359)
Primal Innate Spells DC 38; **Constant (8th)** *unfettered movement*; **(7th)** *truesight*
Constrict ❖ 2d6+18 bludgeoning, DC 38 (page 358)
Ice Linnorm Venom (cold, poison) **Saving Throw** DC 38 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 5d6 cold damage and drained 1 (1 round); **Stage 2** 7d6 cold damage and drained 2 (1 round)
Icemire Breath ❖❖ (cold, primal) The ice linnorm spews out a blast of freezing, viscous ooze in a 60-foot cone that deals 15d6 cold damage to creatures within the area (DC 38 basic Reflex save). The freezing ooze clings to those struck and hardens into thick sheets of ice. A creature that fails the saving throw is immobilized by the ice until it succeeds at a check to Escape or it or an ally Forces Open the ice (DC 34 for either case). At the start of its turn, a creature still immobilized by the ice takes 4d6 cold damage. Another creature can free a frozen target by dealing a total of 20 fire damage to the frozen target. Left unattended, the ice crumbles away in 1 minute on its own. Creatures with the fire trait can't be frozen in place by Icemire Breath. Flying creatures fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round. The linnorm can't use Icemire Breath again for 1d4 rounds.

Tarn Linnorm

Although more powerful linnorms exist, the multi-headed tarn linnorm can wreak an awe-inspiring amount of devastation.

TARN LINNORM CREATURE 20

UNCOMMON GARGANTUAN ACID AMPHIBIOUS DRAGON

Perception +35; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Aklo, Draconic, Fey
Skills Acrobatics +32, Athletics +38, Stealth +34
Str +10, **Dex** +6, **Con** +8, **Int** –1, **Wis** +7, **Cha** +8

DEATH CURSES

The death curses of the linnorms are often the subjects of tragic sagas, and those who would think themselves vanquishing heroes for slaying a linnorm often meet their dooms soon thereafter, succumbing to these curses well after the passing of the linnorm responsible for bestowing it.



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Other Linnorms

Linnorms exist in a variety of forms beyond the four detailed here. The gaunt cairn linnorm, the spiny taiga linnorm, and the aquatic fjord linnorm each terrorize their own specific regions of the Universe.

AC 46; all-around vision (page 358); **Fort** +36, **Ref** +32, **Will** +31; +1 status to all saves vs. magic

HP 400, regeneration 15 (deactivated by cold iron; page 360); **Immunities** acid, curse, paralyzed, sleep; **Weaknesses** cold iron 15

Curse of Death (curse, death, primal) When a creature slays the tarn linnorm, it must succeed at a DC 46 Will save or it can no longer recover Hit Points via any means, such as healing spells, the Medicine skill, or natural healing from rest. This has an unlimited duration.

Reactive Strike ↩ Tail only (page 359).

Speed 35 feet, fly 100 feet, swim 80 feet; *unfettered movement*

Melee ❖ jaws +38 (reach 30 feet, magical), **Damage** 4d12+18 piercing plus tarn linnorm venom

Melee ❖ claw +38 (reach 30 feet, agile, magical), **Damage** 4d8+18 slashing

Melee ❖ tail +38 (reach 30 feet, agile, magical), **Damage** 4d6+18 bludgeoning plus Improved Grab (page 359)

Primal Innate Spells DC 42; **Constant (9th)** *unfettered movement*; **(8th)** *truesight*

Constrict ❖ 3d6+18 bludgeoning, DC 44 (page 358)

Corrosive Breath ❖❖ (acid, poison, primal) The tarn linnorm can expel either a 120-foot line or a 60-foot cone of acid, dealing 20d6 acid damage to creatures within the area (DC 44 basic Reflex save). The linnorm can't use Corrosive Breath or Double Breath again for 1d4 rounds.

The acid creates toxic fumes. At the beginning of the linnorm's next turn, those who failed the breath weapon's Reflex save must succeed at a DC 42 Fortitude save or gain sickened 4 from the poisonous fumes.

Double Bite ❖ The tarn linnorm Strides and then makes a jaws Strike with each of their heads, each against a different target. Both attacks count toward the tarn linnorm's multiple attack penalty, but the multiple attack penalty doesn't increase until after the tarn linnorm makes all of these attacks.

Double Breath ❖❖❖ The tarn linnorm uses Corrosive Breath twice. A creature attempts only one save and can take damage only once. The linnorm can't use Corrosive Breath or Double Breath again for 2d4 rounds.

Tarn Linnorm Venom (acid, poison) **Saving Throw** DC 44 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 7d6 acid damage and drained 1 (1 round); **Stage 2** 11d6 acid damage and drained 2 (1 round)



TARN LINNORM

Tor Linnorm

Tor linnorms dwell in the tallest volcanic mountains, either within naturally formed caverns or molten craters. A tor linnorm's temper can be as hot and destructive as the magma the creature resembles.

TOR LINNORM CREATURE 21

UNCOMMON GARGANTUAN DRAGON FIRE

Perception +37; darkvision, scent (imprecise) 60 feet, *truesight*

Languages Aklo, Draconic, Fey

Skills Acrobatics +35, Athletics +40, Stealth +37

Str +11, **Dex** +8, **Con** +9, **Int** –1, **Wis** +8, **Cha** +9

AC 47; **Fort** +38, **Ref** +35, **Will** +33; +1 status to all saves vs. magic

HP 440, regeneration 20 (deactivated by cold iron; page 360); **Immunities** curse, fire, paralyzed, sleep; **Weaknesses** cold iron 15

Curse of Boiling Blood (curse, fire, primal) When a creature slays the linnorm, it must succeed at a DC 48 Will save or gain weakness to fire 20 and slowed 1 from the agonizing pain it now endures at all times, with an unlimited duration. As long as a character continues to suffer this curse, its slowed condition can never be reduced below slowed 1.

Lava Affinity The linnorm can breathe and swim freely while submerged in lava and magma.

Reactive Strike ↻ Tail only (page 359).

Speed 35 feet, climb 35 feet, fly 100 feet, swim 60 feet; *unfettered movement*

Melee ❖ jaws +40 (reach 30 feet, magical), **Damage** 4d12+19 piercing plus tor linnorm venom

Melee ❖ claw +40 (reach 30 feet, agile, magical), **Damage** 4d8+19 slashing

Melee ❖ tail +40 (reach 30 feet, agile, magical), **Damage** 4d6+19 bludgeoning plus Improved Grab (page 359)

Primal Innate Spells DC 44; **Constant (9th)** *unfettered movement*; **(8th)** *truesight*

Constrict ❖ 3d6+21 bludgeoning, DC 46 (page 358)

Pyroclastic Breath ❖❖ (fire, primal) The tor linnorm expels a 60-foot cone of flame and ash dealing 20d6 fire damage to creatures within the area (DC 46 basic Reflex save). The linnorm can't use Pyroclastic Breath again for 1d4 rounds.

At the start of the tor linnorm's next turn, the area of the Pyroclastic Breath is covered in thick, scorching smoke that burns both the lungs and eyes, dealing an additional 10d6 fire damage to all creatures in the area (DC 46 basic Reflex save). A creature that spends an entire round in the smoke with open eyes must succeed at a DC 44 Fortitude save or be blinded for 1 minute. The smoke dissipates after 1 minute; in strong winds, the smoke dissipates in 5 rounds, and in more powerful winds, it may clear even more quickly.

Slashing Claws ❖ The tor linnorm makes four Strikes with their claws, each against a different target. These attacks count toward the tor linnorm's multiple attack penalty, but the multiple attack penalty doesn't increase until after the tor linnorm makes all their attacks.

Tor Linnorm Venom (fire, poison) **Saving Throw** DC 44 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 8d6 fire damage and drained 1 (1 round); **Stage 2** 12d6 fire damage and drained 2 (1 round)



TOR LINNORM



LINNORM HOARDS

As with true dragons, linnorms tend to amass immense piles of treasure in their lairs. These hoards consist of the weapons, gear, and belongings of would-be vanquishers more often than minted coins or works of art.

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Other Giant Lizards

The three species of giant lizard presented here are but the most common of their kind encountered in the wilds. Stories of much larger lizards persist, including the 20-foot-long megalania, a truly enormous version of the giant monitor lizard capable of swallowing creatures whole. Less dangerous is the giant chameleon, although its ability to blend into its environs makes it a much more insidious and stealthy threat than the lumbering, mighty megalania.

Lizard

Lizards have a wide range of appearances and abilities, but most share a basic reptilian shape—long tails, wide toothy mouths, and four legs. While a few species are capable of movement on two legs for short periods of time, most are strictly quadrupedal. The three species presented here represent the most common and well-known of the larger species.

Giant Gecko

These roughly human-sized reptiles have amazing feet capable of clinging tenaciously to any surface. Giant geckos are typically docile and shy but can be aggressive when cornered or defending their territory. These large-eyed lizards are found in a wide variety of habitats, from rain forests and deserts to mountain slopes or even underground caverns. They spend most of their time climbing around in large trees or on rocky cliffs, whether hunting for small animals or hiding from predators. A giant gecko's scales are often quite brightly colored or decorated in intricate patterns. Giant geckos span nearly 8 feet in length from head to tail, and they weigh about 120 pounds.

Giant geckos are sometimes used by smaller humanoids as guardians or mounts, as their docile nature makes them relatively easy to tame and train. Their superior climbing skills make giant geckos particularly popular within societies that dwell underground or near cliffs, such as goblins and kobolds. Their bright coloration also makes them favorite pets in high society.

GIANT GECKO **CREATURE 1**

MEDIUM ANIMAL

Perception +7; low-light vision

Skills Acrobatics +8, Athletics +5 (+9 to Climb), Stealth +6

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

Uncanny Climber A giant gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. If a giant gecko attempts an Athletics check to climb and critically fails, it gets a failure instead.

AC 16; **Fort** +6, **Ref** +10, **Will** +5

HP 20

Speed 30 feet, climb 30 feet

Melee ❖ jaws +8, **Damage** 1d8+2 piercing

Giant Monitor Lizard

Large and seemingly ponderous, a monitor lizard is a deceptively swift and ruthless predator. It ambushes its prey by rushing out from cover and biting the target with its powerful jaws. A giant monitor lizard's saliva is venomous, allowing it to bring down prey larger than it can easily haul away in its jaws. Giant monitor lizards grow up to 14 feet long, including their long tails, and they weigh about 350 pounds. Their bodies are normally dark brown with patches of yellow or green.

When nesting, a giant monitor lizard digs a deep burrow to hide in. The burrow serves as both a safe haven and a location from which the lizard can ambush larger prey such as deer, boars, or even humanoids. A giant monitor lizard can consume nearly its own body weight in a single meal, and its loosely articulated jaws allow it to swallow surprisingly large prey.



GIANT GECKO

GIANT MONITOR LIZARD CREATURE 2

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +9, Stealth +6
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 16; **Fort** +9, **Ref** +8, **Will** +5
HP 36

Gnashing Grip ↷ **Trigger** A creature grabbed by the giant monitor lizard's jaws fails a check to Escape; **Effect** The giant monitor lizard's jaws deal 1d6 piercing damage and the triggering creature is exposed to monitor lizard venom.

Speed 30 feet, swim 30 feet
Melee ❖ jaws +11, **Damage** 1d10+3 piercing plus Grab (page 359) and monitor lizard venom
Lurching Charge ❖❖ The giant monitor lizard Strides twice and then makes a jaws Strike. If the lizard moved at least 20 feet away from its starting position, it gains a +2 circumstance bonus to this attack roll.
Monitor Lizard Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)

Giant Frilled Lizard

Found in warm and tropical forests and savannas, these immense lizards are a deadly threat to the unsuspecting traveler. When they aren't sleeping or stalking prey, giant frilled lizards bask in the sunlight for hours at a time. Explorers sometimes mistakenly think they are related to dragons due to their large size, elaborate neck frills (which, when displayed in a show of aggression and dominance, can be mistaken for wings), and ferocious hissing vocalizations used to frighten away creatures too large to eat.

A giant frilled lizard's primary food sources are oversized arthropods and other invertebrates, but it won't hesitate to augment its diet with vertebrates, including other lizards, monkeys, and just about anything it can fit into its mouth—even humanoids. Although capable of short bursts of speed, a giant frilled lizard normally lies perfectly still while hunting, hoping to ambush its prey.

GIANT FRILLED LIZARD CREATURE 5

LARGE ANIMAL

Perception +11; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +10, Athletics +14, Stealth +10
Str +5, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 22; **Fort** +13, **Ref** +12, **Will** +9
HP 75

Speed 30 feet, climb 30 feet
Melee ❖ jaws +16 (reach 10 feet), **Damage** 2d8+7 piercing
Melee ❖ tail +16 (agile, reach 10 feet), **Damage** 2d6+7 bludgeoning
Intimidating Display ❖❖ (auditory, emotion, fear, mental, visual) The giant frilled lizard Strides. If it ends that Stride adjacent to at least one other creature, it suddenly displays its colorful neck frills and issues a frightening hiss. Each adjacent creature must succeed at a DC 21 Will save or become frightened 2 (or frightened 3 on a critical failure). The creature is then temporarily immune to Intimidating Display for 1 minute.



GIANT MONITOR LIZARD

LIZARDS AND LIZARDFOLK

Giant lizards are often used as mounts and guardians, or kept as pets, but they are most often and traditionally kept by lizardfolk (page 226). The kinship these people share with giant lizards is unmistakable, valuing their companionship to an extent that equals or even exceeds that which other societies have for popular animal companions like dogs and horses.

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Lizardfolk

Capable and adaptable predators, the reptilian beings known as lizardfolk are heirs to truly ancient civilizations. Their oral traditions cover thousands of years, and they revere the bones of their ancestors. Fossilized lizardfolk are even built into the walls of lizardfolk's stone and glass cities, to allow these predecessors to watch over their kin. Lizardfolk likewise have longstanding traditions of religious worship and astrology, with eyes on the past, the future, and the stars whenever they make a large decision. Their long history has taught them to be patient in all things, though this has seen them losing ground to hastier peoples in modern times.

Lizardfolk refer to themselves as "iruxi," though they have taken their common moniker among other peoples in stride. Most of their settlements are entirely communal, with hatchlings raised by anyone with the time and temperament for such a role. Iruxis dwell and thrive in all tropical and temperate biomes, but they are most at home in swamplands, coastal regions, and river lands. They are talented swimmers, and many of their major cities are partially submerged to take advantage of this fact, causing them to often be overlooked by others. Fish and aquatic plants make up a large part of their preferred diets.

Lizardfolk Relations

The typical iruxi's pride in their traditions, suspicion of others, and need to protect their kin can make them seem standoffish or even aggressive when encountered. Lizardfolk also do not emote in ways that many peoples can understand, making them easily misunderstood. However, most are eager to learn from visitors, trade stories and equipment, and forge alliances.

Lizardfolk Defender

A lizardfolk defender serves as a protector of the young, guardian of the settlement, and when no other options are available, a soldier in times of war. They eagerly rise to the defense of their kin but do not revel in battle. An iruxi defender would rather turn back intruders and allow them to flee with the knowledge they were beaten, in hopes that such word prevents further invasions, but they are not naive. Iruxis understand the need for revenge, and when they allow a foe to escape, they do not forget.



LIZARDFOLK DEFENDER

LIZARDFOLK DEFENDER **CREATURE 1**

MEDIUM HUMANOID LIZARDFOLK

Perception +7

Languages Common, Draconic, Iruxi

Skills Acrobatics +5, Athletics +6, Survival +5

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

Items flail, javelin (3), wooden shield (Hardness 3, HP 12, BT 6)

Deep Breath A lizardfolk defender can hold their breath for 15 minutes.

AC 16 (18 with shield raised); **Fort** +8, **Ref** +7, **Will** +5

HP 21

Reactive Strike ↻ (page 359)

Shield Block ↻ (page 360)

Speed 25 feet, swim 15 feet

Melee ❖ flail +8 (disarm, sweep, trip), **Damage** 1d6+3 bludgeoning

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

Melee ❖ tail +8 (agile), **Damage** 1d4+3 bludgeoning

Ranged ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+3 piercing

Terrain Advantage Non-lizardfolk creatures that are in difficult terrain or are in water and lack a swim Speed are off-guard to the lizardfolk defender.

Lizardfolk Scout

Iruxi scouts are the lizardfolk most often encountered by adventurers, for these unsentimental

explorers and hunters spend most of their lives on the move, constantly patrolling the territories held by their enclave. If intruders are driven off, it is the responsibility of iruxi scouts to track them, observe them, and learn their ways and weaknesses so as to report back to the community and aid in the defense against potential reprisals.

LIZARDFOLK SCOUT — CREATURE 1

MEDIUM HUMANOID LIZARDFOLK

Perception +8
Languages Common, Draconic, Iruxi
Skills Acrobatics +6, Athletics +5, Diplomacy +4, Nature +6, Stealth +6, Survival +8
Str +2, **Dex** +3, **Con** +1, **Int** –1, **Wis** +3, **Cha** +1
Items blowgun (10 darts, 1 of which is coated with giant centipede venom)
Deep Breath As lizardfolk defender.

AC 17; **Fort** +6, **Ref** +8, **Will** +6
HP 17

Speed 25 feet, swim 20 feet
Melee ❖ jaws +7, **Damage** 1d6+2 piercing
Melee ❖ tail +8 (agile, finesse), **Damage** 1d4+2 bludgeoning
Ranged ❖ blowgun +8 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing plus giant centipede venom
Giant Centipede Venom (poison) **Saving Throw** DC 14 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, clumsy 1, and fatigued (1 round)
Hidden Movement If the lizardfolk scout starts its turn hidden from or undetected by a creature, that creature is off-guard against the scout's attacks until the end of the turn.
Sneak Attack The lizardfolk scout deals an extra 1d6 precision damage to off-guard creatures.
Terrain Advantage As lizardfolk defender.

Lizardfolk Stargazer

The tradition of astrology and looking to the stars for both navigation and prognostication is well-established in iruxi society, and their wise and observant stargazers are among the people's most respected members. Even the lowliest stargazer, as presented here, has a number of useful primal spells to aid their kin; in larger iruxi settlements, stargazers wield even greater powers.

LIZARDFOLK STARGAZER — CREATURE 2

MEDIUM HUMANOID LIZARDFOLK

Perception +8
Languages Common, Draconic, Iruxi
Skills Diplomacy +4, Iruxi Lore +6, Nature +8, Stealth +6, Survival +8
Str +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +0
Items staff
Deep Breath As lizardfolk defender, but 20 minutes.

AC 17; **Fort** +7, **Ref** +6, **Will** +10
HP 30

Speed 25 feet, swim 20 feet
Melee ❖ staff +8 (two-hand d8), **Damage** 1d6+2 bludgeoning
Melee ❖ jaws +8, **Damage** 1d6+2 piercing
Melee ❖ tail +8 (agile, finesse), **Damage** 1d4+2 bludgeoning
Primal Prepared Spells DC 18, attack +10; **1st** *charm*, *heal*, *runic body*, *pest form*, *summon animal*; **Cantrips (1st)** *guidance*, *ignition*, *know the way*, *light*, *stabilize*

LIZARDFOLK SOCIETY

Iruxis are, as a general rule, quite religious. Those who venerate deities typically look to Gozreh, but some of them find the teachings of Desna to be compelling. Most iruxis, though, instead follow druidic traditions, ancestor worship, and astrological philosophies in particular.


LIZARDFOLK SCOUT

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Scorpion Tails

A common variety of manticore has a scorpion-like stinger at the end of its tail instead of quills. Remove Spike Volley and replace their ranged Strike with the following.

Melee ❖ stinger +17 (reach 10 feet), **Damage** 1d8+8 piercing plus manticore venom

Manticore Venom (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

Manticore

A manticore is a monstrous amalgamation of lion, dragon, and human with a penchant for feasting on human flesh. Its distinctive tail is festooned with large quills like those of a porcupine, which the manticore flings at prey by whipping its tail like a sling. These deadly spikes give the manticore the power to slaughter even well-armed warriors from the safety of the sky.

Although the anthropomorphic face of the manticore suggests a keen intellect, most creatures of its kind are single-minded killers. They can be clever liars, however, and their voices have a strangely musical sound that has lured many unwitting travelers into an ambush. A manticore discovered by uneducated or spiteful humanoids can sometimes become the center of adoration and even worship. A manticore in this situation swiftly gives in to its laziness and allows its acolytes to bring it tribute in the form of food and treasure, feasting upon its own followers when offerings become scarce. Stronger humanoids who encounter a manticore can cow it through intimidation and violence, sometimes even forcing it into service as a mount. As long as the manticore is well fed with human flesh and its master leads it to victory, a manticore mount can prove surprisingly loyal.

A manticore enjoys taking plunder from the corpses of its prey as trophies that flatter its vanity and testify to its strength. It has little interest in money, but sometimes accepts gold and jewels as tribute. Because manticores prefer lonely places in the wilderness far from humanoids, they remain content to enjoy their spoils alone rather than show them off to visitors.



Manticore — Creature 6

LARGE BEAST

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common

Skills Acrobatics +10, Athletics +15, Intimidation +11, Survival +12

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

AC 23; **Fort** +16, **Ref** +12, **Will** +12

HP 90

Speed 25 feet, fly 40 feet

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

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

Ranged ❖ spike +14 (propulsive, range increment 40 feet), **Damage** 1d10+5 piercing

Spike Volley ❖ The manticore flings up to two spikes from its tail, targeting either two different creatures or a single creature. If the manticore targets two different creatures, these creatures must be within 20 feet of one another, and the manticore makes a separate Strike against each; this counts as only one Strike for the manticore's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the manticore flings both spikes at the same creature, it makes a single Strike. If the attack hits, it deals the damage of a single spike, but the target is pinned in place, rendering it immobilized. A creature can get free if it Forces Open the spike or Escapes; either option is DC 23.

A manticore can hurl no more than 12 spikes in 24 hours.

Mantis

These predators possess lightning-quick forelegs and a bone-breaking bite.

Giant Mantis

These massive cousins of praying mantises stand taller than an average human.

GIANT MANTIS — CREATURE 3

LARGE ANIMAL

Perception +9; darkvision
Skills Acrobatics +8, Athletics +10, Stealth +12
Str +5, **Dex** +3, **Con** +3, **Int** –5, **Wis** +2, **Cha** +0

AC 18; **Fort** +10, **Ref** +12, **Will** +7
HP 40

Speed 25 feet, climb 25 feet, fly 20 feet
Melee ❖ leg +12 (agile, reach 10 feet), **Damage** 1d10+5 piercing plus Capturing Grab
Melee ❖ mandibles + 12, **Damage** 1d12+5 piercing
Capturing Grab ❖ This ability functions as Grab (page 359), plus on a success, the mantis can choose to pull the creature adjacent to it, then makes a mandibles Strike against the creature. This extra benefit doesn't apply when the mantis maintains the Grab.
Lunging Strike ❖❖ The giant mantis lunges forward, making a leg Strike with an extended reach of 20 feet. If it hits, the mantis can use Capturing Grab after the Strike even if the creature is out of reach.
Sudden Strike On the first round of combat, creatures that haven't acted are off-guard to the giant mantis.

Deadly Mantis

These gigantic mantids make their homes within prehistoric forests.

DEADLY MANTIS — CREATURE 11

GARGANTUAN ANIMAL

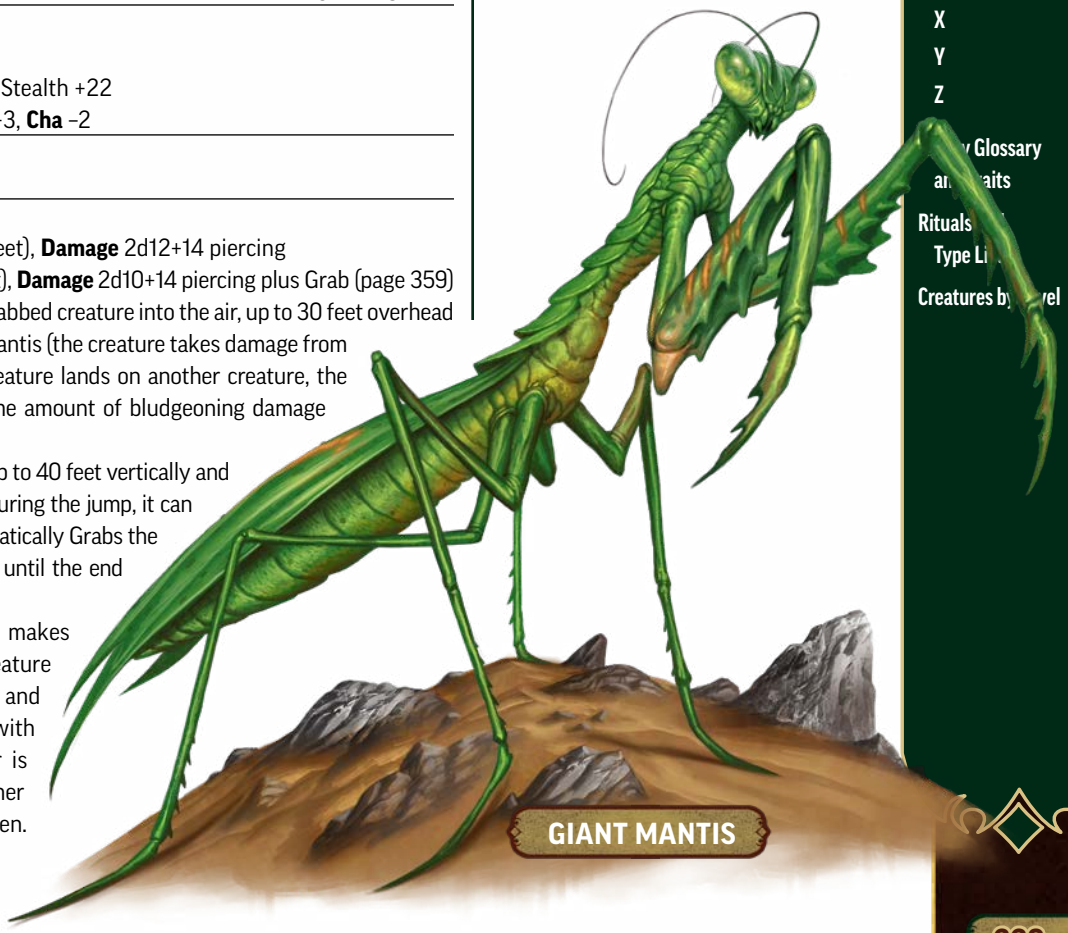
Perception +20; darkvision
Skills Acrobatics +18, Athletics +25, Stealth +22
Str +8, **Dex** +3, **Con** +5, **Int** –5, **Wis** +3, **Cha** –2

AC 31; **Fort** +24, **Ref** +20, **Will** +18
HP 220

Speed 50 feet, climb 50 feet
Melee ❖ mandibles +25 (reach 10 feet), **Damage** 2d12+14 piercing
Melee ❖ leg +24 (agile, reach 20 feet), **Damage** 2d10+14 piercing plus Grab (page 359)
Fling ❖ The deadly mantis flings a grabbed creature into the air, up to 30 feet overhead and up to 30 feet away from the mantis (the creature takes damage from the fall as normal). If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage with a DC 31 basic Reflex save.
Leaping Grab ❖❖ The mantis Leaps up to 40 feet vertically and 20 feet horizontally. At any point during the jump, it can make a leg Strike. If it hits, it automatically Grabs the target, bringing the creature along until the end of the jump.
Rending Mandibles ❖ The mantis makes a mandibles Strike against a creature it has grabbed. If that Strike hits and the creature is wearing armor with Hardness 12 or lower, the armor is broken. This Strike doesn't further damage armor that's already broken.
Sudden Strike As giant mantis.

SACRED INSECTS

Deadly mantises are sacrosanct to followers of Achaekek, the Mantis God. His adherents, including the infamous Red Mantis assassins, invite or lure deadly mantises close to their settlements, seeing the towering creatures as a sign of their god's favor. Achaekek's followers offer sacrifices of livestock or captured enemies to keep the massive insects well fed. Clerics of Achaekek defend a deadly mantis's territory as if it were their own, believing it to be holy ground.



GIANT MANTIS

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Medusa Infiltrators

Rumors persist of disguised medusas acting as prominent members of criminal organizations such as the Sczarni in Riddleport and the Aspis Consortium in Port Peril, and their kind is known to thrive in metropolises including Absalom and Katapesh. Because they are so widespread, medusas resembling humans of every major ethnicity can be found in Avistan and Garund.

Medusa

Monstrous humanoids that resemble humans with snakes instead of hair, medusas are best known for their petrifying gazes that—if lingered upon—can permanently transform mortals to stone. Medusas are shrewd and manipulative adversaries who collect and covet secrets, and who use threats and guile to exploit the fears of weaker creatures. A medusa may seek out powerful magic items, use divining magic to discover secret knowledge and unlock forbidden power, or infiltrate a society to beguile influential politicians. Their ability to worm their way into powerful organizations makes them natural leaders of criminal outfits and thieves' guilds, and their interest in magical phenomena leads some to pursue careers as oracles who offer to help adventurers find what they seek—for a price. Of course, if wit and deception prove insufficient, a medusa can always simply turn rivals into ornate stone decorations with little more than a glare. Many medusas build elaborate lairs to call home, often decorated with the statues of their foes turned into macabre trophies on prominent display.

Exceptionally agile and surprisingly hardy, a medusa rarely backs down from a conflict, even when cornered. Many adventurers who thought themselves readied to resist the effects of a medusa's gaze have nevertheless fallen to a medusa, as these creatures are also often deadly archers able to riddle their foes with venom-coated arrows from a distance. Still, a medusa may barter for their life if no alternatives remain, and the secrets carried by these powerful villains often make it more than worth sparing their lives.



Medusa — Creature 7

MEDIUM HUMANOID

Perception +16; darkvision
Languages Common
Skills Deception +16, Diplomacy +14, Stealth +16
Str +2, **Dex** +5, **Con** +4, **Int** +2, **Wis** +1, **Cha** +2
Items *+1 composite shortbow* (60 arrows), shortsword

AC 25, all-around vision (page 358); **Fort** +15, **Ref** +16, **Will** +14
HP 105

Petrifying Gaze (arcane, aura, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 25 Fortitude save. If the creature fails, it becomes slowed 1 for 1 minute. The medusa can deactivate or activate this aura by using a single action, which has the concentrate trait.

Biting Snakes ↷ **Trigger** A creature ends its turn adjacent to the medusa; **Effect** The medusa makes a snake fangs Strike against the creature.

Speed 25 feet

Melee ❖ shortsword +18 (agile, finesse, versatile S), **Damage** 1d6+8 piercing plus serpent venom

Melee ❖ snake fangs +16 (agile, finesse), **Damage** 1d4+8 piercing plus serpent venom

Ranged ❖ *composite shortbow* +19 (deadly d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+7 piercing plus serpent venom

Focus Gaze ❖ (arcane, concentrate, incapacitation, visual) The medusa fixes their glare at a creature they can see within 30 feet. The target must immediately attempt a Fortitude save against the medusa's petrifying gaze. If the creature was already slowed by petrifying gaze before attempting its save, a failed save causes it to be petrified permanently. After attempting its save, the creature is then temporarily immune until the start of the medusa's next turn.

Serpent Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 (1 round)

Merfolk

Elegant, mysterious, and graceful; all this and more can be said of merfolk. These enigmatic people resemble humanoids with delicate features from the waist up but with the fins and tail of a massive fish from the waist down. Found in nearly all of Golarion's oceans, merfolk are as varied in appearance as humans, their skin ranging from pale to umber and all shades in between, while their gleaming scales shimmer with the majesty of the sea.

Merfolk Warrior

Merfolk warriors form the bulk of the militias of their vast underwater realms and meet potential aggressors head-on with uncompromising force.

MERFOLK WARRIOR — CREATURE 1

MEDIUM AMPHIBIOUS HUMANOID MERFOLK

Perception +6; low-light vision
Languages Common, Thalassic
Skills Athletics +5 (+7 to Swim), Medicine +4
Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +0
Items trident (2)

AC 18; **Fort** +6, **Ref** +9, **Will** +4
HP 19

Speed 5 feet, swim 30 feet
Melee ❖ trident +7, **Damage** 1d8+2 piercing
Ranged ❖ trident +9 (thrown 20 feet), **Damage** 1d8+2 piercing
Aquatic Dash ❖❖ The merfolk warrior swims and attacks in one of two patterns. They either Swim twice and Strike at the end of their movement, or Swim once and Strike at any point during their movement.

Merfolk Wavecaller

Merfolk wavecallers use their primal magic to defend their people. Their ability to asphyxiate airbreathers makes them crucial when surface dwellers invade.

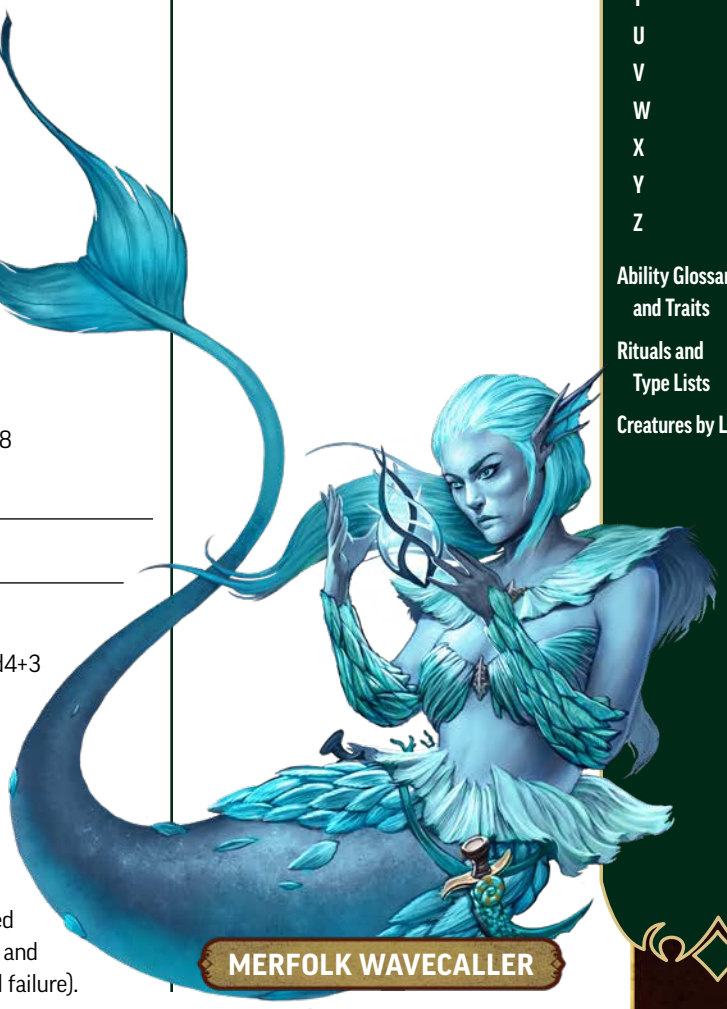
MERFOLK WAVECALLER — CREATURE 2

MEDIUM AMPHIBIOUS HUMANOID MERFOLK

Perception +8; low-light vision
Languages Common, Thalassic
Skills Athletics +7 (+9 to Swim), Deception +6, Nature +8, Religion +8
Str +3, **Dex** +2, **Con** +0, **Int** +1, **Wis** +4, **Cha** +2
Items dagger

AC 17; **Fort** +6, **Ref** +6, **Will** +10
HP 30

Speed 5 feet, swim 30 feet
Melee ❖ dagger +9 (agile, versatile S), **Damage** 1d4+3 piercing
Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing
Primal Prepared Spells DC 18, attack +10; **1st** *charm*, *heal*, *hydraulic push*; **Cantrips (1st)** *detect magic*, *electric arc*, *frostbite*, *light*, *stabilize*
Hydraulic Asphyxiation ❖ (divine, water) **Requirements** The target is fully submerged in water, within 30 feet of the merfolk wavecaller, and holding its breath; **Effect** The merfolk wavecaller commands the tides to crush their foe's throat, rooting the target in place and forcing it to choke up precious air. The target must succeed at a DC 18 Fortitude save or become immobilized for 1 round and immediately lose 1d4 rounds' worth of air (or twice that on a critical failure).


MERFOLK WAVECALLER

FISH OUT OF WATER

While merfolk typically keep to their oceans, isolated merchants and diplomats—as well as the occasional merfolk curious about the wonders of the surface world—spend some time near shore. To more easily move on dry land, many merfolk make use of mobility devices. At their simplest, these might be large wheeled tubs of water, though more sophisticated versions include covers to keep the water from sloshing out, glass portholes, and even magic. The versions used by merfolk ambassadors or merchants often look like richly decorated porcelain baths, or even full glass aquariums on enchanted legs.

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Variant Minotaurs

Most minotaurs are a simple blend of muscular humanoid and raging bull, but unusual variants and unique minotaurs may have different physical features and abilities. Great-horned minotaurs can impale foes if they critically succeed on a charge, but they do not have the Hunted Fear ability. Shaggy minotaurs are covered in thick hair form head to toe, allowing them to live in freezing environments with ease and giving them resistance to cold damage, but their hooves are broad and heavy, making it impossible for them to charge.

Minotaur

A minotaur is a large humanoid with bovine features such as horns, hooves, and a layer of hair that covers their entire body. Their head also resembles that of a bull or cow, though with eyes that brim with curiosity or fury, depending on the minotaur's temperament. Though often mistaken for aggressive brutes due to their size and reputation, many minotaurs are skilled artisans who spend much of their lives perfecting their craft. Minotaur communities tend to be insular and are found at the heart of a cunning labyrinth or within a tangle of underground caverns.

The myth many minotaurs like to tell of their origin involves a stonemason living in ancient Iblydos. After accidentally insulting a hero-god, he was cursed to become the first minotaur. He then retreated into a series of caves beneath a temple he had built, but continued his work, sculpting stone statues for any who dared to brave the subterranean passages.

Sometimes, a lone minotaur is compelled, exiled, or chooses to live alone within a maze, a warren, or old ruins. This solitude drives them to become a monstrous tormentor who delights in hunting any who stumble across their lair. They slowly close in on their prey, thrilling in the terror of the hunted becoming lost within corridors the minotaur knows all too well. Only then does the minotaur charge in for the kill, cutting foes down with powerful strikes or impaling them on their sharp horns. Unfortunately, the world tends to judge all minotaurs by the stories of these lone, vicious hunters.



Minotaur Hunter — Creature 4

LARGE BEAST HUMANOID

Perception +12; darkvision

Languages Common, Jotun

Skills Athletics +14, Intimidation +9, Survival +12 (perfect orienteering)

Str +6, **Dex** +0, **Con** +3, **Int** –2, **Wis** +2, **Cha** –1

Items greataxe

Perfect Orienteering A minotaur automatically critically succeeds at Survival checks to Sense Direction or Track.

AC 20; **Fort** +13, **Ref** +8, **Will** +10

HP 70

Speed 25 feet

Melee ❖ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+8 slashing

Melee ❖ horn +14, **Damage** 1d8+8 piercing

Axe Swipe ❖❖ The minotaur swings their axe in a wide arc, making greataxe Strikes against any two foes who are adjacent to each other and within the minotaur's reach. The multiple attack penalty does not increase until after both attacks are resolved.

Hunted Fear ❖ The minotaur snorts and clomps as they hunt their prey, inspiring terror. The minotaur makes an Intimidation check to Demoralize all living creatures within 60 feet that can hear the minotaur but not see them. Roll once and apply the result to all creatures. If the targets are in a maze or similarly difficult-to-navigate structure, the minotaur gains a +4 circumstance bonus to this check. Creatures that become frightened as a result also take a –2 circumstance penalty to Survival checks to avoid getting lost for 1 minute. Each target is temporarily immune for 1 minute.

Powerful Charge ❖❖ The minotaur Strides twice, then makes a horn Strike. If they moved at least 20 feet from their starting position, the Strike's damage is increased to 2d8+10.

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Mukradi

Fearsome centipede-like creatures, mukradis are three-headed predators with a devastating array of ways to kill, burn, and dismember. A version of the mukradi that dwells in the Darklands is rumored to exist. It's said these variant mukradis have black scales, and all of their heads spew a black, acidic goo that animates before being reabsorbed by the mukradis.

MUKRADI CREATURE 15

GARGANTUAN BEAST

Perception +24; darkvision, tremorsense (imprecise) 60 feet
Skills Athletics +32
Str +9, **Dex** +0, **Con** +7, **Int** –3, **Wis** +3, **Cha** +0

AC 37, all-around vision (page 358); **Fort** +32, **Ref** +23, **Will** +26
HP 300; **Resistances** acid 20, electricity 20, fire 20

Partitioned Anatomy ◈ **Trigger** The mukradi would be confused, paralyzed, slowed, or stunned; **Effect** The mukradi confines the debilitating effect to a certain portion of its nervous system, ignoring the effect but causing a maw of its choice to go dormant for the effect's duration. That maw can't be used for a Strike or to Breathe Energy during that time. This ability can't be used if all the mukradi's heads are dormant.

Spitting Rage ↻ **Trigger** A creature scores a critical hit on the mukradi; **Effect** The mukradi's Breathe Energy recharges. It can use Breathe Energy immediately as part of this reaction. It can't use this reaction again until it recharges Breathe Energy naturally.

Speed 60 feet, burrow 60 feet, climb 60 feet

Melee ◆ acid maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 acid

Melee ◆ flame maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 fire

Melee ◆ shock maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 electricity

Melee ◆ leg +32 (agile, magical, reach 15 feet), **Damage** 2d10+17 piercing

Melee ◆ tail lash +32 (magical, reach 30 feet), **Damage** 3d10+17 slashing plus Knockdown (page 359)

Breathe Energy ◆◆ (primal) The mukradi breathes a blast of energy from one of its three heads; each creature in the area must attempt a DC 36 basic Reflex save. The mukradi can't Breathe Energy again for 1d4 rounds.

- **Acid Maw** (acid) 10-foot-wide, 60-foot line of acid dealing 16d6 acid damage.
- **Flame Maw** (fire) 60-foot cone of fire dealing 16d6 fire damage.
- **Shock Maw** (electricity) 120-foot line of electricity dealing 16d6 electricity damage.

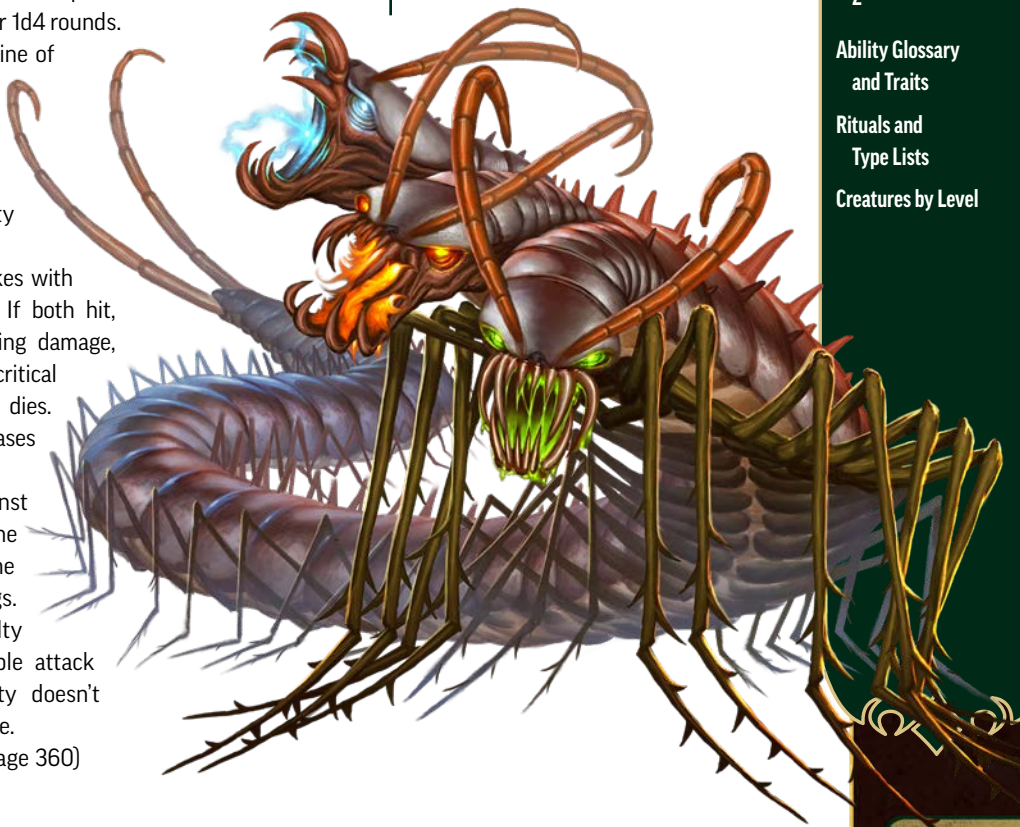
Pull Apart ◆◆ The mukradi makes two Strikes with different maws against the same target. If both hit, the target takes an extra 2d12+13 slashing damage, with a DC 36 basic Fortitude save. On a critical failure, the creature is torn to pieces and dies. The mukradi's multiple attack penalty increases only after all the attacks are made.

Thrash ◆◆ The mukradi Strikes once against each creature in its reach. It can make one of these Strikes with each of its maws, one with its tail lash, and the rest with its legs. Each attack takes a –2 circumstance penalty and counts toward the mukradi's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks are made.

Trample ◆◆◆ Huge or smaller, leg, DC 36 (page 360)

FROM A GOD'S NIGHTMARES

The first mukradis are rumored to have spawned in the fevered nightmares of a sleeping demigod from a dimension beyond dreams, who perished as the first mukradis hollowed out their unconscious mind and used their flesh to transition into the mortal realm. This legend is likely nothing more than fancy, but it certainly speaks to the deadly nature of these immense monsters.





Into Eternity

Undead mummies stand in a mockery of preserving bodies after death, trapping souls in their static husks rather than allowing them to enter the Great Beyond. Followers of Pharasma consider them an affront to their goddess on many levels, with some even refusing to perform the traditional rites their goddess supports.

Mummy

While many cultures practice mummification for benign reasons, undead mummies are created through grueling rituals, typically to provide eternally vigilant guardians. Much more rarely, a body mummified without those special rites can rise again due to its hatred of the living.

Mummy Guardian

The majority of mummy guardians were created by cruel and selfish masters to serve as guardians to protect their tombs from intruders. The traditional method of creating a mummy guardian is a laborious and sadistic process that begins well before the poor soul to be transformed is dead. The victim is ritualistically starved of nourishing food and instead fed strange spices, preservative agents, and toxins intended to quicken the desiccation of the flesh. The victim remains immobile but painfully aware during the final stages, as its now-useless entrails are extracted. The victim is then shrouded in funerary wrappings and entombed within a necromantically ensorcelled sarcophagus to await instructions in the potentially distant future. While it's certainly possible to use other methods to create a mummy guardian from an already-deceased body, those who seek to create these foul undead as their guardians in the afterlife often feel that such methods result in inferior undead—the pain and agony of death by mummification being an essential step in the process.

Regardless of the method of their creation, mummy guardians are more than just physical shells of flesh and bone. They retain fragmented, distorted versions of their minds, with only enough memories of their living personality remaining to fuel their undead anger and jealousy of those who yet live. This burning rage only intensifies over the centuries of waiting within a crypt for the chance to actually act, and thus, when most mummy guardians are awoken by tomb robbers or adventurers, they stop at nothing in pursuit of spiteful slaughter.



MUMMY GUARDIAN

MUMMY GUARDIAN — CREATURE 6

MEDIUM MUMMY UNDEAD UNHOLY

Perception +16; darkvision

Languages Necril, plus any one language they knew while alive

Skills Athletics +15, Stealth +11

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

AC 23; **Fort** +14, **Ref** +10, **Will** +16

HP 125, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** alchemical 5 (see alchemical weakness), fire 5

Alchemical Weakness The guardian's weakness to alchemical items not only applies to damage from alchemical items, but the guardian also takes 5 damage when splashed with non-damaging alchemical items or dosed with alchemical poisons, even if they're immune to their other effects.

Blighted Consumption ↷ (curse, divine, poison) **Trigger** A creature within 30 feet eats or drinks (including an alchemical item or potion); **Effect** The food or drink burns like the caustic substances fed to the mummy before its death. If the creature fails a DC 24 Fortitude save, they become sickened 2 after they finish the consumption and can't reduce their sickened condition while within 30 feet of any mummy.

Speed 20 feet

Melee ❖ fist +16 (agile), **Damage** 2d10+7 bludgeoning plus Choking Pain

Choking Pain ❖ (divine, illusion, mental, void) **Requirements** The mummy's last action was a successful fist Strike; **Effect** The mummy shares the pain of its dying moments with the target of

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that Strike. That creature takes 3d8 void damage with a DC 24 basic Will save. If the creature critically fails the saving throw, it can't speak for 1 round, including to Cast a Spell.

Mummy Pharaoh

While mummy guardians are undead crafted from the corpses of sacrificed—usually unwilling victims—and retain only fragments of their memories, a mummy pharaoh is the result of a deliberate embrace of undeath by a sadistic and cruel ruler. The transformation from life to undeath beneath the scorching desert sand is only somewhat less awful, but as the transition is an intentional bid to escape death by a powerful personality who fully embraces the blasphemous repercussions of the choice, the mummy pharaoh retains its memories and personality intact.

MUMMY PHARAOH CREATURE 9

RARE MEDIUM MUMMY UNDEAD UNHOLY

Perception +20; darkvision

Languages Necril, plus any two languages they knew while alive

Skills Deception +18, Intimidation +20, Occultism +15, Religion +20, Stealth +13

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

Items *+1 striking longspear*

Rejuvenation (divine) When a mummy pharaoh is destroyed, necromantic energies rebuild its body in its tomb over 1d10 days. If the body is destroyed during that time, the process starts anew. A reforming mummy pharaoh is destroyed permanently if their tomb is consecrated (*Player Core* 392).

AC 27; **Fort** +19, **Ref** +15, **Will** +20; +1 status to all saves vs. vitality

HP 175, sacred wrappings, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10, water 10

Undead Mastery (aura, divine) 100 feet. Commanded or allied undead in the aura that have a lower level than the mummy pharaoh gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Reactive Strike ↻ The mummy pharaoh can use Reactive Strike (page 359) when a creature within its reach uses a concentrate action, in addition to its normal trigger. It can disrupt triggering concentrate actions, and it disrupts actions on any hit, not just a critical hit.

Sacred Wrappings (divine) When a creature deals physical damage to the pharaoh or triggers one of the pharaoh's weaknesses, it must succeed at a DC 28 Will save or become doomed 1. Regardless of the results of the save, the creature is then immune to that mummy's sacred wrappings for 24 hours.

Speed 20 feet

Melee ❖ *longspear* +21 (magical, reach 10 feet), **Damage** 2d8+11 piercing plus 1d6 void

Melee ❖ fist +20 (agile), **Damage** 1d10+11 bludgeoning plus 1d6 void

Sandstorm Wrath ❖❖ (concentrate, divine, earth, fire) The mummy pharaoh exhales a 60-foot cone of superheated sand that deals 5d6 fire and 5d6 slashing damage (DC 28 basic Reflex save). The mummy pharaoh can't use Sandstorm Wrath again for 1d4 rounds.

Veil of Sand ❖ (aura, divine, earth) Sand whirls around the mummy pharaoh in a 5-foot emanation until the beginning of their next turn. Creatures inside the sand are concealed to those outside it and any living creature ending its turn within the sand takes 4d6 slashing damage with a DC 28 basic Fortitude save. Veil of Sand ends if the mummy takes damage from their water weakness.

FAITHFUL PRESERVATION

Few faiths support mummification as a means of creating the undead. Certain Iroran sects practice self-mummification, for example, and worshippers of the ancient Osirian god Set left behind many mummies in that empire's lands. Urgathoa's faith, however, wholeheartedly embraces the mummification of the willing and unwilling alike, producing most of the mummies in modern times.



MUMMY PHARAOH



NAGAJOR

On Golarion, naga rule the nation of Nagajor—though most of the administration is performed by nagaji, humanoid kin to these powerful serpents. Though Nagajor has been at peace with its neighbors for centuries, it avoids having much to do with human societies if it can help it, to avoid any chance of renewed hostilities in the future.

Naga

Nagas are serpentine beings with magical powers and keen intellects. Physically, they resemble massive snakes, though they often wear jewelry and other ornaments that clearly separate them from their animal kin. Nagas use their innate magic and poisonous fangs to keep all but the most stalwart foes at bay. They keep their own counsel, viewing their cosmic role to be sacrosanct and beyond the understanding of outside scholars. Their unwillingness to explain themselves or entertain the suggestion of alliances has led to a long history of conflict with their neighbors, who read them as aloof, arrogant, or duplicitous.

Nagas often have a powerful sense of duty to their perceived role within the universe, even if this role leads them to violent or tragic ends. Many see them as harsh and stern due to their devotion, terrifying in their majesty yet possessed of an aura of transcendence.

Smaranava (Clouded Naga)

Many view clouded nagas as jealous, malevolent creatures. Only those with the courage to see clearly can recognize these beings for what they truly are: tragic, wounded beings who have been trapped and corrupted by fate. The betrayal and beheading of the naga's mother goddess, Ravithra, cascaded trauma onto all of her creations. Smaranavas have never recovered from this divine wound, and these cursed serpents live wretched half-lives, attempting to fulfill Ravithra's forgotten purpose by tempting and testing mortals they encounter. In this way, they separate the wicked from the righteous, the worthy from the unworthy.

Smaranavas have dark scales that are rendered dull gray by stuck shed skin, their eyes a milky white due to opaque caps over their eyes. Many ritually scar their necks out of sorrow for their mother Ravithra. Legends claim that the wise and enlightened can free clouded naga from their fates, allowing them to shed their forms and emerge as an awakener naga.

SMARANAVA — CREATURE 7

UNCOMMON LARGE BEAST

Perception +15; darkvision

Languages Common, Empyrean

Skills Acrobatics +17, Arcana +16, Athletics +13, Deception +16, Intimidation +16, Stealth +19

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

AC 27; **Fort** +15, **Ref** +17, **Will** +15

HP 115

Speed 30 feet, swim 30 feet

Melee ❖ fangs +20 (finesse, magical), **Damage** 2d10+5 piercing plus smaranava venom

Melee ❖ tail +20 (agile, finesse, magical, reach 15 feet), **Damage** 2d8+5 bludgeoning plus coils of knowledge

Occult Innate Spells DC 25; **3rd** *dispel magic*, *lightning bolt*, *mind reading*; **Cantrips (4th)** *detect magic*, *read aura*, *telekinetic hand*

Coils of Knowledge (force, magical) The naga's grip is more spiritual than physical. A creature hit by a smaranava's tail must succeed at a DC 25 Will save or become grabbed by the tail until they Escape, the naga releases them with an Interact action, or the naga dies. A captive takes a –4 status penalty to Escape, but can choose to attempt an Occultism or Religion check to Escape instead of the usual options without taking this penalty.



SMARANAVA

Constrict ❖ 2d8+5 bludgeoning, DC 25 (page 358)
Smaranava Venom (incapacitation, mental, poison) When a holy creature succeeds at a saving throw against this poison, it is immediately cured; **Saving Throw** DC 25 Will; **Maximum Duration** 5 minutes; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 (1 round); **Stage 3** unconscious with no Perception check to wake up (1 minute)

Vicharamuni (Awakener Naga)

Awakener nagas are benevolent and wise teachers of people and places. They seek to guide and nurture the world around them, sensing mortals or locales with potential supernatural significance. Once located, these nagas provide instruction and divine trials to forge their wards toward strength and to impart a deeper understanding of right and wrong. Though considered stern and intimidating taskmasters by their students, those taught by a vicharamuni often go on to become great heroes.

Awakener nagas are similarly attentive in guiding their young. Upon reaching adulthood, a naga is provided a final trial before being encouraged to depart the nest and seek out their own natural wonders or promising mortals. Sometimes generations of nagas might guard the same place or family line, passing the honor of such care from parent to child. In such cases, the parent nagas aim to have at least one of their children elect to stay behind and become the guardian of their ancestral ward, giving the parents peace of mind that the site they protect will continue to be guarded by their descendants.

VICHARAMUNI CREATURE 10

UNCOMMON LARGE BEAST HOLY

Perception +22; darkvision
Languages Common, Empyrean
Skills Acrobatics +22, Athletics +21, Deception +18, Diplomacy +21, Heaven Lore +21, Stealth +20
Str +5, **Dex** +6, **Con** +5, **Int** +3, **Wis** +5, **Cha** +4

AC 31; **Fort** +20, **Ref** +21, **Will** +22
HP 175

Speed 25 feet, swim 25 feet
Melee ❖ fangs +22 (finesse, holy, reach 10 feet), **Damage** 3d10+8 piercing plus vicharamuni venom
Melee ❖ tail +22 (agile, finesse, holy, reach 20 feet), **Damage** 3d8+8 bludgeoning plus coils of knowledge
Ranged ❖ spit +22 (agile, holy, poison, range increment 30 feet), **Effect** vicharamuni venom
Divine Spontaneous Spells DC 29, attack +21; **5th** (4 slots) *breath of life*, *dispel magic*, *divine immolation*; **4th** (4 slots) *cleanse affliction*, *lightning bolt*, *fly*; **3rd** (4 slots) *crisis of faith*, *holy light*, *mind reading*; **2nd** (4 slots) *calm*, *noise blast*, *see the unseen*; **1st** (4 slots) *heal*, *protection*, *spirit link*; **Cantrips (5th)** *daze*, *detect magic*, *frostbite*, *light*, *read aura*, *stabilize*, *telekinetic hand*
Coils of Knowledge As smaranava, but DC 29.
Greater Constrict ❖ 3d8+5 bludgeoning, DC 29 (page 359)
Spiritual Venom A vicharamuni can choose to negate any damage that its venom does to a creature. In addition, the naga can cast any of its divine spells on a creature that is affected by its venom, regardless of range or line of effect.
Vicharamuni Venom (divine, holy, mental, poison, spirit) **Saving Throw** DC 29 Will; **Maximum Duration** 6 rounds; **Stage 1** 3d6 spirit (1 round); **Stage 2** 3d6 spirit and drained 1 (1 round)


VICHARAMUNI

RAVITHRA

Ravithra, the Pillar of Karma, ruled over Vudra in ages long past, alongside the aeons. After the first in a series of betrayals, her severed head regrew a serpentine body as she became the Mother of Nagas. Those descendants that still follow her deal out pitiless justice, while also seeking to restore her power.

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Nightmare Steeds

Nightmares allow only the evilest of creatures to ride them and are willing partners in the destruction those creatures inflict. Powerful dullahans are particularly well known to associate with nightmares.

Nightmare

Nightmares are flaming equine harbingers of death.

Nightmare — Creature 6

LARGE BEAST FIEND UNHOLY

Perception +14; darkvision

Languages Chthonian, Daemonic, Diabolic

Skills Acrobatics +13, Athletics +16, Intimidation +14, Survival +12

Str +6, **Dex** +3, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2

Smoke (aura) 15 feet. The nightmare continually exhales black smoke. Creatures within the aura are concealed to those outside it, and creatures outside the aura are concealed to creatures within it. Nightmares and their riders can see through this smoke.

A creature that begins its turn in the area must succeed at a DC 23 Fortitude save or be sickened 2. It's then temporarily immune to being sickened by the smoke for 1 minute. This is an inhaled poison, and the nightmare and its rider are immune to it.

AC 24; **Fort** +15, **Ref** +15, **Will** +12

HP 100; **Resistances** fire 10

Speed 40 feet, fly 90 feet

Melee ❖ jaws +16 (magical, unholy), **Damage** 2d10+8 piercing

Melee ❖ hoof +16 (agile, fire, magical, unholy), **Damage** 1d8+8 bludgeoning plus 1d6 fire

Divine Innate Spells DC 24; **7th** *interplanar teleport* (self and rider only)

Flaming Gallop ❖❖ (divine, fire, unholy) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 3d6 fire damage with a DC 24 basic Reflex save to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop. Each creature can be affected only once during a single use of Flaming Gallop.



Greater Nightmare

The enormous greater nightmare is valued for its ability to invade other realities with its rider.

Greater Nightmare — Creature 11

HUGE BEAST FIEND UNHOLY

Perception +22; darkvision

Languages Chthonian, Daemonic, Diabolic

Skills Acrobatics +23, Athletics +24, Intimidation +22, Survival +20

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

Smoke (aura) 20 feet. As nightmare, but DC 28.

AC 31; **Fort** +25, **Ref** +24, **Will** +21

HP 200; **Resistances** fire 15

Speed 60 feet, fly 120 feet

Melee ❖ jaws +24 (magical, unholy), **Damage** 3d10+13 piercing

Melee ❖ hoof +24 (agile, fire, magical, unholy), **Damage** 2d8+10 bludgeoning plus 2d6 fire

Divine Innate Spells DC 30; **7th** *interplanar teleport* (self and rider only)

Flaming Gallop ❖❖ (divine, fire, unholy) As nightmare, but 6d6 fire damage and DC 30.

Trample ❖❖❖ Large or smaller, hoof, DC 30 (page 360)

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Nilith

The sleek, dark niliths resemble hairless, emaciated tree sloths. These creatures are intensely dangerous and fearsome, with glowing red eyes, wicked claws, and mouths full of needlelike teeth. Niliths feed off the emotions, fears, and flesh of the living, and folktales posit that those who have nightmares of these creatures are fated to one day be eaten by them. Niliths draw intense joy from tormenting sapient creatures, often focusing their predations on the pious and the just, from whom they draw forth their most basic fears and worst thoughts and revel in their victims' subsequent terror. More often than not, these despicable manipulators wish to drive their victims into madness and even to suicide. Most niliths lack the patience to spend too much time fully tearing down an individual, and when a nilith tires of its current plaything and becomes bored with its particular thoughts and fears, it murders the quarry before feeding on its flesh and moving onto the next victim.

Niliths are actually extensions of much deadlier creatures that dwell in a distant dimension beyond dreams—in a way, niliths are little more than remote feeding machines for the unknown alien entities to which they are connected. Scholars and dimensional travelers have attempted to uncover the exact mechanisms of this mysterious connection, but they have yet to decipher the truth. Indeed, many who investigate the nature of a nilith's bond are driven to madness before getting anywhere close. The odd connection to otherworldly beings might help explain the longevity of these creatures, as it is believed that niliths can live for thousands of years.

Thankfully for others, niliths are solitary creatures that hate the company of their own kind, likely because these harbingers of nightmares have no wish to taste the horrors they bring to others.

Nilith — Creature 10

MEDIUM ABERRATION

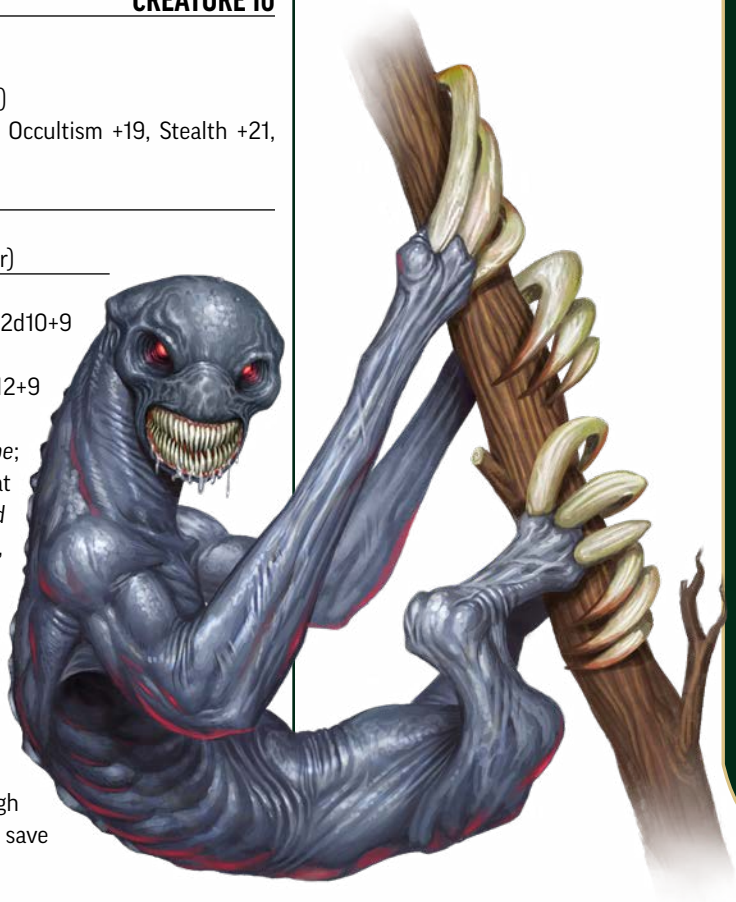
Perception +19; darkvision
Languages Aklo, Common; telepathy 30 feet (page 360)
Skills Acrobatics +21, Athletics +17, Intimidation +23, Occultism +19, Stealth +21, Survival +17
Str +3, **Dex** +5, **Con** +4, **Int** +3, **Wis** +3, **Cha** +5

AC 32; **Fort** +17, **Ref** +20, **Will** +20
HP 150; **Resistances** mental 10, physical 5 (except silver)

Speed 25 feet, climb 30 feet
Melee ❖ claw +23 (agile, finesse, magical), **Damage** 2d10+9 slashing plus Grab (page 359)
Melee ❖ fangs +23 (finesse, magical), **Damage** 2d12+9 piercing
Occult Innate Spells DC 29; **5th** *hallucination*, *mind probe*; **4th** *confusion*, *dream message*, *flicker*, *invisibility* (at will, self only), *nightmare*, *wave of despair*; **3rd** *mind reading* (at will); **Cantrips (5th)** *message*, *read aura*, *shield*, *telekinetic hand*
Mind Crush ❖ (mental, occult) **Requirements** The nilith has a creature grabbed; **Effect** The nilith reaches into the mind of the grabbed creature and implants disjointed images of the victim's worst fears and nightmares. The grabbed creature takes 6d6 mental damage with a DC 31 basic Will save. On a critical failure, the target is also affected as though by *never mind*, and it must attempt a second Will save against that effect.

From the Dreamlands

The nilith's association with the remote and little-understood Dreamlands, also known as the Dimension of Dreams, is unusual. They draw power from a latent dreaming connection to that realm, but they are native to the Universe.





Norn

Ancient beyond imagining, norns are powerful fey women who hold in their hands the physical manifestation of fate and destiny in the form of golden thread. They watch over all life, intervening with reluctance when called upon—or with a vengeance when the strands of fate are twisted and abused by lesser beings. They cut imposing figures, standing 14 feet tall and weighing 800 pounds.

Norns' relationship with the Eldest of the First World is complex. Many among norns serve Magdh the Three, the triune Eldest who some norns believe to be the first norn triumvirate bound together into one entity, as Magdh has three bodies: a Maiden, a Mother, and a Matriarch. Magdh claims to be watching the threads of fate for some ominous prophesied cataclysm, and in addition to assisting in her divinations, Magdh expects the norns who serve her to follow her cryptic commands to help nudge the future away from the brink. However, norns are powerful beings in their own right, themselves capable of granting divine power, and many balk at serving the enigmatic demigod. These norns find the other Eldest even more alien and challenging to interact with, for they believe that while the Eldest wield great power, even these powerful beings should not be granted leave to meddle with fate as much as they desire.

While even the weakest of the Eldest could destroy an unaffiliated norn with ease, they tend to obey the proclamations and judgments of norns when they are spoken. These norns, for their part, use their perceived neutrality judiciously. They know better than to issue too many demands to the Eldest, lest the capricious demigods grow frustrated. And so the balance of power remains tenuous between unaffiliated norns and the Eldest, as it has for eons. Norns know that it's merely a matter of time before the Eldest lose their respect for this tradition and start acting entirely as they please, despite norns' best efforts to rein in their most disruptive actions.

Norn Triumvirates

Norns who visit the Universe often do so in groups of three known as triumvirates. The norns of a triumvirate can communicate with each other telepathically over a planetary distance. Regardless of their appearance on the First World, when a norn becomes part of a triumvirate in the Universe, her apparent age shifts so that in each group, there always appears to be one young adult norn, one middle-aged norn, and one elderly norn—a Maiden, a Mother, and a Matriarch.



Followers of Fate

In the mortal Universe, some mortals worship norns as deities, while others, especially witches and bards, admire them as patrons or muses. Those who uphold norns as deities are known as Followers of Fate. Norns neither discourage this veneration nor go out of their way to support such worship. Clerics who venerate norns might worship a specific norn or norn triumvirate, or all norns as a whole, but they gain the same benefits regardless of their choice. The religious symbol of Followers of Fate is a pair of shears cutting a golden thread, and their areas of concern are destiny, fate, and the aging process.

Edicts make predictions of the future, offer advice and guidance to those in positions of power, provide comfort to the elderly

Anathema apologize for making an incorrect prediction, disrespect mothers, accept payment for fortune-telling

Divine Attribute Constitution or Wisdom

Devotee Benefits

Cleric Spells 1st: *mindlink*, 2nd: *web*, 4th: *clairvoyance*

Divine Font *harm* or *heal*

Divine Sanctification can choose holy or unholy

Divine Skill Occultism
Domains family, fate, knowledge, truth
Favored Weapon shears (These uncommon simple weapons 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.)

NORN CREATURE 20

RARE LARGE FEY

Perception +41; *detect magic*, greater darkvision, lifesense 120 feet, *truesight*
Languages Common, Fey, Jotun; *truespeech*
Skills Crafting +36, Deception +35, Intimidation +37, Lore (all) +28, Medicine +38, Occultism +34, Performance +31, Religion +34
Str +7, **Dex** +6, **Con** +6, **Int** +6, **Wis** +10, **Cha** +7
Items shears (see favored weapon)
Sense Fate (fortune) A norn automatically rolls a 20 when she rolls initiative.
Triumvirate This functions as the coven ability (page 358), except only norns can join a triumvirate, and it functions only as long as exactly three norns are part of the triumvirate. A triumvirate grants the following spells: *cataclysm*, *foresight*, *manifestation* (once per day), *pinpoint*, and *revival*.

AC 46; **Fort** +34, **Ref** +30, **Will** +38; +1 status to all saves vs. magic
HP 375, regeneration 20 (deactivated by cold iron; page 360); **Immunities** off-guard, void; **Weaknesses** cold iron 20

Speed 35 feet, fly 35 feet
Melee ❖ shears +38 (deadly 2d8, magical, reach 10 feet, versatile P), **Damage** 4d4+15 slashing plus 6d6 void and sever fate
Melee ❖ hand of fate +38 (agile, magical, reach 10 feet), **Damage** 4d10+15 void plus sever fate
Occult Innate Spells DC 42; **10th** *freeze time*; **9th** *execute*, *phantasmagoria*, *retrocognition*; **8th** *migration*, *quandary*; **7th** *dispel magic* (at will), *read omens* (at will), *spellwrack* (at will); **Constant (10th)** *detect magic*, *hidden mind*, *truesight*, *truespeech*
Rituals DC 42; *collective memories*, *geas*
Fated When a creature is subject to a fortune effect from a norn and a misfortune effect from any source other than a norn (or vice versa), the norn's effect automatically counteracts the other effect and then takes place normally, rather than the two effects canceling each other out. If both the fortune and misfortune effect are from a norn, then the two cancel each other out as normal. At the GM's discretion, powerful entities related to fate or luck, like Desna, Magdh, or Pharasma, can't have their effects negated by this ability.
Sever Fate (occult) When a norn deals void damage with a Strike, she regains 10 Hit Points. The target must succeed at a DC 39 Fortitude save or become drained 1 (drained 2 on a critical failure). Further void damage dealt by the norn increases the drained condition value by 1 on a failed save (or by 2 on a critical failure), to a maximum of drained 4.
Shift Fate ↻ (occult) **Trigger** A creature within 120 feet attempts a saving throw; **Effect** The creature rolls the saving throw twice, and then the norn decides which result applies. If the norn chooses the lower roll, this is a misfortune effect; if she chooses the higher roll, it's a fortune effect; if they're the same, she decides which trait to apply.
Snip Thread ❖❖ (death, manipulate, occult) **Frequency** three times per day; **Effect** The norn produces a golden thread linked to the fate of a creature within 100 feet of her, then snips it short with her shears. The target takes 100 void damage (DC 42 basic Fortitude save). If the target is reduced to 0 Hit Points from this damage, the thread is completely severed and the creature dies immediately. A creature slain by Snip Thread can't be restored to life except by a *wish* ritual or similarly powerful magic; or by divine intervention. Regardless of the outcome of their saving throw, a creature targeted by Snip Thread then becomes temporarily immune for 24 hours. The norn can't use Snip Thread again for 1d4 rounds.



LOST NORNS

When separated from a triumvirate for too long, a norn in the mortal Universe can grow confused and weak. Her powers remain strong, but her ability to interpret fate becomes warped. Lost norns begin to use their abilities for their own goals rather than serving fate, basing their actions on how their skewed visions best serve themselves.

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Alchemical Leftovers

When a noxious needler is defeated or disabled, each of its alchemical chambers that remains intact can be salvaged. The alchemical fluids inside are 50 gp worth of ingredients for crafting alchemical items.

Noxious Needler

This construct is a walking alchemical nightmare capable of inflicting all manner of painful wounds. The noxious needlers' ability to follow orders is granted by the otherwise mindless humanoid brain that floats in their dome-like heads, allowing them to serve as laborers and guards for their creators.

In exceptionally rare cases, the brain used in their creation might retain fragments of memories or even an actual intellect, resulting in a noxious needler with a personality and agenda of its own. Unwilling creations often hunt down their creators, venting their rage on similar targets if revenge is impossible. Others blankly replicate the experiments from their last memory.

Noxious Needler — Creature 9

UNCOMMON LARGE ALCHEMICAL CONSTRUCT MINDLESS

Perception +15; darkvision

Skills Athletics +22

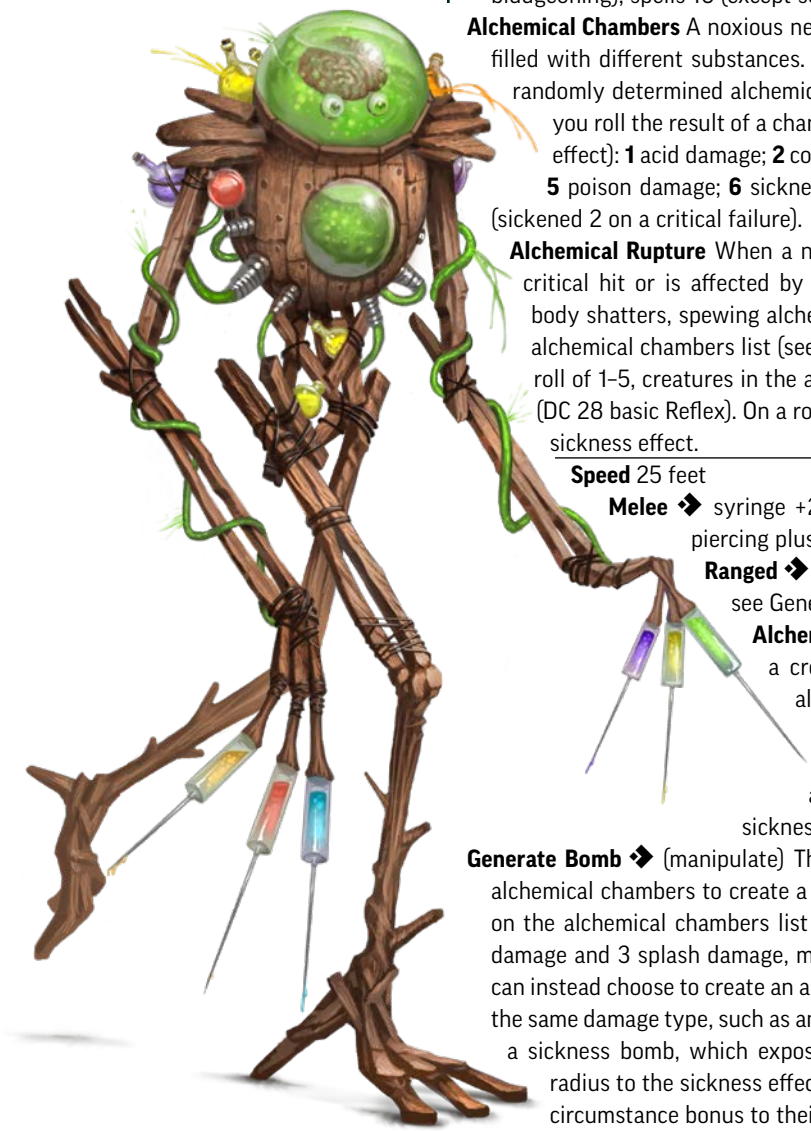
Str +6, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –5

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

HP 150; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 10 (except adamantine or bludgeoning), spells 10 (except sonic)

Alchemical Chambers A noxious needler's body contains six alchemical chambers filled with different substances. When a noxious needler's ability calls upon a randomly determined alchemical effect, roll 1d6 and consult the following (if you roll the result of a chamber that was shattered, there is no alchemical effect): **1** acid damage; **2** cold damage; **3** electricity damage; **4** fire damage; **5** poison damage; **6** sickness, with a DC 26 Fortitude save or sickened 1 (sickened 2 on a critical failure).

Alchemical Rupture When a noxious needler takes physical damage from a critical hit or is affected by a *shatter* spell, one glass chamber within its body shatters, spewing alchemical liquid in a 5-foot emanation. Roll on the alchemical chambers list (see above) to determine which one shatters—on a roll of 1–5, creatures in the area take 10d6 damage of the appropriate type (DC 28 basic Reflex). On a roll of 6, creatures must instead save against the sickness effect.



Speed 25 feet

Melee ❖ syringe +22 (magical, reach 10 feet), **Damage** 2d10+6 piercing plus alchemical injection

Ranged ❖ bomb +20 (magical, thrown 20 feet), **Damage** see Generate Bomb

Alchemical Injection When a noxious needler hits a creature with a syringe Strike, roll 1d6 on the alchemical chambers list to determine the additional effect of the attack. The syringe deals an additional 2d6 damage of the appropriate type (or exposes the target to the sickness effect, as appropriate).

Generate Bomb ❖ (manipulate) The needler fills an empty vial from one of its alchemical chambers to create a bomb and then makes a bomb Strike. Roll 1d6 on the alchemical chambers list above. On a roll of 1–5, the bomb deals 3d10 damage and 3 splash damage, matching the damage type of the chamber; you can instead choose to create an alchemical bomb of 11th level or lower that deals the same damage type, such as an acid flask on a roll of 1. On a roll of 6, it creates a sickness bomb, which exposes the target and all creatures in the splash radius to the sickness effect; creatures hit by only the splash receive a +2 circumstance bonus to their Fortitude saves.

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Nuckelavee

When pollution despoils a natural waterway, it draws the dreaded nuckelavee to it from the First World. This spirit of wrath is a grisly sight to behold: a horselike monstrosity with the gnarled upper body of a humanoid growing directly from its back. Further enhancing its awfulness, not a patch of skin exists on the misshapen hybrid form, as though it survived its own flaying.

When a nuckelavee rides forth from its domain, it wreaks a trail of destruction across the land surrounding its path. Nuckelavees are considered among the cruelest and most monstrous fey, seen by some as just desserts visited upon those who would befoul the waters of their homes. A nuckelavee, however, doesn't discriminate between those who pollute and those who merely have the misfortune to be in the wrong place at the wrong time.

Despite their vile reputation among humanoids, nuckelavees are generally respectful of their fey counterparts. Once pollution has been cleansed and water fey like naiads return to a body of water, nuckelavees will peacefully withdraw.

Nuckelavee — Creature 9

LARGE AMPHIBIOUS FEY

Perception +16; low-light vision
Languages Aklo, Common, Fey
Skills Athletics +19, Intimidation +19, Nature +16, Stealth +18, Survival +16
Str +6, **Dex** +3, **Con** +4, **Int** +1, **Wis** +3, **Cha** +4
Items *+1 striking bastard sword*

AC 28; **Fort** +19, **Ref** +16, **Will** +20
HP 190; **Immunities** disease, poison; **Weaknesses** cold iron 10
Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 25 (page 359)
Purity Vulnerability Unpolluted fresh water burns a nuckelavee like acid, dealing 1d6 damage to it and causing it to be sickened 2. A nuckelavee can't heal from damage when it's in an area that isn't polluted (subject to GM discretion).
Reactive Strike ↻ (page 359)

Speed 40 feet, swim 40 feet
Melee ❖ *bastard sword* +21 (magical, reach 10 feet, two-hand d12), **Damage** 2d8+12 slashing plus 1d6 poison and mortasheen
Melee ❖ jaws +20 (agile), **Damage** 2d8+12 piercing plus 1d6 poison and mortasheen
Melee ❖ hoof +20, **Damage** 2d6+12 bludgeoning plus mortasheen
Primal Innate Spells DC 28; **5th** *control water*; **3rd** *toxic cloud*
Rituals DC 28; *blight*
Blight Breath ❖❖ (disease, poison, primal) The nuckelavee breathes a 30-foot cone of foulness, dealing 8d6 void damage to living creatures in the area with a DC 28 basic Fortitude save. A creature that fails also takes 2d6 persistent bleed damage. The nuckelavee can't use Blight Breath again for 1d4 rounds.
Mortasheen (disease) The target can't recover from the fatigued condition caused by mortasheen until the disease is cured. Mortasheen gains the virulent trait against animals and plants; **Saving Throw** DC 28 Fortitude; **Stage 1** Carrier with no ill effect (1 day); **Stage 2** drained 1 and fatigued (1 day); **Stage 3** drained 2 and fatigued (1 day); **Stage 4** dead
Trample ❖❖❖ Medium or smaller, hoof, DC 28 (page 360)

Unfortunate Victims

Nuckelavees are equally delighted to murder and feed upon both hapless peasants and altruistic naturalists engaged in the process of cleaning up pollution. Indeed, those who would seek to purify such sites are often regarded as the greater threat by a nuckelavee, as without a befouled land to dwell in, the foul fey would wither away.





Inspirations for Art

Nymphs are living manifestations of beauty and grace, and as such they are often the subjects of art—sculpture and paintings in particular. Promising a nymph to immortalize them in a work of art can be an excellent way to secure that nymph's favor, but one should take care to ensure that the nymph admires and is proud of the artistic effort's final result, lest the nymph be insulted and lash out with her powerful magic.

Nymph

Nymphs are a family of fey who have a deep association with the natural world. They often take the form of beautiful humanoids with elven features that match their abodes. The most common of their kind are the dryads: spirits who embody great trees, but many other kinds of nymphs exist, including naiads, who watch over bodies of water. All nymphs are guardians of some element of nature, often a single tree or pond. But, in the case of nymph queens, they can watch over whole forests or massive bodies of water.

Naiad

Naiads protect streams, ponds, springs, and other natural bodies of fresh water. While most naiads lead solitary lives close to their chosen home, sometimes they congregate in coven-like groups where river tributaries meet, performing great magic and blessing the waters of the land. Because naiads' bonds to their bodies of water permit more flexibility, they are the nymphs most likely to interact with humanoids—and even visit their settlements on occasion. Unlike other nymphs, naiads occasionally become adventurers, especially when dark forces seek to despoil nature or otherwise threaten the land, joining forces with others to prevent the corruption of the natural world.

NAIAD **CREATURE 1**

MEDIUM AMPHIBIOUS FEY NYMPH WATER

Perception +6; low-light vision

Languages Common, Elven, Fey, Thalassic

Skills Acrobatics +6, Athletics +3, Diplomacy +7, Nature +6, Stealth +6, Survival +4

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

Animal Empathy The naiad can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 14; **Fort** +3, **Ref** +6, **Will** +8

HP 20; **Weaknesses** cold iron 3; **Resistances** fire 3

Water Dependent A naiad is bonded to a spring, pond, or similar-sized water feature. If she is more than 300 feet away from it for 24 hours or more, she gains the weak adjustments (page 7) until she returns. She can perform a 24-hour ritual to bond herself to a new body of water.

Water Healing (healing, primal, vitality) For every 10 minutes a naiad spends soaking in her bonded body of water, she regains 7 Hit Points.

Speed 25 feet, swim 25 feet

Melee ❖ aqueous fist +8 (agile, finesse, magical, water), **Damage** 1d8 bludgeoning

Ranged ❖ water orb +8 (magical, range 60 feet, water), **Damage** 1d6 bludgeoning

Primal Innate Spells DC 17; **1st** *charm*, *create water*, *hydraulic push*, *tidal surge* (at will; *Player Core* 381)



NAIAD

Dryad

Dryads are fey guardians of the trees and creatures who dwell in wooded areas. They prefer using indirect methods to dissuade those who would harm their sacred groves and beloved forests, but they're not above using magic to enlist the aid of allies when evil threats cannot be dissuaded with words alone. In times of peace, dryads happily live secluded lives inside their trees, and a community at harmony with nature might not even realize a dryad lives nearby.

Though they watch over all the woods around them, dryads are inextricably tied to a specific tree, usually an oak. Dryads who are bonded to another type of tree are fundamentally the same, but they may differ in temperament and appearance to match their chosen ward. For instance, kraneiai, or cherry-tree dryads, have beautiful pink coloration and concern themselves with the fragile beauty of life.

DRYAD CREATURE 3

MEDIUM FEY NYMPH PLANT WOOD

Perception +10; low-light vision

Languages Common, Elven, Fey, Muan

Skills Acrobatics +9, Athletics +5, Crafting +7 (+9 woodworking), Diplomacy +9, Nature +13, Stealth +9, Survival +12

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

Nature Empathy The dryad can ask questions of, receive answers from, and use the Diplomacy skill with animals and plants.

AC 17; **Fort** +6, **Ref** +11, **Will** +10

HP 55; **Weaknesses** cold iron 5, fire 5

Tree Dependent As naiad's water dependent, but the dryad bonds to a single great tree.

Speed 25 feet

Melee ❖ branch +12 (finesse, magical), **Damage** 1d12+2 bludgeoning

Primal Innate Spells DC 20, attack +12; **5th** *nature's pathway* (×2); **4th** *charm* (×3), *suggestion*; **2nd** *entangling flora* (at will), *one with plants* (at will; see Tree Meld); **Cantrips (2nd)** *tangle vine*

Tree Meld ❖❖ A *one with plants* spell cast by a dryad has an unlimited duration. In addition, if the dryad merges with her bonded tree, she can choose to instead enter an extradimensional living space within the tree, and can bring up to two adjacent, willing creatures with her; the spell gains the extradimensional trait. The dryad can still be expelled from this space.

Nymph Queens

Nymph queens are powerful nymphs who rule over entire regions of untouched wilderness, not just single trees or ponds. Every variety of nymph can have a queen. Naiad queens are among the most prominent, and more often interact with nearby mortals. Thus, some scholars refer to naiad queens as simply "nymphs."

Nymph Queen Abilities

A nymph queen is 6 to 10 levels higher than an ordinary nymph of the same type, with enhanced numerical statistics and improved Strikes to match. A nymph queen's ward is a significant region, and she strengthens and vivifies this territory with her presence. Nymph queens are not dependent on their wards and lose the corresponding ability (such as a dryad's tree dependent ability); instead, they gain the tied to the land ability, as described below. A nymph queen also gains the nymph's beauty aura and the Focus Beauty action, which have varying effects based on the queen's original type. She gains the Inspiration ability, allowing her to bestow a gift of inspiration on those who catch her fancy, and the Change Shape ability to change her form. Finally, she gains primal prepared spells as a druid of her level.

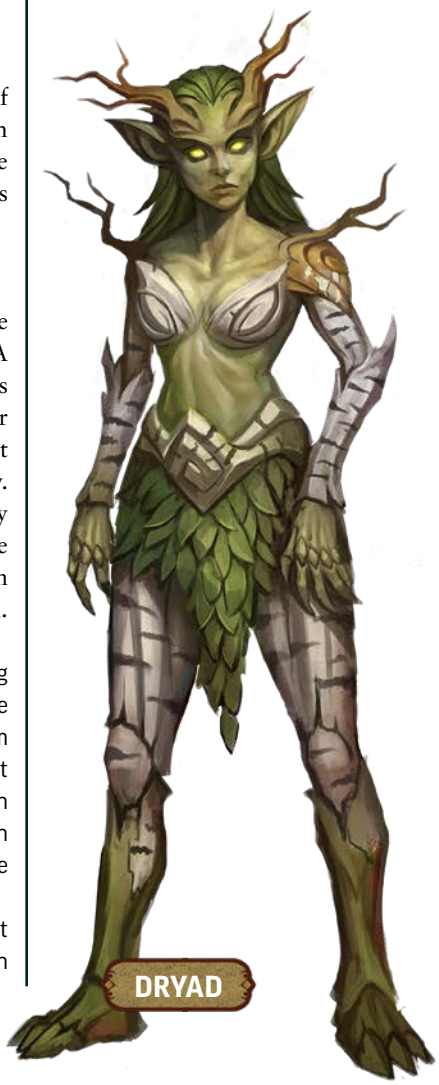
Tied to the Land A nymph queen is intrinsically tied to a specific region. As long as the queen is healthy, the environment is exceptionally resilient, allowing the nymph queen to automatically attempt to counteract any spell that would harm the environment (such as the *blight* ritual), using her spell DC with a counteract rank equal to the highest-rank druid spell she can cast. When the nymph queen becomes physically or psychologically unhealthy, however, her warded region eventually becomes twisted or unhealthy as well. In that case, restoring the nymph queen swiftly heals the entire region.

Nymph's Beauty (aura, emotion, mental, primal, visual) 30 feet. Creatures that start their turn in the aura must succeed at a Will save or suffer an effect described in the nymph queen's entry.

Change Shape ❖ (polymorph, primal) Nymph queens can transform between their original form, which looks much like a typical nymph of their kind, and any Small

HARMONIOUS LANDSCAPES

Nymphs tend to be closely associated with specific areas of natural splendor and beauty—woodlands for dryads, rivers for naiads. Areas where nymphs dwell always look more pristine, breathtaking, and scenic than they would otherwise.



DRYAD

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Other Nymphs

Naiads and dryads are the most well-known nymphs, but others exist as well. Hesperides, for example, are warders of the sunset and golden light and can be encountered dwelling on coastal cliffsides or remote islands. Lampads, on the other hand, are dark, moody nymphs found in wondrous, crystal-lined caverns deep underground.

or Medium humanoid form, typically choosing a more humanoid-looking version of their natural form (page 358).

Focus Beauty ❖ (emotion, mental, primal, visual) The nymph queen focuses her beauty upon a target, who must attempt a save against her nymph's beauty aura. If the creature fails and was already affected by the aura, it takes a greater effect described in the nymph queen's entry. A nymph queen can Focus Beauty on a given creature only once per turn.

Inspiration ❖❖❖ (emotion, mental, primal) The nymph queen inspires a single intelligent creature by giving that creature a token of her favor, typically a lock of her hair, though it can be some other significant object as well. As long as the creature carries her token and remains in good standing with her, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves.

If the nymph grants her token to a bard, and she's the bard's muse, the queen chooses one additional benefit granted by her token: a +1 status bonus to all Lore checks, a +2 status bonus to Performance checks when determining the effects of compositions, a +4 status bonus to untrained skill checks, or a +2 status bonus to Will saves against fey.

Naiad Queen

Naiad queens rule over pristine wildernesses centered around untouched lakes, massive rivers, or other collective bodies of fresh water. Bards' songs and artists' paintings of these powerful nymphs tend to depict naiad queens in their slightly more humanoid forms, which they don when they make the rare journey into civilized lands to garner allies, gather news, or gauge threats.

Most naiad queens treat those who respect their domains with kindness, but they're fierce—and quick to eliminate foes. Their blinding beauty and breadth of offensive spells make naiad queens fierce opponents if forced into a fight.



NAIAD QUEEN

NAIAD QUEEN — CREATURE 7

UNCOMMON | MEDIUM | AMPHIBIOUS | FEY | NYMPH | WATER

Perception +18; low-light vision

Languages Common, Elven, Fey, Thalassic

Skills Acrobatics +16, Athletics +9 (+13 to Swim), Diplomacy +20, Medicine +15, Nature +15, Performance +20, Stealth +14, Survival +15

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

Animal Empathy As naiad.

Tied to the Land The queen is tied to a body of water or area with a great deal of water features.

AC 26; **Fort** +15, **Ref** +18, **Will** +17

HP 100; **Weaknesses** cold iron 10; **Resistances** fire 10

Nymph's Beauty (aura, emotion, mental, primal, visual) 30 feet. DC 23. A creature that fails its save is stunned 1 and becomes stunned 1 each time it starts its turn within the aura for the next 24 hours, even if it can't see the naiad queen.

Water Healing (healing, primal, vitality) As naiad, but the queen can heal in any body of water in her domain and regains 30 HP every 10 minutes.

Speed 25 feet, swim 25 feet

Melee ❖ aqueous fist +18 (agile, finesse, magical, water), **Damage** 2d8+6 bludgeoning

Ranged ❖ water orb +18 (magical, range 60 feet, water), **Damage** 4d6 bludgeoning

Primal Prepared Spells DC 28, attack +18; **4th** *heal*, *summon animal*; **3rd** *aqueous orb*, *earthbind*, *heal*; **2nd** *animal messenger*, *one with plants*, *revealing light*; **1st** *air*

bubble, *fleet step*, *gust of wind*; **Cantrips (4th)** *detect magic*, *frostbite*, *guidance*, *light*, *stabilize*

Primal Innate Spells DC 28; **4th** *charm*, *create water*, *hydraulic push*, *tidal surge* (at will; *Player Core* 381)

Change Shape ❖ (polymorph, primal) (page 358)

Focus Beauty ❖ (emotion, incapacitation, mental, primal, visual) If a target already affected by nymph's beauty fails its save, the image of the queen sears into the creature's mind, effectively blinding the creature until its vision is restored with *sound body* or a similar effect. The naiad queen can Dismiss the effect.

Inspiration ❖❖❖ (emotion, mental, primal)

Dryad Queen

Also called a hamadryad, a dryad queen rules over an entire forest, or a portion of an incredibly large forest, leading and protecting all dryads within. Dryad queens often have strange relationships with powerful and deadly fey, working together in a dualistic way despite their differences, with the queen representing nature's wonders and the other fey representing nature's wrath.

DRYAD QUEEN — CREATURE 13

UNCOMMON | MEDIUM | FEY | NYMPH | PLANT | WOOD

Perception +25; low-light vision

Languages Common, Elven, Fey, Muan

Skills Acrobatics +25, Athletics +19, Crafting +23 (+25 woodworking), Deception +30, Diplomacy +30, Intimidation +27, Nature +24, Performance +28, Stealth +25, Survival +24

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

Nature Empathy As dryad.

Tied to the Land The dryad queen is tied to a forest or other woodland.

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

HP 220; **Weaknesses** cold iron 10, fire 10

Nymph's Beauty (aura, emotion, incapacitation, mental, primal, visual) DC 30. On a failed save, the target is immobilized in awe for 1 minute.

Speed 30 feet

Melee ❖ branch +27 (finesse, magical), **Damage** 3d12+8 bludgeoning

Ranged ❖ leaves +27 (plant, primal, range increment 60 feet), **Damage** 3d8+6 slashing

Primal Prepared Spells DC 35, attack +25; **7th** *regenerate*, *summon plant or fungus*; **6th** *chain lightning*, *cursed metamorphosis*, *tangling creepers*; **5th** *banishment*, *heal*, *howling blizzard*; **4th** *fly*, *mountain resilience*, *resist energy*, ; **3rd** *earthbind*, *haste*, *wall of thorns*; **2nd** *animal messenger*, *remove fear*, *revealing light*; **1st** *fleet step*, *gust of wind*, *pest form*; **Cantrips (7th)** *detect magic*, *frostbite*, *guidance*, *light*, *stabilize*

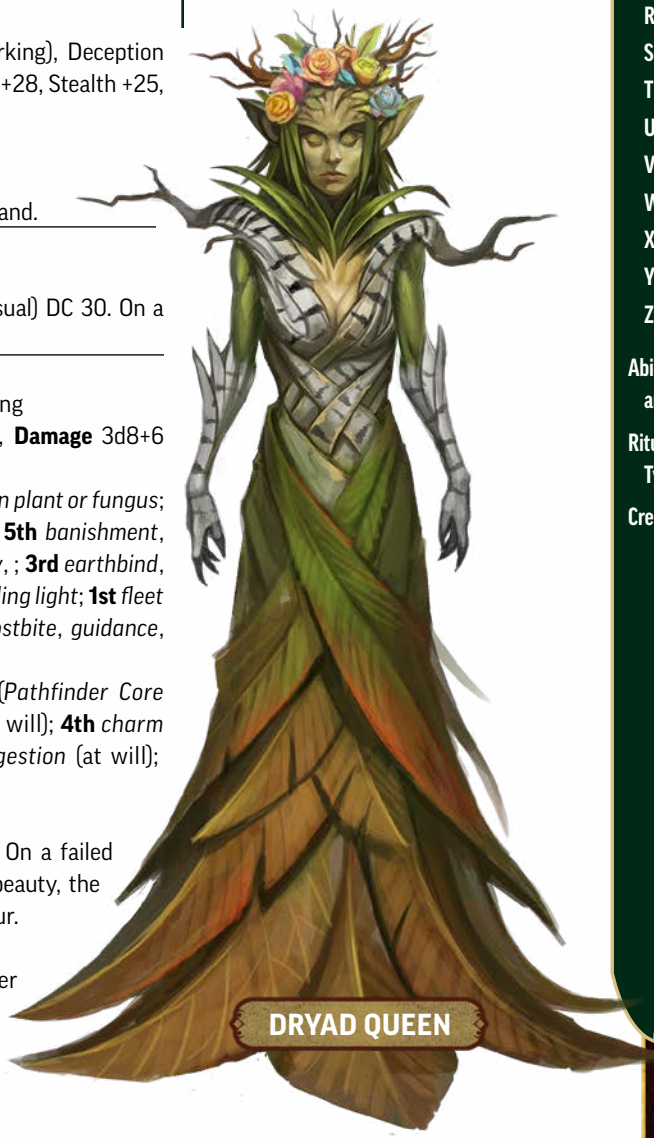
Primal Innate Spells DC 35, attack +25; **8th** *impaling briars* (*Pathfinder Core Rulebook* 400), **5th** *nature's pathway* (×3), *one with plants* (at will); **4th** *charm* (at will), *entangling flora* (at will); *shape wood* (at will), *suggestion* (at will); **Cantrips (5th)** *tangle vine*

Change Shape ❖ (primal) (page 358)

Focus Beauty ❖ (emotion, incapacitation, mental, primal, visual) On a failed save, if the target was already affected by the dryad queen's beauty, the target can't use hostile actions against the dryad queen for 1 hour.

Inspiration ❖❖❖ (emotion, mental, primal)

Tree Meld ❖❖ (primal) As dryad, except the dryad queen can enter and exit her extradimensional domain from any tree in her domain, and she can bring up to eight other creatures with her when she does so.



DRYAD QUEEN

ARTISTIC TREASURES

Nymphs favor art over any other types of material possession, often collecting the finest pieces they can and endeavoring to create their own. Nymphs sometimes carry magical trinkets or wear enchanted clothing or jewelry, but the greatest treasure a nymph queen can share is often her inspiration to those seeking a muse.

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Octopus Town

Athamaru explorers in the Obari Ocean southeast of Jalmeray discovered a massive colony of giant octopuses on the ocean floor. There, numerous shelters made of ocean rock and shipwreck detritus served as simple dwellings. The residents showed a surprising amount of organization, holding massive gatherings and sending off a few of their kind at a time as hunting parties to bring back food for the rest. The few athamarus who returned attested to the perceptiveness and cunning of these giant creatures.

Octopus

Giant octopuses are found in the heart of deep, dark oceans. Clever and adaptable, they hunt and devour all manner of animals. Despite growing up to 16 feet long, a giant octopus can compress its body to squeeze through small gaps as long as there's room for its beak.

Giant octopuses favor shipwrecks, coral reefs, or underwater caverns as lairs, where they can take advantage of narrow confines for protection. Like their smaller kin, they're fond of adorning and decorating their lairs with found objects—many of which, in the giant octopus's case, are also magical weapons, shields, or works of art salvaged from sunken ships or fallen adventurers.

Giant Octopus — Creature 8

HUGE ANIMAL AQUATIC

Perception +15; low-light vision

Skills Acrobatics +17, Athletics +20, Stealth +17

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

AC 27; **Fort** +16, **Ref** +17, **Will** +15

HP 135; **Resistances** cold 10

Speed 15 feet, swim 40 feet; compression

Melee ❖ arm +20 (agile, reach 15 feet), **Damage** 2d8+9 bludgeoning plus Grab (page 359)

Melee ❖ beak +20, **Damage** 2d8+9 piercing plus giant octopus venom

Compression A giant octopus can move through a gap at least 2 feet wide without Squeezing and can Squeeze through a gap at least 1 foot wide.

Constrict ❖ 1d8+9 bludgeoning, DC 26 (page 358)

Giant Octopus Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and off-guard (1 round); **Stage 2** 2d6 poison damage, clumsy 1, and off-guard (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and off-guard (1 round)

Ink Cloud ❖ The octopus emits a cloud of black ink in a 30-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are undetected and can't use their sense of smell. The cloud dissipates after 1 minute. The octopus can't use Ink Cloud again for 2d6 rounds.

Jet ❖❖ (move) The octopus moves up to 200 feet in a straight line through the water without triggering reactions.

Writhing Arms ❖❖ The giant octopus makes up to four Strikes with different arms, each against a different target. Each attack counts separately for the octopus's multiple attack penalty, but the penalty doesn't increase the until the octopus has made all the attacks. If the octopus subsequently uses the Grab action, it can Grab any number of creatures it hit with Writhing Arms.



Ofalth

Found in castle dung heaps, city dumps, and sewers, ofalths are living amalgamations of wet detritus, sewage, and rubbish. They carry a disease called wretched weeps that causes the victim's blood to seep from its pores.

Larval Ofalth

Ofalths reproduce asexually. When they first hatch from their leathery eggs, larval ofalths resemble a tendril of flesh supported by spindly legs, but they soon cocoon themselves in trash, to serve as both armor and camouflage.

LARVAL OFALTH — CREATURE 4

MEDIUM ABERRATION

Perception +9; darkvision
Languages Common
Skills Athletics +13, Stealth +9 (+13 in trash and rubbish)
Str +5, **Dex** +1, **Con** +3, **Int** –2, **Wis** +1, **Cha** –2
Hide in Filth A larval ofalth can hide in any pile of filth or trash that is its size or larger, allowing it to use Stealth for initiative. If it rolls Stealth for initiative, on the first round of combat, creatures that haven't acted yet are off-guard to it.

AC 20 (22 with trash shield raised); **Fort** +11, **Ref** +9, **Will** +9
HP 60; **Immunities** disease, poison
Stench (aura, olfactory) 30 feet, DC 19 (page 360)
Shield Block ↻ The larval ofalth's trash shield has a hardness of 5 and 20 Hit Points.

Speed 25 feet
Melee ❖ claw +13, **Damage** 2d8+5 slashing plus wretched weeps
Ranged ❖ leachate +11 (range 20 feet), **Damage** 3d8 acid plus wretched weeps
Wretched Weeps (disease) **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d4 persistent bleed every hour and enfeebled 1 (1 day); **Stage 3** 2d6 persistent bleed every hour and enfeebled 2 (1 day)

Ofalth

Fully grown ofalths capture victims and slowly eat them alive.

OFALTH — CREATURE 10

LARGE ABERRATION

Perception +18; darkvision
Languages Common
Skills Athletics +23, Stealth +19 (+23 in trash)
Str +7, **Dex** +3, **Con** +6, **Int** –2, **Wis** +2, **Cha** –2
Refuse Pile When they're not in danger, an ofalth can spend 1 minute settling into a 10-foot pile that looks like a heap of garbage. Until the next time it takes an action, the ofalth gains a +2 circumstance bonus to AC. A creature that enters the area of the garbage heap or interacts with it must attempt a save against the ofalth's stench.

AC 31; **Fort** +22, **Ref** +17, **Will** +18
HP 170, filth wallow; **Immunities** disease, poison
Filth Wallow An ofalth gains fast healing 2 when in an area with a high concentration of debris or excrement, such as a refuse heap or sewer.
Stench (aura, olfactory) 30 feet, DC 28 (page 360)

Speed 30 feet
Melee ❖ fist +23 (reach 10 feet), **Damage** 2d12+13 bludgeoning plus wretched weeps
Ranged ❖ offal +19 (range increment 30 feet), **Damage** 2d10+9 bludgeoning plus wretched weeps
Wretched Weeps (disease) **Saving Throw** As larval ofalth, but DC 26.

VIOLENT TRANSFORMATION

After several years, the larval ofalth prepares for its final transformation by peeling off all its trash armor and slamming itself into a hard surface until its cocoon finally cracks open, allowing the fully grown ofalth to surge forth in a violent eruption of slime and gore.



LARVAL OFALTH

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Grotesque Treasures

Ogre warrens are abattoirs strewn with severed limbs, offal, and dubious stews. Ogres sometimes keep shiny baubles, like jewelry, and they appreciate intimidating weapons and armor, especially those that are large enough for them to use.

Ogre

For many societies, ogres embody brutish, amoral violence and greedy cruelty. Standing 10 feet tall and densely muscled, ogres are usually as strong as they are vicious. The worst ogres are sadists, enjoying remorseless murder, torture, and violence in all of its forms. Although they prefer to vent their violent urges on other humanoids—the smaller the better—ogre captivity can end in a horrifying fate for anyone unlucky enough to fall within their meaty grasp: becoming dinner. But for all their creativity in inflicting pain, ogres often forget that their playthings lack their own robust fortitude and high pain tolerance, and many of their captives die sooner than the ogres might prefer. Meanwhile, those who manage to survive captivity in an ogre's larder often emerge with lasting mental scars. A captive able to keep their wits about them, however, can sometimes trick the brutes by promising treasure, more plentiful food sources, or other crude amusements, taking advantage of an ogre's often-limited intellect to engineer opportunities to escape or gain revenge.

Ogres are social creatures only in the most debased sense. They gather together in groups called families, though members are not always related by blood. The most powerful ogre in any family is the "boss"—usually the family's patriarch or matriarch—whom the other ogres in the family learn to quickly obey or risk being brutalized by the boss's loyal kin. Ogres lair in caves, crumbling ruins, or dilapidated shacks close enough to humanoid settlements or animal trails to make raiding easy. Their lairs are filthy and frequently contain all-too-recognizable evidence of their depravity, along with assorted treasures stolen from past captives.

Ogre Warrior

The simplest of ogres are slabs of muscle with hateful eyes, misshapen visages, and malformed bodies. Always eager for mayhem and murder, ogre warriors are quick to turn on their kin when there's a shortage of smaller folk to torment, so those who lead ogres do their best to keep them constantly distracted with new opportunities for raids and ruin.



OGRE WARRIOR

OGRE WARRIOR **CREATURE 3**

LARGE GIANT HUMANOID

Perception +5; darkvision

Languages Jotun

Skills Athletics +12, Intimidate +9

Str +5, **Dex** –1, **Con** +4, **Int** –2, **Wis** +0, **Cha** –2

Items hide armor, javelins (6), ogre hook

AC 17; **Fort** +11, **Ref** +6, **Will** +5

HP 50

Speed 25 feet

Melee ❖ ogre hook +12 (deadly d10, reach 10 feet, trip), **Damage** 1d10+7 piercing

Ranged ❖ javelin +6 (thrown 30 feet), **Damage** 1d6+7 piercing

Ogre Glutton

Ogre gluttons take the act of feeding to a horrific extreme, capable of extending their already cavernous mouths wide enough to gulp down a halfling. Stories of ogre gluttons being tricked into eating razor-edged shields or barrels filled with poisoned meat are common, but such tales are of little consolation to those who have been gobbled whole by these ravenous giants. In addition to their sadistic table manners, ogre gluttons have a disturbing knack for coming up with

violent "games" that are little more than drawn-out torments, yet those who somehow manage to beat a glutton at the rules of their own game can often enrage the ogre enough that the resulting tantrum provides an opportunity for the captives to escape.

OGRE GLUTTON CREATURE 4

LARGE GIANT HUMANOID

Perception +6; darkvision
Languages Jotun
Skills Athletics +12, Intimidate +10, Survival +6
Str +6, **Dex** –1, **Con** +4, **Int** –2, **Wis** +0, **Cha** –2
Items leather armor, greataxe

AC 18; **Fort** +14, **Ref** +7, **Will** +6
HP 70

Speed 30 feet
Melee ❖ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+8 slashing
Melee ❖ jaws +14, **Damage** 1d8+8 piercing plus Grab (page 359) and glutton's feast
Glutton's Feast If the ogre glutton damages a living creature with their jaws Strike, they gain 1d4 temporary Hit Points for 1 minute.
Glutton's Rush ❖❖ The ogre glutton Strides twice and makes a jaws Strike. If they damage a living creature with this Strike, the temporary Hit Points they receive from glutton's feast is increased to 2d4.
Swallow Whole ❖ (attack) Small, 2d4+4 bludgeoning, Rupture 14 (page 360)

Ogre Boss

In ogre society, might makes more than right—it makes the rules. The strongest or most violent ogre in a family (in most cases, this is the same ogre) is invariably that family's boss. Quick to hook fallen foes on their weapons, even other ogres fear the repercussions of displeasing an ogre boss. When an ogre boss barks out commands, the other members of the family move quickly to obey.

OGRE BOSS CREATURE 7

LARGE GIANT HUMANOID

Perception +12; darkvision
Languages Common, Jotun
Skills Athletics +16, Intimidate +16, Stealth +11
Str +7, **Dex** +0, **Con** +4, **Int** +0, **Wis** +1, **Cha** +1
Items breastplate, javelin (6), *+1 ogre hook*

AC 25; **Fort** +17, **Ref** +12, **Will** +15
HP 130
Reactive Strike ↷ (page 359)

Speed 25 feet
Melee ❖ *ogre hook* +19 (deadly d10, reach 10 feet, trip), **Damage** 1d10+11 piercing
Ranged ❖ javelin +12 (thrown 30 feet), **Damage** 1d6+11 piercing
Bellowing Command ❖ (auditory, emotion, fear, linguistic, mental) The ogre boss issues a command to hasten their fellows. Each ogre ally who hears and understands this command becomes quickened until the end of that ally's next turn but can use the extra action only to Step or Stride.
Sweeping Hook ↷ **Trigger** The ogre boss successfully Trips a creature using an ogre hook; **Effect** The ogre boss makes an ogre hook Strike against the creature they tripped.



OGRE HOOKS

Ogres are known for using immense, curved picks called ogre hooks. These uncommon martial weapons cost 1 gp, deal 1d10 piercing damage, have 2 Bulk, and require two hands to use. Ogre hooks are in the pick weapon group. Ogre hooks have the deadly d10 and trip weapon traits.

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Tetsubo

A mountain oni wields a tetsubo, which appears in *Lost Omens Tian Xia Character Guide*. This uncommon martial weapon costs 3 gp, deals 1d10 bludgeoning damage, has 3 Bulk, and require two hands to use. Tetsubo are in the club weapon group and have the razing, shove, and sweep traits. The razing trait means that whenever the weapon damages an object, the object takes an amount of additional damage equal to double the number of weapon damage dice.

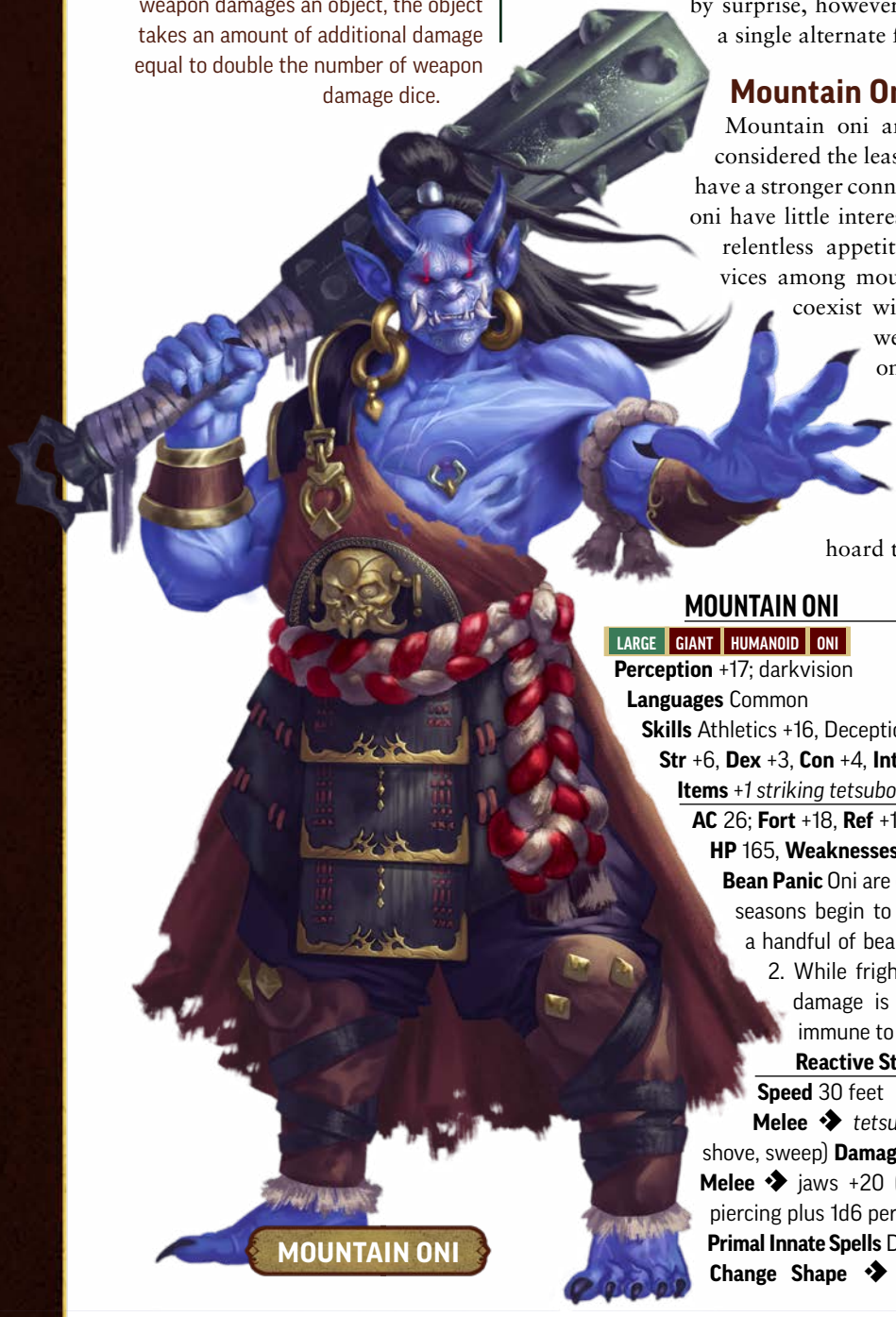
Oni

Oni are large, brutal creatures originating in Tian Xia who resemble humanoids with brightly colored skin, tusks, and horns. Though commonly mistaken for fiends, the first oni were originally kami, tutelary nature spirits. These kami suffered a terrible trauma, losing their sacred wards to dramatic disasters or the callousness of others, and as a result transformed into the violent creatures they are today. While some believe that oni can be spiritually placated through proper ritual worship that transforms them back into kami, many of these would-be saviors fall to oni's notorious brute strength, flesh-rending teeth, and command of storms.

Oni possess the ability to disguise themselves as other humanoids. They are rarely creative in their disguises, often choosing a specific appearance similar to their oni form and sticking with it. This simplicity catches many by surprise, however, as people assume oni are limited to a single alternate form, which is by no means the case.

Mountain Oni

Mountain oni are the most common oni and often considered the least sophisticated. While other oni might have a stronger connection to the spiritual world, mountain oni have little interest in anything beyond satisfying their relentless appetites. Sloth and gluttony are common vices among mountain oni, which can allow them to coexist with nearby villages so long as they're well fed, but more ambitious mountain oni can often be found leading ogre war parties or orchestrating violent bandit raids. It's rare for mountain oni to live solitary existences, but those who do prefer to maraud the countryside or exploit villages and hoard the spoils for themselves.



MOUNTAIN ONI **CREATURE 8**

LARGE GIANT HUMANOID ONI

Perception +17; darkvision

Languages Common

Skills Athletics +16, Deception +18, Intimidation +18, Survival +17

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

Items *+1 striking tetsubo* (see sidebar)

AC 26; **Fort** +18, **Ref** +15, **Will** +14

HP 165, **Weaknesses** bean panic, spirit 10

Bean Panic Oni are curiously afraid of beans, especially as the seasons begin to change. If a creature Interacts to throw a handful of beans at the oni, the oni becomes frightened 2. While frightened this way, their weakness to spirit damage is increased by 5. The oni then becomes immune to bean panic for 24 hours.

Reactive Strike ↷ (page 359)

Speed 30 feet

Melee ❖ *tetsubo* +21 (magical, razing, reach 10 feet, shove, sweep) **Damage** 2d10+9 bludgeoning

Melee ❖ jaws +20 (magical, reach 10 feet), **Damage** 2d6+9 piercing plus 1d6 persistent bleed

Primal Innate Spells DC 25; *invisibility* (at will, self only)

Change Shape ❖ (concentrate, polymorph, primal) The

mountain oni can take on the appearance of any Medium or Large humanoid creature (page 358). This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Thundering Iron ❖❖ The oni lifts their tetsubo and brings it down in a deafening peal. They make a tetsubo Strike. On a success, the target takes an additional 1d10 sonic damage. Each creature in a 10-foot emanation around the target, other than the oni, take this damage as well and is pushed 5 feet away from the target.

Snow Oni

Snow oni maintain their seething temperaments even in their icy homes. The isolation of their environment gives them trappings of asceticism, and many snow oni pursue physical perfection, reveling in the process of turning their bodies into powerful fighting machines. They are just as hedonistic and brutal as any of their brethren, however, and eager to indulge in warm baths, strong drink, and humanoid flesh.

Like many oni, snow oni possess a third eye in the center of their forehead. This eye gives snow oni a mystical sense that allows them to peer through even the thickest flurries of snow.

SNOW ONI — CREATURE 13

LARGE COLD GIANT HUMANOID ONI UNHOLY

Perception +26; greater darkvision, snow vision

Languages Common

Skills Acrobatics +24, Athletics +25, Deception +27

Str +8, **Dex** +5, **Con** +5, **Int** +0, **Wis** +5, **Cha** +8

Snow Vision Snow doesn't impair the snow oni's vision; they ignore concealment from snowfall.

AC 33; **Fort** +23, **Ref** +25, **Will** +21

HP 290; **Immunities** cold; **Weaknesses** bean panic, spirit 15

Bean Panic As mountain oni.

Icy Deflection ↷ **Trigger** The snow oni is targeted by a ranged Strike or spell attack roll that doesn't have the fire trait; **Effect** The snow oni creates a reflective blockade of ice, gaining a +4 circumstance bonus to AC against the triggering attack roll. If the attack misses, the snow oni redirects the attack to another creature within 20 feet of the snow oni. The attacker rerolls the attack roll against the new target.

Reactive Strike ↷ (page 359)

Speed 40 feet, fly 40 feet

Melee ❖ fist +27 (agile, magical, reach 10 feet), **Damage** 2d8+16 bludgeoning plus 2d6 cold

Melee ❖ jaws +27 (magical, reach 10 feet), **Damage** 2d6+16 piercing plus 1d6 persistent bleed

Ranged ❖ ice dart +25 (cold, magical, range increment 60 feet), **Damage** 3d10+4 cold plus 1d6 spirit

Primal Innate Spells DC 31; **2nd** *invisibility* (at will, self only)

Change Shape ❖ (concentrate, polymorph, primal) As mountain oni.

Chilling Combo ❖ (cold) The snow oni makes two fist Strikes targeting the same creature. If they both hit, the target becomes slowed 1 for 1 round.

Falling Frozen Lightning ❖❖ (cold, primal) The snow oni calls down a bolt of icy lightning, white as fallen snow. The bolt strikes a location within 60 feet, freezing the air into a cloud of snow that fills a 20-foot burst and lasts for 1 minute. All creatures within the snow become concealed, and all creatures outside the snow become concealed to creatures

ONI ORIGINS

The first oni originated in the nation of Minkai on the continent of Tian Xia. Whether due to prevalent local kami—particularly in the mist-shrouded Forest of Spirits—or its peoples' faiths, Minkai is a hotbed of oni activity.



SNOW ONI

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OTHER ONI

Different oni exist across the continent of Tian Xia. Village oni mask their golden skin and four-fingered claws in human form. Other oni include night oni, which lurk in darkness and smoke, void oni, with their malevolent shadowy flames, and the awesomely powerful storm oni.

within it. A creature that enters the snow or begins its turn there takes 15 cold damage, with a DC 33 basic Fortitude save.

Caldera Oni

As hot-blooded as the lava that floods their homes, caldera oni have an incredible appetite for the thrill of war. While they engage in battle to conquer and control others, fire oni also love the thrill of combat, fighting for the sheer joy of it. Presenting a caldera oni with a true challenge can potentially earn their mercy and an offer to serve at their side.

CALDERA ONI **CREATURE 14**

LARGE FIRE GIANT HUMANOID ONI

Perception +26; greater darkvision
Languages Common
Skills Acrobatics +23, Athletics +27, Crafting +25, Deception +27, Intimidation +27
Str +8, **Dex** +6, **Con** +6, **Int** +0, **Wis** +6, **Cha** +8
Items *+2 striking katana*, *+1 resilient breastplate*

AC 35; **Fort** +28, **Ref** +25, **Will** +23
HP 315; **Immunities** fire; **Weaknesses** bean panic, spirit 15
Bean Panic As mountain oni.
Reactive Strike ↻ (page 359)
Stoke the Volcano When the caldera oni is critically hit, the flames of anger grow within them. They recharge their choice of Ash Form or Dance of Burning War.

Speed 40 feet, fly 40 feet
Melee ❖ *katana* +30 (deadly d8, magical, two-hand d10, versatile P), **Damage** 2d6+14 slashing plus 2d6 fire
Melee ❖ jaws +28 (magical, reach 10 feet), **Damage** 2d6+14 piercing plus 1d8 persistent bleed
Primal Innate Spells DC 34; **2nd** *invisibility* (at will, self only)
Change Shape ❖ (concentrate, polymorph, primal) As mountain oni.
Ash Form ❖❖ (polymorph, primal) **Frequency** once per minute; **Effect** The caldera oni transforms into a cloud of sparking volcanic ash and then Flies. This movement doesn't trigger reactions, and the caldera oni can move through small gaps and spaces occupied by other creatures. The caldera oni then returns to its physical form, affected by a 4th-rank *enlarge* spell with a duration of 1d4 rounds.
Dance of Burning War ❖❖❖ **Frequency** once per minute; **Effect** The oni's heat becomes overwhelming, causing them to breathe out superheated ash and dance across the battlefield. The caldera oni Strides, then makes a melee Strike. If the Strike hits, the oni can Stride again and Strike again, repeating this until they have either missed with a Strike or made three Strikes total. The oni then finishes the dance by calling down volcanic lightning through the cloud of ash. Each creature hit by a Strike during the dance takes 3d6 fire damage and 3d6 electricity damage with a DC 34 basic Reflex save.



CALDERA ONI

Island Oni

Island oni are those powerful enough to claim small coastal islands, often creating makeshift armies of lesser oni who pillage surrounding lands and waters. Island oni hoard this material wealth, garbing themselves in luxurious clothing and adorning their monstrous faces with all manner of jewelry.

Island oni typically scavenge sunken shipwrecks for weapons, armor, and treasure. This can also bring them into contact with undead sailors, which island oni have been known to press into service.

ISLAND ONI CREATURE 17

HUGE GIANT HUMANOID ONI WATER

Perception +32; greater darkvision, mist vision
Languages Common
Skills Acrobatics +30, Athletics +33, Deception +32, Intimidation +32, Nature +29
Str +9, **Dex** +6, **Con** +6, **Int** +2, **Wis** +9, **Cha** +6
Items *+2 greater striking longspear*
Mist Vision The island oni ignores the concealed condition from fog and mist.

AC 38; **Fort** +26, **Ref** +28, **Will** +34; +1 status on all saves vs. water
HP 390; **Immunities** electricity; **Weaknesses** bean panic, spirit 20
Bean Panic As mountain oni.
Lost Oni Island (aura, primal) An island oni can claim an island of up to 1-mile radius in a process that takes 1 week, during which the oni must defeat any who come to challenge its claim. If successful, the oni can freely control the weather on its island and in a 1-mile radius from the shore, with the effect of a successful *control weather* ritual. This altered weather surrounds the island in thick fog, seaborne mirages, or other phenomena that increase the DC of checks to locate and navigate to the island (Such as Sailing Lore or Survival) to 40, though the oni can allow allies to pass freely. If the oni dies or leaves the island, the weather returns to normal immediately.
Reactive Strike ↻ (page 359)

Speed 40 feet, fly 40 feet, swim 50 feet; *water walk*
Melee ❖ *longspear* +35 (magical, reach 20 feet), **Damage** 3d8+10 piercing plus 2d6 electricity
Melee ❖ jaws +33 (magical, reach 15 feet), **Damage** 3d6+10 piercing plus 2d6 persistent electricity and Improved Grab (page 359)
Ranged ❖ thunderbolt +30 (electricity, magical, range increment 60 feet), **Damage** 3d12+12 electricity plus off-guard for 1 round
Primal Innate Spells DC 37 **2nd** *invisibility* (at will, self only); **Constant (9th)** *water walk*
Change Shape ❖ (concentrate, polymorph, primal) As mountain oni.
Conductive Downpour ❖❖ (electricity, primal, water) The island oni fires a bolt of lightning into the air, which immediately roils with dark clouds. Rain falls in a 60-foot radius emanation, centered on the oni, for 1 minute, filling the air and pooling on the ground. Creatures in the aura gain weakness 10 to electricity, and the entire area is greater difficult terrain for Flying creatures, and difficult terrain for creatures on the ground or Climbing, unless they also have a swim Speed.
Electrifying Pierce ❖ (electricity, primal) **Requirements** The island oni's last action was a successful longspear Strike against a Medium or smaller target; **Effect** The island oni drives the spear through the target and calls lightning to strike the spear. The target takes 6d6 electricity damage with a DC 37 basic Fortitude save. On a failure, the creature is also impaled on the spear. It's grabbed, and if the oni moves, they bring the grabbed creature along with them. The island oni doesn't need to use additional actions to keep the creature grabbed; the creature remains grabbed as long as it's impaled. The grabbed creature can attempt to Escape as normal. The island oni can only have one creature impaled this way at a time.
Swallow Whole ❖ medium, 3d8+10 bludgeoning, Rupture 30 (page 360)
Tripping Tide ❖❖ (water) The island oni sweeps their spear in a full circle, releasing waves of seawater. All creatures in a 20-foot emanation must succeed a DC 37 Reflex Saving throw or fall prone.


ISLAND ONI

KISHIN ONI

The mightiest oni are powerful quasi-deities known by the title of kishin, possessing unique powers and isolated mortal domains. The most powerful is Inma, the Empress of the World, but Akuma the Horned King, Murona the Dark Mother, and Nataka the Red King are also worshipped.

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Oozing Acid

Many oozes have acidic attacks that can quickly degrade flesh, wood, and even stronger materials. Some believe that oozes are the result of alchemical or magical experimentation run amok, while others postulate that they simply emerged from the natural processes of evolution.

Ooze

Slimes, molds, and other oozes can be found in dank dungeons and shadowed forests. While not necessarily evil, some grow to enormous sizes and have insatiable appetites.

Sewer Ooze

These amorphous masses of sewage and other detritus make their way through filthy culverts beneath cities large and small.

SEWER OOZE **CREATURE 1**

MEDIUM MINDLESS OOZE

Perception +3; motion sense (precise) 60 feet, no vision
Skills Stealth +1 (+4 in sewers)
Str +2, **Dex** –5, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense A sewer ooze can feel nearby motion through vibration and air movement.
AC 8; **Fort** +9, **Ref** +1, **Will** +3
HP 40; **Immunities** acid, bleed, critical hits, mental, precision, unconscious, visual
Speed 10 feet
Melee ❖ pseudopod +9; **Damage** 1d6+1 bludgeoning plus 1d4 acid
Filth Wave ❖ **Frequency** once per minute; **Effect** The sewer ooze unleashes a wave of filth, covering all creatures in a 20-foot emanation. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 acid damage and take a –10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

String Slime

Found underground or in dungeons, these quivering, slug-like ropes of slime continuously scour their domain for food. In addition to their shape, they are named for their ability to shoot out expanding ribbons of slime that resemble tangled strings.



STRING SLIME **CREATURE 3**

LARGE MINDLESS OOZE

Perception +5; motion sense (precise) 60 feet, no vision
Skills Athletics +11 (+13 to Shove)
Str +4, **Dex** –5, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As sewer ooze.
AC 10; **Fort** +12, **Ref** +0, **Will** +5
HP 90; **Immunities** acid, bleed, critical hits, mental, precision, slashing, unconscious, visual
Split Whenever a string slime would take slashing damage (if it weren't immune) and has at least 10 HP, it splits into two identical slimes with half the original's HP. One string slime is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, move smaller creatures and objects out of the way to make a space or the split is canceled at the GM's discretion.
Speed 20 feet
Melee ❖ pseudopod +11, **Damage** 1d8+4 bludgeoning plus 1d6 acid
Tag Team ❖❖ **Requirements** another string slime is within 30 feet; **Effect** The slime arcs protoplasm to the other string slime. Creatures in that line take 3d6 acid damage with a DC 16 basic Reflex save. A creature that fails its save is also knocked prone.
Weak Acid A string slime's acid damages only organic material—not metal, stone, or other inorganic substances.

Tomb Jelly

Tomb jellies are animate masses of protoplasm with a sickly combination of yellow, gray, and black hues. Their acidic bodies dissolve flesh but leave other materials, including a victim's gear and bones, intact. Some ancient cultures entombed bodies in stone sarcophagi with tomb jellies to allow the ooze to break down the flesh and clean and polish the bones.

TOMB JELLY — CREATURE 5

LARGE MINDLESS OOZE

Perception +7; motion sense (precise) 60 feet, no vision
Skills Athletics +13
Str +6, **Dex** –5, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As sewer ooze.

AC 12; **Fort** +15, **Ref** +4, **Will** +7
HP 150; **Immunities** acid, bleed, critical hits, mental, precision, slashing, unconscious, visual, void

Speed 15 feet, climb 10 feet
Melee ❖ pseudopod +15, **Damage** 1d8+6 bludgeoning plus 1d6 acid and tomb curse
Bound in Death ❖ (healing, void) The tomb jelly splatters some of its substance on a willing undead creature within its reach. The target regains 5 HP and its melee Strikes get the benefits of tomb curse until the end of its next turn.
Flesh-dissolving Acid A tomb jelly's acid damages only flesh.
Tomb Curse (curse, divine, void) A creature hit by a tomb jelly's pseudopod takes 1d6 persistent void damage. If the creature dies while it has this persistent damage, its corpse is affected by *peaceful rest*, except the tomb jelly can still dissolve its flesh.

Living Tar

Most often found belowground, these oozes scour caves for objects to dissolve with their corrosive secretions. These sticky masses are often filled with bones, fossils, and discarded weaponry from adventurers.

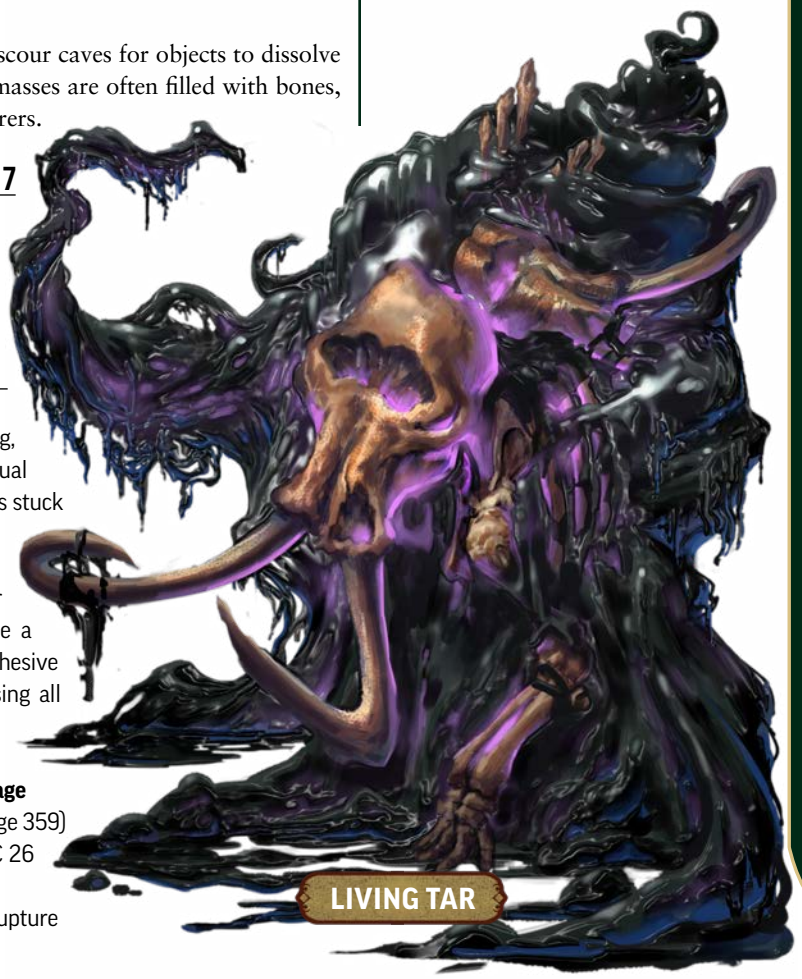
LIVING TAR — CREATURE 7

HUGE MINDLESS OOZE

Perception +9; motion sense 60 (precise) feet, no vision
Skills Athletics +18
Str +7, **Dex** –5, **Con** +7, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As sewer ooze.

AC 14; **Fort** +18, **Ref** +6, **Will** +11
HP 165; **Immunities** acid, bleed, bludgeoning, critical hits, mental, precision, unconscious, visual
Adhesive Mass A weapon that hits the living tar is stuck to the ooze. Removing it requires a successful DC 23 Athletics check to Break Open. The living tar can have any number of objects or creatures stuck to it at a time. It can release a stuck object with an Interact action, and the adhesive dissolves 1 minute after the ooze dies, releasing all stuck objects and creatures.

Speed 20 feet, climb 20 feet
Melee ❖ pseudopod +18 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus 2d6 acid and Grab (page 359)
Constrict ❖ 1d8+7 bludgeoning plus 1d6 acid, DC 26 (page 358)
Engulf ❖❖❖ DC 22, 4d6 acid, Escape DC 22, Rupture 15 (page 359)



OTHER OOZES

Many varieties of these nearly mindless predators exist throughout the world. Some are mere variants, with different colored puddings, jellies, and oozes having little to differentiate them from those presented here other than their habitats and diets.

Other oozes are more specialized in their role, or are dangerously intelligent. The most storied variety of these deadly and powerful oozes is the thankfully rare blight, a creature composed of protoplasm and eyes that curses entire regions with its presence.

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Megafauna Mounts

Orcs are known for riding strange and fearsome beasts, particularly megafauna like dire wolves (page 350) and smilodons (page 51). Given the opportunity, orcs also enlist drakes, manticores, and anything else big and frightening enough to suit their needs.

Orc

Many orcs are forged in the fires of violence and conflict, often from the moment they're born. As they live lives that are frequently cut brutally short, orcs revel in testing their strength against worthy foes, whether by challenging a higher-ranking member of their community for dominance, taming a powerful beast, or slaying a fearsome monster.

Tall and powerful, with long arms and thickly muscled legs, many orcs top 7 feet in height. Their heavy limbs and broad, almost bow-legged stances combine with a tendency to slouch forward to create an almost contradictory set of circumstances where an orc can tower over other humanoids while simultaneously staring them in the eye. These features, alongside a tendency to scar easily, can make them seem quite intimidating.

The half-orc dromaars, most commonly born of unions between orcs and humans, are often tested even more harshly than their full orc kin, but those who endure these tests can rise to positions of authority. "An orc can have what an orc can hold" is a saying that not only applies to an individual's ability to secure their own destiny and position, but is also likely the root of orcs referring to their communities as holds.

Orc Scrapper

Acting as the most common orc combat unit, orc scrappers are ferocious fighters who rely on unrelenting strength, rather than combat experience, to prove their mettle and attempt to rise in the hold's standing.

ORC SCRAPPER **CREATURE 0**

MEDIUM HUMANOID ORC

Perception +5; darkvision

Languages Common, Orcish

Skills Athletics +5, Intimidation +2

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

Items shoddy breastplate, javelin (3), orc knuckle dagger (2)

AC 14; **Fort** +5, **Ref** +4, **Will** +2

HP 18

Ferocity ↻ (page 359)

Speed 25 feet

Melee ❖ orc knuckle dagger +7 (agile, disarm), **Damage** 1d6+3 piercing

Melee ❖ fist +7 (agile, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ❖ javelin +4 (thrown 30 feet), **Damage** 1d6+3 piercing



ORC SCRAPPER

Orc Veteran

Orc veterans have survived several bloody and chaotic conflicts, coming out the other side with scars and experience that make them even more dangerous opponents.

ORC VETERAN **CREATURE 1**

MEDIUM HUMANOID ORC

Perception +6; darkvision

Languages Common, Orcish

Skills Athletics +7, Intimidation +4, Survival +4

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

Items breastplate, javelin (4), orc necksplitter, shortsword (2)

AC 18; **Fort** +8, **Ref** +7, **Will** +4

HP 23

Ferocity ↻ (page 359)

Reactive Strike ↻ (page 359)

Speed 25 feet
Melee ❖ orc necksplitter +7 (forceful, sweep), **Damage** 1d8+4 slashing
Melee ❖ shortsword +7 (agile, versatile P), **Damage** 1d6+4 slashing
Melee ❖ fist +7 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

Dromaar Mountaineer

Dromaar mountaineers are hardened half-orc scouts who often lead raiding or scouting parties on dangerous expeditions. Dromaar scouts who lead many successful expeditions can rise to positions of prominence within their holds, and those who command enough loyalty may even claim a hold of their own.

DROMAAR MOUNTAINEER CREATURE 2

MEDIUM DROMAAR HUMAN HUMANOID ORC

Perception +11; darkvision
Languages Common, Orcish
Skills Athletics +7, Acrobatics +7, Survival +8
Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0
Items pick, hide armor, rope (50 feet), bola (6)

AC 19; **Fort** +7, **Ref** +9, **Will** +8
HP 28
Ferocity ↻ (page 359)

Speed 25 feet
Melee ❖ pick +9 (fatal d10), **Damage** 1d6+3 piercing
Melee ❖ fist +9 (agile, shove), **Damage** 1d4+3 bludgeoning
Ranged ❖ bola +9 (nonlethal, ranged trip, thrown 20 feet), **Damage** 1d6+3 bludgeoning
Tangle Prey ❖ The dromaar draws a bola and Strikes a target within 20 feet. On a success, the dromaar immediately rolls an Athletics check against the target's Fortitude DC to Trip them.

Orc Commander

When orcs raid, the strongest is chosen as the leader, backed up by their siblings and other immediate family. If leadership is contested, candidates vie for control with displays of physical prowess or stirring speeches.

ORC COMMANDER CREATURE 2

MEDIUM HUMANOID ORC

Perception +8; darkvision
Languages Common, Orcish
Skills Athletics +8, Intimidation +6, Survival +5
Str +4, **Dex** +2, **Con** +1, **Int** –1, **Wis** +1, **Cha** +2
Items greatclub, hide armor, javelin (6)

AC 19; **Fort** +7, **Ref** +6, **Will** +7
HP 32
Ferocity ↻ (page 359)
Reactive Strike ↻ (page 359)

Speed 25 feet
Melee ❖ greatclub +10 (backswing, shove), **Damage** 1d10+4 bludgeoning
Melee ❖ fist +10 (agile, shove), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Battle Cry ❖ (auditory, concentrate, emotion, mental) Bellowing mightily, the orc commander gives themself and all orc allies within 60 feet a +1 status bonus to attack and damage rolls until the start of the orc commander's next turn.

GODS OF WAR

While there are orc deities, their worship is surprisingly uncommon. Orcs believe that if a creature has a face and a name, it can be killed, and so their own deities are targets, rather than objects of reverence.



DROMAAR MOUNTAINEER

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Dragon Bones

Many crafters attempt to infuse elemental magic into paleohemoths. The greatest successes have occurred when most of the bones originated from dragons. Specially created paleohemoths gain the following ability, with a damage type determined by the source of the bones.

Energy Blast ❖❖ (arcane) The paleohemoth blasts magical energy from one of the skulls that make up its body. Each creature in a 30-foot cone takes 10d6 damage with a DC 32 basic Reflex save. The paleohemoth can't use Energy Blast again for 1d4 rounds.

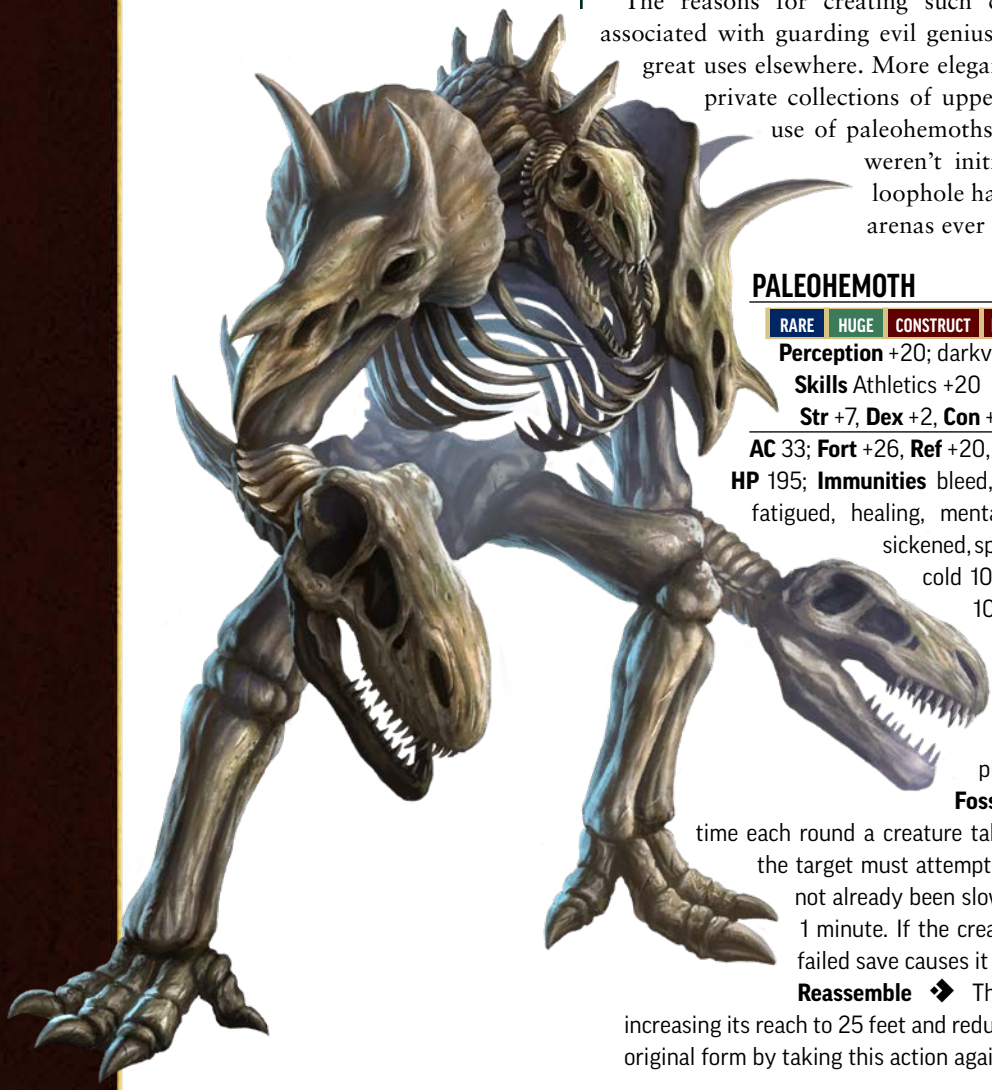
Paleohemoth

Paleohemoths are typically made from the fossilized bones of dinosaurs and other ancient megafauna, though some crafters stretch the definition and instead use magically petrified bones of dragons or even giants. Not bound to any specific model, paleohemoths are crafted to be as terrifying as possible instead of models of anatomic accuracy. As such, most paleohemoths are nightmarish saurian amalgams whose massive arms end with the complete skulls of apex predators like tyrannosauruses, their bite enhanced to petrify flesh.

Intact fossilized bones are difficult components to scrounge, much less whole skeletons. An alternate way to obtain them is to hire expert hunters or adventurers to seek out live dinosaurs, bring back the bones, and use magic to turn them to stone. Of course, some purists prefer genuine fossilized bones and are willing to pay the price for their acquisition. Either way, opportunities await enterprising souls with the proper tools and several *spacious pouches*.

The magic that animates paleohemoths grants them a form of modular flexibility, letting them trade mobility for extended reach through the rapid rearrangement of their limbs. This often involves bones moving from the legs in order to extend the arms. While this does lead to a somewhat silly anatomy, it is nonetheless effective. This ability also lets them appear like a jumbled mass of bones at rest, making them likely to be mistaken for decor rather than guardians.

The reasons for creating such constructs vary. While they're often associated with guarding evil geniuses in deep, dark dungeons, they have great uses elsewhere. More elegant versions may be used to protect the private collections of upper-class collectors. Thuvia makes great use of paleohemoths in their construct arenas. While they weren't initially permitted to fight, an exploited loophole has made them a popular addition to the arenas ever since.



Paleohemoth — Creature 12

RARE HUGE CONSTRUCT MINDLESS

Perception +20; darkvision

Skills Athletics +20

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

AC 33; **Fort** +26, **Ref** +20, **Will** +18

HP 195; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** cold 10, earth 10, water 10; **Resistances** physical 10 (except adamantine or bludgeoning), spells 10 (except cold, earth, or water)

Speed 25 feet

Melee ❖ jaws +26 (deadly 2d10, magical, reach 15 feet), **Damage** 3d10+13 piercing plus fossilization

Fossilization (arcane, incapacitation) The first time each round a creature takes damage from the paleohemoth's jaws, the target must attempt a DC 32 Fortitude save. If it fails and has not already been slowed by this ability, it becomes slowed 1 for 1 minute. If the creature was already slowed by this ability, a failed save causes it to be petrified permanently.

Reassemble ❖ The paleohemoth reorganizes its bones, increasing its reach to 25 feet and reducing its Speed to 15 feet. It can revert to its original form by taking this action again.

Pegasus

The pegasus is a winged horse prized for its capacity to serve as an aerial mount. Unfortunately for those who desire a saddle-trained pegasus, pegasi are wild creatures and do not readily accept even well-intentioned riders. Pegasi actively resist being mounted or controlled by evil creatures, attempting to buck an unwanted rider at every opportunity. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.

Pegasi are highly intelligent beasts and have a strong sense of pride and honor. The best way to entreat a pegasus is by speaking to it with grace and offering gifts appropriate to a creature of such majesty. Prospective riders who seek the mount for a worthy cause or virtuous quest have a much easier time coaxing a pegasus into granting its favor. Regardless, a pegasus never accepts a bit or saddle, for reasons both practical (a standard horse saddle interferes with its wings) and purely out of its pride as a free and untamed creature.

In the wild, pegasi live in small herds and establish territories on remote mountains where they are relatively safe from hunters and foal thieves. They occasionally move to lower ground during foal fledging season. They mature at the same rate as horses and can even breed with other equines, though the outcome of such unions is typically a foal with the traits of its least magical parent. On rare occasions, the interbreeding of a pegasus and a unicorn may result in a winged unicorn with characteristics of both parents and an unrivaled sense of righteousness.

Some pegasi carry in them the blood of a mighty and heroic ancestor. These champions of pegasus-kind dedicate their long lives to the pursuit of justice. They possess powerful supernatural abilities to aid them in this fight, such as resistance to fire and poison, immunity to petrification, and holy hoof attacks.

Pegasus

Creature 3

LARGE BEAST

Perception +12; darkvision, scent (imprecise) 30 feet
Languages Common (can't speak any language)
Skills Acrobatics +11, Athletics +10
Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3

AC 18; **Fort** +9, **Ref** +11, **Will** +7
HP 55
Buck ↻ DC 19 (page 358)

Speed 40 feet, fly 80 feet
Melee ❖ hoof +10, **Damage** 1d8+5 bludgeoning
Melee ❖ wing +10 (agile), **Damage** 1d6+5 bludgeoning
Assisted Mount ❖ **Requirements** The pegasus is Flying without a rider; **Effect** The pegasus Flies. At any point during the movement, it can allow a willing adjacent creature to Mount it. That creature must use a reaction to do so.
Gallop ❖❖ The pegasus uses 2 move actions, each of which can be either Stride or Fly. It gains a +20-foot circumstance bonus to its Speeds during a Gallop.

Corrupted Pegasi

When sinister influences like a necromantic blight or a foul wind from the fiendish planes spread through a wilderness, pegasi can become corrupted. These wicked pegasi have the same statistics as those presented here but are much more violent.

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Passionate Souls

Many phantoms manifest as a result of literal waves in the River of Souls caused by their own powerful emotions that wash them ashore. This leads to many phantoms with emotionally themed abilities. The most common of these are anger, dedication, fear, hatred, jealousy, misery, and zeal.

Phantom

The typical trajectory for souls passing to the afterlife is fairly straightforward, according to most theologians. When a mortal dies, their soul enters the River of Souls and eventually reaches the Boneyard, where it is judged by Pharasma. The judged soul moves onto its appropriate domain of final rest—Heaven, Hell, Abaddon, and so forth—where it becomes a shade.

Complications arise, however, when a soul in queue for judgment prematurely departs from the River of Souls and is shunted into the Ethereal Plane. Whether as a result of nefarious interlopers like daemons or hags, malignant planar magic, or even fate, these souls become dislodged from the natural order of life and death and linger in a sort of purgatory. Unlike petitioners, these ethereal phantoms retain memories of their life before death, and unlike spirits such as ghosts, phantoms aren't tinged with the foul influences of undeath—at least, not at first, though the threat of corruption hangs heavy over a phantom's existence. Some eventually succumb to that fate, while others eventually rejoin the River of Souls. Until then, these wandering souls are a kind unto themselves—one without a true home, agenda, or purpose.

Many phantoms have no desire to remain in their strange state of purgatory, either because they seek to continue their journey through the River of Souls or because they fear the corruption of undeath. In order to complete the natural spiritual cycle and become judged so they can continue to the afterlife, a phantom must find a way back into the River of Souls. Such a quest is no easy feat, however—the hazy mists of the Ethereal Plane can befuddle even the most experienced traveler, and numerous predators prowl the realm in search of stray souls to bind or devour.



PHANTOM KNIGHT

Creating Phantoms

Phantom creatures have statistics similar to those they held as physical beings. You can turn an existing living creature into a phantom by trading their usual traits for the ethereal, incorporeal, and spirit traits. Their Strikes gain the magical trait (and the finesse trait, for melee Strikes) and the phantom gets the phantom touch ability. Phantoms gain immunity to bleed, disease, paralyzed, poison, and precision damage and resistance to all damage (except force, *ghost touch*, or spirit; double resistance vs. non-magical) from being incorporeal.

Many phantoms gain occult innate spells or special powers related to the Ethereal Plane, such as those described in the stat blocks on these pages. If you give a phantom more than one new ability, consider increasing their level and adjusting their statistics to match.

Phantom Knight

Cavaliers and knights who died for their cause make for particularly strong-willed phantoms. Though their motives vary, these phantoms often seek to continue their lifelong missions even in their purgatorial states, and their strong forces of will make them formidable fighters in spite of their incorporeality. A phantom knight might strive to find living followers of their church or order, or seek out other mortals they knew in life as a way of staying grounded and avoiding the corruption of undeath.

PHANTOM KNIGHT **CREATURE 4**

UNCOMMON MEDIUM ETHEREAL INCORPOREAL PHANTOM SPIRIT

Perception +13; darkvision
Languages Common
Skills Intimidation +12
Str –5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +5, **Cha** +4

Walk the Ethereal Line ❖❖ The phantom walks the thin line between the Ethereal Plane and the Universe in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.

AC 21; **Fort** +8, **Ref** +12, **Will** +13; –1 status penalty to all saves vs. death effects

HP 45; **Immunities** bleed, disease, paralyzed, poison, precision; **Resistances** all damage 3 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)

Susceptible to Death Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *execute*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.

Speed fly 25 feet

Melee ❖ phantom sword +14 (finesse, magical, versatile P), **Damage** 1d8+7 slashing

Ranged ❖ phantom bow +14 (deadly d10, magical, range increment 120 feet, volley 30 feet), **Damage** 1d8+5 piercing

Phantom Touch (spirit) Each time they make a Strike, a phantom can choose to deal spirit damage instead of the normal physical damage type.

Phantom Beast

The River of Souls, alongside the souls of dead sapient humanoids, also carries the spirits of monsters, animals, and other creatures. Likewise, it draws souls from across reality, and thus human and elf souls mingle with those of far stranger creatures from untold worlds. Like any others, these far-flung spirits of strange creatures sometimes wash up on the shores of the Ethereal Plane, becoming phantoms far removed from the humanoid forms typically associated with ghosts and other undead.

The phantom below is one such entity: a strange beast from a distant world, echoing their behaviors from life as they search for their postmortem fate. Their unfamiliar appearance might lead observers to assume they're a monstrous being and attack, finding the phantom beast entirely willing to fight back. More compassionate adventurers might instead seek to help the phantom find their way back to the River of Souls to complete their spiritual journey.

PHANTOM BEAST CREATURE 8

UNCOMMON MEDIUM ETHEREAL INCORPOREAL PHANTOM SPIRIT

Perception +18; darkvision

Languages telepathy 100 feet (page 360)

Skills Diplomacy +16, Intimidation +18, Occultism +14, Thievery +18

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

Walk the Ethereal Line ❖❖ As phantom knight.

AC 26; **Fort** +13, **Ref** +18, **Will** +16; –1 status penalty to all saves vs. death effects

HP 120; **Immunities** bleed, disease, paralyzed, poison, precision; **Resistances** all damage 8 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)

Susceptible to Death As phantom knight.

Speed fly 35 feet

Melee ❖ phantom horn +18 (agile, finesse, magical), **Damage** 2d8+8 piercing

Occult Innate Spells DC 28, attack +20; **4th** *phantom pain*, *sleep*, *spiritual armament*; **Cantrips (4th)** *daze*, *telekinetic projectile*

Grab Item ❖ The phantom beast attempts to Steal one item of up to 1 Bulk from a creature, even if the creature is in combat, though the object still must not be one that is actively in use. If they succeed, they carry the object along with them telekinetically.

Phantom Touch As phantom knight.



FINDING THE WAY HOME

Phantoms who seek to escape from undeath but aren't ready to move on can form links with summoners, using the summoner's force of personality as a safe harbor for their own soul. A phantom connected to and manifested by a summoner maintains an ectoplasmic but ultimately corporeal form.

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Servants of Sarenrae

While phoenixes are not denizens of the Outer Planes, they have long been associated with the goddess Sarenrae. Indeed, many phoenixes view the Dawnflower as their patron and subscribe to her mission of redeeming those who have fallen to evil.

Phoenix

The phoenix is a primordial bird made of heat and flame that dwells in the most inhospitable regions of the desert. Though highly intelligent and usually brimming with compassion, phoenixes are best known for their iconic ability to resurrect themselves when slain, emerging reborn from the ashes of their own corpses. Phoenixes are often sought out for their knowledge of healing abilities, as they cannot abide the sight of suffering and deny their succor only to the most foul and irredeemable of creatures.

Phoenixes enjoy the company of peaceful dragons, and the two can forge lifelong friendships, keeping each other updated on regional news.

While most phoenixes are benevolent, they are not infallible. When a phoenix loses their way, they still retain their strong appetite for knowledge. Malevolent phoenixes are known to assault universities and libraries in their pursuit for power—not only to gain new information, but also to set fire to the texts and thus hoard that knowledge for themselves.



Phoenix — Creature 15

RARE GARGANTUAN BEAST FIRE

Perception +27; darkvision, *detect magic*, *see the unseen*

Languages Common, Empyrean, Pyric, Sussuran

Skills Acrobatics +30, Athletics +27, Diplomacy +31, Intimidation +27, Nature +25

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

AC 36; **Fort** +27, **Ref** +31, **Will** +28; +1 status to all saves vs. magic

HP 300, regeneration 20 (deactivated by cold or unholy; page 360), self-resurrection; **Immunities** fire; **Weaknesses** cold 10, unholy 10

Shroud of Flame (aura, fire, primal) 20 feet. 4d6 fire, DC 37 basic Reflex save. While this aura is active, any adjacent creature that hits the phoenix with a melee attack or otherwise touches them takes 2d6 fire damage. The phoenix can activate or deactivate the aura with a single action, which has the concentrate trait.

Self-Resurrection (healing, primal) When a phoenix dies, they collapse into a pile of smoldering ashes before returning to life fully healed 1d4 rounds later, as if subject to a 7th-rank *resurrect* ritual. Self-resurrection happens only if there are some remains to resurrect; for instance, a phoenix killed by a *disintegrate* spell can't use this ability. A phoenix whose remains rest within an area devoted to an unholy deity by *consecrate* can't self-resurrect until their remains are no longer in that area. A phoenix can self-resurrect only once per year.

Speed 25 feet, fly 70 feet

Melee ❖ beak +30 (finesse, fire, magical, reach 20 feet), **Damage** 1d12+9 piercing plus 3d8 fire and 2d10 persistent fire

Melee ❖ talon +30 (agile, finesse, fire, magical, reach 20 feet), **Damage** 1d6+6 piercing plus 3d8 fire and 2d10 persistent fire

Ranged ❖ flame jet +30 (fire, range increment 40 feet), **Damage** 6d6 fire plus 2d10 persistent fire

Primal Innate Spells DC 39; **8th** *cleanse affliction*, *dispel magic* (×3), *divine immolation*, *everlight* (at will), *heal* (×3), *wall of fire* (×3); **7th** *dispel magic* (at will); **6th** *cleanse affliction* (×3); **Cantrips (8th)** *light*; **Constant (8th)** *detect magic*; **(6th)** *see the unseen*

Flaming Strafe ❖ (fire, primal) The phoenix blazes with superheated flame and Flies up to their Speed. They deal 6d6 fire damage to each creature within 20 feet of each square they move through (DC 37 basic Reflex save).

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Pipefox

Pipefoxes are small, fluffy snakes with the head of a fox. They spend their days lurking in dark corners, hanging from trees, coiled around pipes, or otherwise lounging anywhere they can observe something interesting in peace and quiet. Pipefoxes are neither pests nor pets; they simply skulk around, acquiring knowledge and searching for a worthy scholar to disseminate their observations to.

Pipefoxes are as intense as they are capricious with their fixations. One might study blacksmithing for six months before suddenly switching their entire attention to studying the slang used by a group of local thieves, or the gossip of servants behind their employer's back. Regardless of the topic, they always study from a distance lest the object of their observation alter their behaviors. If a pipefox is discovered, they usually attempt to flee, only fighting as a last resort.

Pipefoxes view their knowledge as a form of currency that they protect at all costs. Because of this, they are secretive by nature. If they choose to reveal themselves to someone, it will be after much study and consideration. A pipefox will only approach someone they believe to be as invested in the pursuit of knowledge as they are. They are most attracted to spellcasters, alchemists, and inventors for this reason. However, while a pipefox may choose to approach and share what they know, they never do so freely. Like all currencies, knowledge must be equally exchanged.

Many scholars believe pipefoxes to be spirits and keepers of knowledge; in the event of a massive cataclysm, pipefoxes will be able to return lost knowledge to the world, preventing great dark ages. For this reason, many institutions of knowledge are aware of the spying of pipefoxes but pretend not to notice and prevent others from discovering them. This encourages pipefoxes to stay while also providing a backup cache of important knowledge in the form of a small, fluffy snake.

Pipefox — Creature 2

TINY BEAST

Perception +11; darkvision
Languages Common, Draconic; *translate*
Skills Acrobatics +8, Arcana +9, Athletics +7, Occultism +9, Society +9, Stealth +8
Str +3, **Dex** +4, **Con** +3, **Int** +4, **Wis** +1, **Cha** +3

AC 19; **Fort** +8, **Ref** +11, **Will** +7
HP 30

Speed 25 feet, climb 20 feet
Melee ❖ jaws +12 (finesse, reach 0 feet), **Damage** 1d6+4 piercing
Arcane Innate Spells DC 18, attack +8; **2nd** *invisibility* (at will, self only) **Cantrips (1st)** *read aura;* **Constant (2nd)** *translate*
Master of Tongues Even if the pipefox does not speak a creature's language, it can rapidly pick up on inflection, root words, and body language. If the pipefox interacts or observes a creature for at least 10 minutes and that creature can speak a language, it can communicate basic concepts to that creature.
Rapid Erudition ❖ (concentrate) **Requirements** The pipefox saw a cantrip cast within the last minute; **Effect** The pipefox can cast the cantrip it saw as an innate arcane spell for 1 minute.



Hoarders of Knowledge

Nothing is as valuable to a pipefox as knowledge. They often fill their space with the books and tools they've secretly collected over the years. While these books are often on seemingly mundane topics, it is not uncommon to find a magic scroll or two hidden away in a pipefox's home.



There are as many types of planar scions as there are planes of existence. Even then, there are significant differences between scions depending on the exact nature of their extraplanar forebears, even when they share the same planar roots.

Planar Scion

Many immortals dwell upon the other planes of the Great Beyond. Some are benevolent and kind, like angels. Others are cruel and destructive, like demons. And some fit roles outside of morality, like psychopomps. It's far from unheard of for mortals and immortals alike to become entangled romantically, and the children of such engagements carry a supernatural element in their bloodlines for generations to follow. After the first generation, this otherworldly influence usually lies dormant, but now and then, the influence can manifest strongly in descendants many years later. These inheritors of extraplanar legacies are known collectively as planar scions.

Duskwalker

Duskwalkers are infused with the same energies as psychopomps. These ashen scions are reborn in the mortal Universe to guard the cycle of life and death.

DUSKWALKER GHOST HUNTER **CREATURE 4**

UNCOMMON MEDIUM DUSKWALKER HUMAN HUMANOID

Perception +10; darkvision

Languages Common, Necril

Skills Acrobatics +10, Athletics +8, Deception +6, Intimidation +6, Nature +8, Stealth +12, Survival +8

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

Items composite longbow (20 arrows), hatchet (2), leather armor

AC 21 (22 against prey; see Spirit Hunter); **Fort** +9, **Ref** +12, **Will** +10; +1 status to all saves vs. death effects

HP 56; **Immunities** effects that would transform their body or soul to an undead; **Resistances** void 2

Ghost Dodge ↷ **Trigger** The duskwalker is targeted by a Strike or spell; **Effect** The duskwalker gains a +2 circumstance bonus to AC, resistance 5 to spirit damage, and increases their resistance to void damage to 5, all against the triggering attack.

Speed 25 feet

Melee ❖ hatchet +12 (agile, sweep), **Damage** 1d6+5 slashing

Ranged ❖ composite longbow +14 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+4 piercing

Ranged ❖ hatchet +14 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

Ghost Hunter The duskwalker's weapons have the benefits of the *ghost touch* property rune on attacks against incorporeal undead.

Spirit Hunter ❖ The duskwalker designates a single creature they can observe as their prey. The duskwalker gains a +2 circumstance bonus to Deception checks, Intimidation checks, and Stealth checks against their prey and to any check to Recall Knowledge about it, and deal an additional 2 spirit damage with all weapon Strikes against their prey. These effects last until the duskwalker uses Spirit Hunter again.

Spirit Shot ❖ **Frequency** once per round; **Requirements** The duskwalker has designated a creature as their prey using Spirit Hunter; **Effect** The duskwalker makes two ranged Strikes against their prey. If both Strikes hit, combine their damage for the purpose of resistances and weaknesses.



DUSKWALKER GHOST HUNTER

Nephilim

Nephilim are planar scions with a connection to the planes of the Outer Sphere. Some are obviously tied to realms such as Heaven or Hell, while others are cryptic amalgams of metaphysical traits.

Pitborn Adept

One of the most common types of nephilim is the pitborn, who bear a demonic corruption infesting their mortal bloodline.

PITBORN ADEPT CREATURE 3

UNCOMMON MEDIUM HUMAN HUMANOID NEPHILIM

Perception +6; darkvision
Languages Chthonian, Common
Skills Acrobatics +7, Arcana +9, Deception +9, Intimidation +7, Occultism +9, Outer Rifts Lore +9, Religion +6, Society +9, Stealth +7
Str +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** + 2
Items explorer's clothing, spellbook, staff

AC 17; **Fort** +5, **Ref** +7, **Will** +8
HP 29

Speed 25 feet
Melee ❖ staff +6 (two-handed 1d8), **Damage** 1d6 bludgeoning
Arcane Prepared Spells DC 21, attack +11; **2nd** *floating flame*, *invisibility*; **1st** *charm*, *enfeeble*, *force barrage*; **Cantrips (2nd)** *detect magic*, *shield*, *tangle vine*, *telekinetic hand*, *void warp*
Divine Innate Spells DC 17; **2nd** *darkness*
Drain Bonded Item ❖ **Frequency** once per day; **Requirements** The adept hasn't acted yet on this turn; **Effect** The adept expends the power stored in its staff. This gives the adept the ability to cast one prepared spell it had already previously cast today (choosing a different spell rank each time), without spending a spell slot. The adept must still Cast the Spell and meet the spell's other requirements.

Lawbringer Warpriest

Mortals whose ancestry has been influenced by archons are called lawbringers. They may have mortal ancestors who fought alongside archons against the forces of evil and entropy, or they may have been born from a union between an archon and a mortal. Many lawbringers seek adventure to bringing order to the world.

LAWBRINGER WARPRIEST CREATURE 5

UNCOMMON MEDIUM HUMAN HUMANOID NEPHILIM

Perception +11; darkvision
Languages Common, Empyrean
Skills Athletics +11, Diplomacy +11, Medicine +10, Religion +12, Society +7
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2
Items crossbow (10 bolts), greatsword, half plate

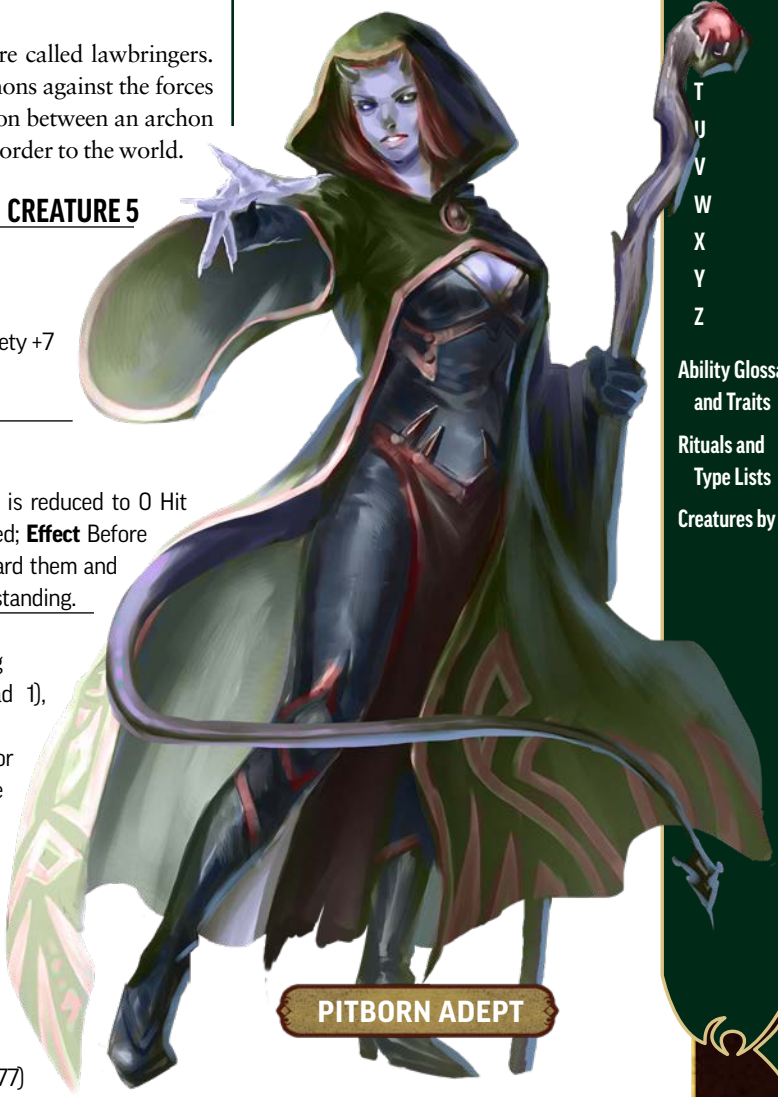
AC 23; **Fort** +12, **Ref** +8, **Will** +12
HP 64

Responsive Recovery ↷ **Trigger** One of the lawbringer's allies is reduced to 0 Hit Points; **Requirements** The lawbringer has a *heal* spell prepared; **Effect** Before the ally falls unconscious or dies, the lawbringer Strides toward them and casts a 2-action *heal* spell targeting the ally. The ally remains standing.

Speed 20 feet
Melee ❖ greatsword +13 (versatile P), **Damage** 1d12+7 slashing
Ranged ❖ crossbow +11 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing
Channel Smite ❖❖ **Requirements** The lawbringer has a *heal* or *harm* spell prepared; **Effect** The lawbringer makes a melee Strike and expends a *harm* or *heal* spell. On a hit, they cast the 1-action version of the spell to damage the target. The target automatically gets a failure on its save (or a critical failure if the lawbringer's Strike was a critical hit). The spell doesn't have the manipulate trait when cast this way.
Divine Prepared Spells DC 20, attack +12; **3rd** *blindness*, *haste*; **2nd** *enlarge*, *harm*, *heal*; **1st** *harm*, *heal*, *sure strike*; **Cantrips (3rd)** *daze*, *divine lance*, *forbidding ward*, *guidance*, *light*
Domain Spells 1 Focus Point, DC 20; **3rd** *athletic rush* (*Player Core* 377)

IMMORTAL INFLUENCES

Most planar scions are the distant descendants of some immortal progenitor far back in the family's bloodline. Others, however, may be the result of powerful planar energies, magical curses, or even the intervention of a deity or demigod.



PITBORN ADEPT

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Poltergeist Treasure

A poltergeist needs items to hurl as weapons, and over the centuries of use, only durable objects survive its rampages. Silver dinnerware, hatchets, and books might all be found in a poltergeist's collection.

Disturbed Rest

One of the most common ways for a poltergeist to form is when its burial site is desecrated by the construction of a dwelling. This is usually an accident, but some creatures intentionally create poltergeists to serve as guardians.



Poltergeist

When a creature dies, and for whatever reason its spirit is unable or unwilling to leave the site of its death, that spirit may manifest as a poltergeist: a restless, invisible spirit that is still able to manipulate physical objects. Many poltergeists perished in a way that resulted from or led to extreme emotional trauma.

Poltergeist — Creature 5

MEDIUM INCORPOREAL SPIRIT UNDEAD UNHOLY

Perception +11; darkvision

Languages Common

Skills Acrobatics +14, Intimidation +15, Stealth +14

Str –5, **Dex** +5, **Con** +0, **Int** –1, **Wis** +2, **Cha** +4

Site Bound A poltergeist is tied to a location and can't travel more than 120 feet from the place where it was created or formed. Some poltergeists are instead bound to a specific room, building, or similar area.

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 55, void healing, rejuvenation; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, spirit, or vitality; double resistance against non-magical)

Natural Invisibility A poltergeist is naturally invisible. It becomes visible only when it uses Frighten.

Rejuvenation (occult) When a poltergeist is destroyed, it reforms, fully healed, where it was destroyed after 2d4 days. A poltergeist can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Telekinetic Defense ↻ **Trigger** A creature approaches within 10 feet of the poltergeist; **Effect** The poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

Ranged ❖ telekinetic object +13 (magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 23, attack +13; **3rd** *telekinetic maneuver* (at will); **Cantrips (3rd)** *telekinetic hand*

Frighten ❖ (concentrate, emotion, fear, incapacitation, mental) **Requirements** The poltergeist must be invisible; **Effect** The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 21 Will save, becoming frightened 2 on a failure. On a critical failure, it's also fleeing for as long as it's frightened. On a success, the creature is temporarily immune for 1 minute. At the start of its next turn, the poltergeist becomes invisible again.

Telekinetic Storm ❖❖ (concentrate, occult) The poltergeist telekinetically throws numerous small objects, such as dozens of pieces of silverware or books, either spreading them out among multiple foes or directing them at one target.

- When this effect is spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a –2 penalty against each creature within 30 feet. These count as one attack for the poltergeist's multiple attack penalty, and the penalty doesn't increase until after all the attacks.
- When this effect has only one target, the poltergeist makes a telekinetic object Strike against the target, and the damage increases to 3d12. It deals 1d12 damage on a failure, and no damage on a critical failure.

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Poracha

Porachas are feline beasts native to the mystical Forest of Spirits in Tian Xia. In their natural form, these graceful eight-legged creatures sport a gray tabby coat of fur streaked with lines of olive green, but they are rarely seen this way. Even the youngest porachas are capable of hiding within objects, making them incredibly elusive and rarely seen except on their own terms. Because porachas can so effortlessly blend in with the forest and emerge from its dark corners in an instant, superstitious locals believe these beasts are related to kami—nature spirits who embody individual trees, stones, or other elements of nature in the Forest of Spirits. The truth is, while porachas frequently associate with kami, they are their own breed of monster.

The poracha's most iconic feature is its ability to bend reality to teleport, or jaunt, short distances. But a poracha can also rest within objects, allowing it to safely sleep inside. Given that a poracha experiences time very slowly while hiding within objects, it can sleep inside one for an extended period. Once it wakes, a poracha departs to play in the living world. Porachas especially enjoy resting inside roadside milestones, to maximize their chances of coming across travelers.

Porachas rarely tread humanoid-occupied lands, preferring the company of the kami and their natural habitat in the Forest of Spirits. Though they enjoy occasional conversation, they're extremely sensitive to sound; they speak softly and request the same from those they speak with. Their territories span vast swaths of the wood, making them ideal allies for hunters or treasure seekers who would otherwise become lost in the dense trees. But porachas are nothing if not fickle, and typically demand inscrutable favors in return for their aid, such as the planting of a rare sapling or the clearing of an invasive monster species. Any attempt to coerce or trick a poracha into service is ill advised, for these sacred beasts have many friends among the kami as well as others of their kind. Though they generally don't travel in groups, porachas know where to find more of their kind in times of need, and an organized pack of porachas is a disorienting threat.

Poracha — Creature 4

UNCOMMON MEDIUM BEAST

Perception +10; tremorsense (imprecise) 10 feet, darkvision
Languages Common, Fey
Skills Acrobatics +13, Athletics +9, Deception +11, Diplomacy +11, Stealth +13, Survival +10
Str +3, **Dex** +5, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

AC 23; **Fort** +9, **Ref** +13, **Will** +10
HP 50; **Weaknesses** sonic 5

Speed 40 feet
Melee ❖ jaws +13 (finesse, magical), **Damage** 2d6+7 piercing
Melee ❖ claw +13 (agile, finesse, magical), **Damage** 2d4+7 slashing
Jaunt ❖ (move, primal, teleportation) The poracha teleports up to 40 feet to a location it can see. It can't use Jaunt again for 1d4 rounds.
Object Meld ❖❖ (primal) The poracha touches an adjacent object of enough volume to contain it. It merges into the object indefinitely, and while it's inside, time moves exceptionally slowly for it and it has only limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. The poracha can use only mental actions or Jaunt; if it Jaunts, it leaves the object and appears where it chooses. If a creature Strikes the object, the poracha is expelled unharmed.



What is a Kami?

The spirit creatures known collectively as kami were originally protectors of the natural world, especially those things unable to protect themselves. Over time, though, their remit has grown, and now kami protectors extend their services to include artificial structures and items. In theory, any animal, plant, object, or location could be served by its own kami, but not everything has yet been blessed with such protection. The classification of which objects warrant kami protection—and which don't—is confusing and complicated to all save kami themselves, who find the organizational system perfectly logical.



Protean Divinities

The most powerful of all proteans are a group of demigods known collectively as protean lords. Yet even their vast might pales in comparison to that of the mysterious Speakers of the Depths. The Speakers are the most enigmatic of the Maelstrom's gods—even their exact nature is unknown, and scholars disagree as to whether they are even divinities or just aspects of the Maelstrom itself.

Protean Names

Individual proteans have two names: a traditional name in their hissing, confusing language; and an honorary title. The latter is easily translated to other languages, but a protean's traditional name can only rarely be uttered in any tongue other than Protean. As such, most proteans tend to go by their titles when dealing with outsiders, referring to themselves as, for example, "Song of Gentle Poison" or "Sibilant Cry of the Storm."

Protean

Guardians of disorder and natives of the primal plane of chaos known as the Maelstrom, proteans consider it their calling to spread bedlam and hasten entropic ends. The most powerful proteans are demigods known collectively as the protean lords, although they are mysterious entities whose cults in the Universe tend to be obscure and secretive.

Proteans divide themselves into a loose caste system and possess a dizzying variety of powers. Most proteans have a serpentine body with the head of a primeval beast. Scholars have long been intrigued by this fact—that scions of dissolution and disorder would share so many features—pointing out that there is some semblance of order even in the purest chaos. Others note that the serpentine form is one of the most primeval shapes, perhaps suggesting that in a reality at the dawn of time, such shapes were all that could exist. The proteans themselves have little to say on the matter, which, perhaps ironically, only adds to the confusion and lack of consensus surrounding their kind. After all, if even chaos cannot be trusted to be chaotic, would that not be the purest form of entropy?

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)

Voidworm

Other proteans don't consider the flying, iridescent beings known as voidworms to be part of a protean caste at all, but instead merely a shameful side effect of the Maelstrom's constantly churning energy. To call a voidworm a protean in the presence of a more powerful protean is a sure a way to instigate combat.

Voidworms themselves have little interest in whether anyone sees them as proteans. They maintain a thriving ecology in the Maelstrom, frolicking in schools of up to 20 and playing in the chaos of constantly shifting realities. Elsewhere (such as in the Universe), voidworms are mesmerized by the principle of object permanence; many latch onto specific features of a region (such as a hillside or pond) and flit through the air around it for months or even years as they wait for the object of their curiosity to change. Minor changes—such as a tree's change of color in the fall, a corpse's slow decay, or periodic venting of steam from a geyser—all fascinate voidworms. A voidworm is about 2 feet long and weighs 2 pounds.

VOIDWORM **CREATURE 1**

TINY MONITOR PROTEAN

Perception +4; entropy sense (imprecise) 30 feet, darkvision

Languages Chthonian, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7
Str –1, **Dex** +4, **Con** +0, **Int** –1, **Wis** –1, **Cha** +1
Entropy Sense (divine, prediction) A voidworm 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 17; **Fort** +5, **Ref** +9, **Will** +6
HP 16, fast healing 1; **Resistances** precision 3, protean anatomy 5
Protean Anatomy (divine) A voidworm's vital organs shift and change shape and position constantly. Immediately after the voidworm 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 voidworm is immune to polymorph effects unless they're a willing target. If blinded or deafened, the voidworm automatically recovers at the end of their next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *unfettered movement*
Melee ❖ jaws +9 (finesse, magical, reach 0 feet), **Damage** 1d8+1 piercing
Melee ❖ tail +9 (finesse, magical, reach 0 feet), **Damage** 1d4+1 slashing plus confounding lash
Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *mist*; **Cantrips (4th)** *figment*, *light*, *prestidigitation*; **Constant (4th)** *unfettered movement*
Change Shape ❖ (concentration, divine, polymorph) The voidworm takes on the appearance of a Tiny animal (page 358). This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal.
Confounding Lash (divine, emotion, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

Azuretzi

Azuretzis are sinuous, serpentine creatures with dagger-sharp teeth covered in brilliant blue scales and mottled purple and pink highlights that shimmer in a pareidolic approximation of leering, laughing faces. The Maelstrom's chaotic forces spawn these small proteans from a variety of sources: physical mating between older azuretzis, the paradoxical promotion of bestial naunets, and possibly from mortal petitioners, though these azuretzis may just be confusing putative mortal memories with experiences gained from games of mimicry. Never expect azuretzis to operate by any rational, self-consistent rules.

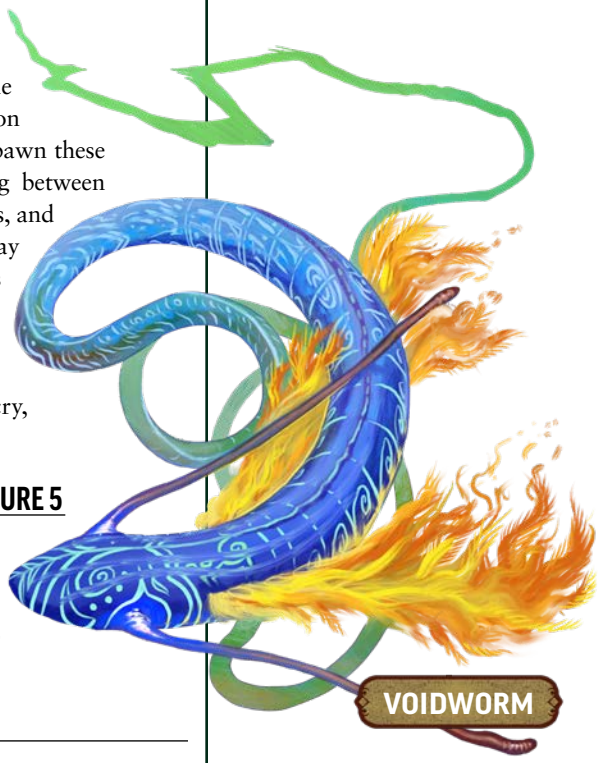
Azuretzis represent the humor of chaos, particularly in the form of mockery and parody via exaggerated mimicry, twisting a target's features into a laughingstock.

AZURETZI CREATURE 5

SMALL MONITOR PROTEAN

Perception +11; darkvision, entropy sense (imprecise) 30 feet
Languages Chthonian, Empyreal, Protean
Skills Acrobatics +11, Arcana +11, Athletics +13, Deception +13, Performance +13, Stealth +13, Survival +11, Thievery +13
Str +2, **Dex** +4, **Con** +4, **Int** +4, **Wis** +2, **Cha** +4
Entropy Sense (divine, prediction) As voidworm.

AC 22; **Fort** +11, **Ref** +15, **Will** +11; +1 status to all saves vs. magic
HP 65, fast healing 2; **Resistances** precision 5, protean anatomy 8



OTHER PROTEANS

Many other proteans beyond those presented here dwell in the Maelstrom, including knowledge-corrupting akizendris, physically threatening naunets, spectral pelagastrs, nearly humanoid shapechanging ourdivars, and incredibly powerful izfiitars.

BORN FROM CHAOS

The Maelstrom, home of all proteans, is the whirling mass of turbulent primal energy, planar waves, and soul-stuff that surrounds the Outer Planes. Planar scholars theorize that all of reality was originally formed from the Maelstrom in the early days of the cosmos—a theory proteans don't necessarily dispute.

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Ancient Immortals

Among the numerous types of immortals that dwell in the Great Beyond, the proteans are surely some of the oldest. They've waged war against the inevitable aeons from the advent of their first creation and speak longingly of that time before the gods themselves imposed order upon reality.

Protean Anatomy (divine) As voidworm.

Spell Pilfer ↷ **Trigger** A creature with an active spell effect within 30 feet of the azuretzi fails to resist another azuretzi's Mocking Touch; **Effect** The azuretzi attempts a Thievery check to counteract one spell affecting the target creature. On a success, the azuretzi transfers the spell effect to themself, keeping the same remaining duration. The target then becomes temporarily immune to Spell Pilfer for 24 hours.

Speed 25 feet, fly 25 feet, swim 25 feet; *unfettered movement*

Melee ❖ jaws +15 (finesse, magical), **Damage** 2d10+5 piercing

Melee ❖ claw +15 (agile, finesse, magical), **Damage** 2d8+5 slashing

Melee ❖ tail +13 (magical, reach 15 feet), **Damage** 2d12+5 bludgeoning plus Grab (page 359)

Divine Innate Spells DC 22; **4th** *translocate*; **3rd** *crisis of faith*, *dispel magic*, *shatter*; **2nd** *laughing fit*; **Constant (4th)** *unfettered movement*

Constrict ❖ 1d12+5 bludgeoning, DC 21 (page 358)

Mimic Form ❖❖ (concentrate, divine, polymorph) As Change Shape, but an azuretzi can assume the form of a Medium or smaller creature. They can mimic a specific creature they can see, but they must succeed at a DC 25 Perception check or the attempt is disrupted. The azuretzi can transform into the same creature again without a check but can retain the details of only one specific appearance at a time. The azuretzi can Dismiss the effect as a free action to return to their natural form.

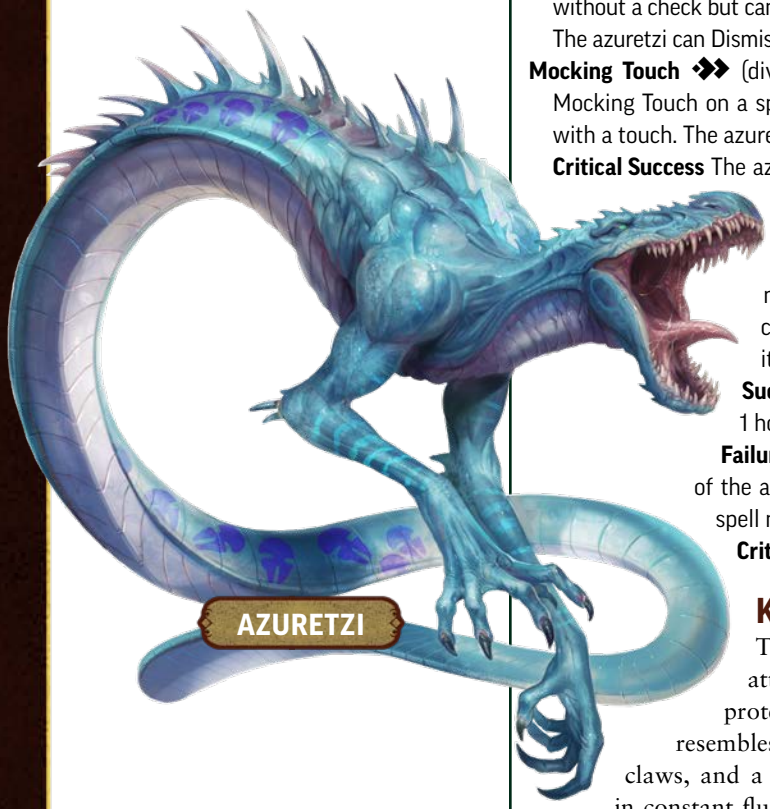
Mocking Touch ❖❖ (divine) **Requirements** The azuretzi is not currently using Mocking Touch on a spell; **Effect** The azuretzi mocks a creature's magical ability with a touch. The azuretzi attempts a Thievery check against the target's Will DC.

Critical Success The azuretzi learns all spells of 3rd rank or lower the target has available to cast and chooses one. The azuretzi gains that spell as a mock divine innate spell and can cast it once as an innate divine spell using their own DC and spell attack modifier. The spell is lost if unused after 24 hours. The creature can't cast the mock spell until the azuretzi casts it first or the 24 hour period passes, whichever comes first.

Success As critical success, but the mock spell is lost after 1 hour, and the creature touched can cast the spell normally.

Failure As critical success, but the mock spell is lost at the end of the azuretzi's next turn, and the creature touched can cast the spell normally.

Critical Failure Mocking Touch has no effect.



AZURETZI

Keketar

The ruling caste of the proteans, keketars orchestrate attacks against the bastions of law and adjudicate protean disputes confidently and capriciously. A keketar resembles a shimmering, serpentine creature with spines, claws, and a dragon-like head. A keketar's actual appearance is in constant flux, but they generally stay about 18 feet long with a weight of around 1,500 pounds. While their physical forms can vary, two things remain constant: first, a keketar's eyes are always a piercing shade of amber or violet. Second, the keketar's mark of office—a crown of shifting symbols that hovers above their head—never changes. A keketar cannot remove their crown but can suppress it, although most are loath to do so and consider such an act one of cowardice or shame.

Keketars fill a role in protean society of a sort of priesthood, operating as intermediaries between the other proteans and the Speakers of the Depths. All other proteans defer to keketars, treating them in a way similar to how citizens of a mortal city would treat respected nobles; even more powerful proteans defer to the will of the keketars. As with many religions, dogma and theology are prone to interpretation and change, and among the proteans, the situation

is even more pronounced. Whatever the nature and desires of the Speakers of the Depths may be, individual keketars often come to dramatically different conclusions as to their will and intent. To the proteans, however, this inherent dissonance is a strength rather than a weakness.

KEKETAR CREATURE 17

LARGE MONITOR PROTEAN

Perception +30; entropy sense (imprecise) 60 feet, darkvision
Languages Chthonian, Empyrean, Protean; telepathy 100 feet, *truespeech*
Skills Acrobatics +26, Athletics +33, Deception +32, Diplomacy +34, Intimidation +34, Religion +30, Stealth +30
Str +8, **Dex** +5, **Con** +7, **Int** +5, **Wis** +7, **Cha** +7
Entropy Sense (divine, prediction) As voidworm.

AC 40; **Fort** +30, **Ref** +28, **Will** +34; +1 status to all saves vs. magic
HP 260, fast healing 10; **Resistances** precision 10, protean anatomy 25
Protean Anatomy (divine) As voidworm.
Spatial Riptide (aura, divine) 30 feet. A creature using a teleportation ability within the aura or arriving in it via teleportation must succeed at a DC 38 Fortitude save or wink out of existence for 1d4 rounds before completing the teleport. The creature can't act, sense anything, or be targeted. On a successful save, the creature completes the teleport normally but is stunned 1. Keketars are immune to this effect.
Reactive Strike ↻ (page 359)

Speed 40 feet, fly 50 feet, swim 40 feet; *unfettered movement*
Melee ❖ jaws +33 (magical, reach 10 feet), **Damage** 3d12+16 piercing plus warpwave strike
Melee ❖ claw +33 (agile, magical, reach 10 feet), **Damage** 2d12+16 slashing plus warpwave strike
Melee ❖ tail +33 (reach 15 feet), **Damage** 2d12+16 bludgeoning plus Grab (page 359)
Divine Innate Spells DC 42, attack +32; **9th** *divine wrath*, *unfathomable song*; **8th** *confusion*, *cursed metamorphosis*; **7th** *disintegrate*, *dispel magic* (at will), *shatter* (at will), *warp mind* (×3); **6th** *teleport* (at will, self only); **5th** *creation* (at will), *mirage* (×2; see reshape reality), *translocate*; **4th** *confusion* (at will), *translocate* (at will); **Constant (5th)** *truespeech*; **(4th)** *unfettered movement*
Change Shape ❖ (concentrate, divine, polymorph) The keketar can take the appearance of any Huge or smaller creature (page 358). This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal.
Constrict ❖ 1d10+15 bludgeoning, DC 42 (page 358)
Reshape Reality (concentrate, divine, polymorph) When the keketar casts *mirage*, they infuse the illusion with quasi-real substance. Creatures that do not 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.
Warpwave Strike (divine, polymorph) A creature struck by a keketar's jaws or claw Strike must succeed at a DC 36 Fortitude save or be subject to a warpwave (page 270).

DEFENDING CHAOS

Where proteans go, chaos follows. To proteans, there is no purer form of existence than entropy, and they constantly seek to oppose the establishment of order in the Great Beyond. However, proteans don't see life as being incompatible with chaos; rather, they simply believe beings—immortal or not—deserve complete freedom on their own terms.



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Psychopomp Divinities

The most powerful of the psychopomps are demigods known as "ushers". These include Atropos, the Last Sister; Barzahk, the Passage; Ceyanan, the Shepherd; Dammar, the Denied; Imot, the Symbol of Doom; Mother Vulture, the Flesheater; Mrtyu, Death's Consort; Narakas, the Cleansing Sentence; the Pale Horse; Phlegyas, Consoler of Atheists; Saloc, Minder of Immortals; Teshallas, the Primordial Poison; and Vale, the Court of the Ancestors.

Psychopomp

Psychopomps are guardians and shepherds of the dead in the Boneyard, the vast plane of graves where mortal souls are judged and sent on to their eternal rewards or damnations. Psychopomps ensure that the dead come to terms with their transition from mortality and are properly sorted into the appropriate afterlife. They also protect souls from being preyed upon by supernatural predators. Nearly all psychopomps wear masks, especially when they're likely to be interacting with mortals, although the types of masks they wear are as varied as the psychopomps themselves. The courts of the Boneyard preside in Requian, a somber yet melodic language spoken slowly with various tonal shifts.

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.

Nosoi

A nosoi resembles a whippoorwill, sparrow, or other small bird wearing a heavy leather plague doctor's mask. They are the clerks, messengers, and scribes of the Boneyard, witnessing judgments, directing souls, and generally performing the administrative grunt work that keeps the Boneyard functioning. Most nosois are particularly chatty and eager to discuss how important they consider their individual assignments to be.

NOSOI **CREATURE 1**

TINY MONITOR PSYCHOPOMP

Perception +6; darkvision, lifesense 60 feet (page 359)

Languages Chthonian, Diabolic, Empyrean, Requian

Skills Acrobatics +6, Boneyard Lore +8, Library Lore +8, Performance +6, Religion +6, Society +2, Stealth +6

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

AC 16; **Fort** +4, **Ref** +8, **Will** +6

HP 18; **Immunities** death effects, disease; **Resistances** poison 3, void 3

Speed 15 feet, fly 40 feet

Melee ❖ beak +6 (finesse, magical, reach 0 feet), **Damage** 1d4–1 piercing plus 1d6 shepherd's touch

Divine Innate Spells DC 16; **4th** *read omens*, *talking corpse*; **2nd** *invisibility* (at will, self only), *noise blast*

Change Shape ❖ (concentrate, divine, polymorph) The nosoi takes the appearance of a raven or songbird (page 358). This doesn't change its Speed or its attack and damage modifiers with its Strikes.

Haunting Melody ❖ (auditory, concentrate, divine, incapacitation, mental) The nosoi croons an entrancing song. Each living or undead creature within a 60-foot emanation must attempt a DC 18 Will save. The effect lasts until the end of the nosoi's next turn, but the nosoi can Sustain it. A creature that succeeds at its save is temporarily immune for 24 hours. Despite being a mental effect, this ability affects mindless undead. Psychopomps are immune to this ability.

Failure The creature is fascinated with the nosoi.

Critical Failure The creature is fascinated with the nosoi and must spend each of its actions on its turn to move closer to the nosoi as expediently as possible while avoiding obvious dangers. If a fascinated creature is adjacent to the nosoi, it stays still and doesn't act. If the creature is attacked, the fascination ends.

Shepherd's Touch A nosoi's Strikes have the benefit of a *ghost touch* property rune and deal an additional 1d6 void damage to living creatures or 1d6 vitality damage to undead.



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Vanth

Protectors of the Boneyard, the stern and resolute guardians of the dead, vanths are psychopomps who resemble skeletons with raven-like wings and a mask resembling a vulture's skull. Vanths carry black scythes to fight against those who would disturb the natural progression of souls, and they consider any visitor to the Boneyard a potential troublemaker. They rarely speak and even more rarely show any emotion other than a grim adherence to duty.

When the psychopomp armies go to war, vanths serve as front-line soldiers. In particular, daemons (page 72) continually stage raids on the River of Souls, requiring constant patrol. Implacable warriors, vanths fly in perfect formation. This can backfire, as they often suppress any adaptability they possess as they wage war.

VANTH CREATURE 7

MEDIUM MONITOR PSYCHOPOMP

Perception +15; darkvision, lifesense 60 feet (page 359)
Languages Chthonian, Diabolic, Empyrean, Requian
Skills Acrobatics +17, Athletics +17, Boneyard Lore +15, Intimidation +15, Occultism +13, Religion +13, Stealth +17
Str +6, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2
Items *+1 scythe*

AC 27; **Fort** +15, **Ref** +13, **Will** +17; +1 status to all saves vs. magic
HP 105; **Immunities** death effects, disease; **Resistances** poison 10, void 10
Frightful Presence (aura, emotion, fear, mental) 20 feet, DC 22 (page 359)
Reactive Strike ↷ (page 359)

Speed 25 feet, fly 40 feet
Melee ❖ *scythe* +18 (deadly d10, magical, trip), **Damage** 1d10+8 slashing plus 2d6 shepherd's touch
Melee ❖ jaws +17 (agile), **Damage** 1d6+8 slashing plus 2d6 shepherd's touch
Divine Innate Spells DC 22; **5th** *translocate*; **4th** *translocate* (at will); **3rd** *holy light* (×3), *locate* (×3); **2nd** *invisibility* (at will, self only)
Infuse Weapon (divine) A vanth's scythe is its symbol of office and gains a measure of its personal power. This scythe becomes a *+1 scythe* and is treated as if it were adamantine while the vanth wields it. A vanth whose scythe is taken or destroyed can infuse a new one with an hour of work.
Shepherd's Touch As nosoi, but 2d6.
Vanth's Curse ❖❖ (curse, divine, misfortune) **Frequency** three times per day; **Effect** The vanth bestows a curse on a creature by touching it with its scythe. The creature must attempt a DC 25 Will save.
Critical Success The target is unaffected and is temporarily immune to Vanth's Curse for 24 hours.
Success The target feels a momentary shudder of doom and is stupefied 1 for 1 minute by the distracting sensation.
Failure The target becomes morose and glum as it accepts its own inevitable fate. For 1 hour, the target is stupefied 2. Each time the target gains the dying condition, the stupefied condition value increases by 1, to a maximum value of stupefied 4.
Critical Failure As failure, but the effect is permanent.

VANTH SCYTHES

Vanths' favored weapon is the scythe, a choice that further adds to their fearsome appearance and can lead to unfortunate associations with the Grim Reaper or Urgathoa among more superstitious mortals. Vanths find such comparisons to be ignorant at best or insulting at worst. Some vanths infuse their scythes with different qualities, such as cold iron or silver, depending on the nature of their most common enemies.







PSYCHOPOMP TRAITORS

Some psychopomps view their task of sorting souls as ultimately hollow and meaningless since the multiverse itself must one day end. Eons ago, these rebels shirked their duties and fled to the empty corners of the planes, becoming a new type of evil creature called a sahkil. Sahkils feed on mortal fears, particularly fears of death, and enjoy tormenting those who must die. Psychopomps generally leave these malcontents alone, except when sahkils interfere with the proper flow of souls.

Morrigna

Bounty hunters and investigators, morrignas seek out creatures who thwart death or interfere with the natural flow of souls. Morrignas dress in flowing spider silk and wear masks reminiscent of webs, as they consider patient and watchful spiders to be their spiritual kin.

MORRIGNA — CREATURE 15

MEDIUM | MONITOR | PSYCHOPOMP

Perception +28; darkvision, lifesense 60 feet (page 359)

Languages Chthonian, Diabolic, Empyrean, Necril, Requian; *speak with animals*, *truespeech*

Skills Athletics +27, Boneyard Lore +28, Diplomacy +27, Intimidation +29, Religion +29, Society +24, Stealth +27

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

Items *+2 striking bo staff*

AC 38; **Fort** +25, **Ref** +27, **Will** +29; +1 status to all saves vs. magic

HP 240, regeneration 20 (deactivated by acid or fire; page 360); **Immunities** death effects, disease; **Resistances** poison 15, void 15

Wrappings Lash ↷ **Trigger** A creature within reach of the morrigna's web wrappings uses an action to Strike or attempt a skill check; **Effect** The morrigna makes a web wrappings Strike against the triggering creature. If the strike is a critical hit, the triggering action is disrupted.

Speed 30 feet, climb 30 feet

Melee ❖ *bo staff* +31 (magical, parry, reach 10 feet, trip), **Damage** 2d8+14 bludgeoning plus 4d6 shepherd's touch

Melee ❖ web wrappings +29 (magical, reach 10 feet), **Damage** 3d12+14 bludgeoning plus Grab (page 359) and 4d6 shepherd's touch

Divine Spontaneous Spells DC 35, attack +30; **6th** (4 slots) *field of life*, *heal*, *spirit blast*; **5th** (4 slots) *dispel magic*, *scouting eye*, *sending*; **4th** (4 slots) *dispelling globe*, *read omens*, *unfettered movement*; **3rd** (4 slots) *blindness*, *crisis of faith*, *dream message*; **2nd** (4 slots) *calm*, *see the unseen*, *silence*; **1st** (4 slots) *bane*, *bless*, *enfeeble*; **Cantrips (8th)** *detect magic*, *read aura*, *stabilize*, *vitality lash*, *void warp*

Divine Innate Spells DC 37; **4th** *talking corpse*; **Constant (5th)** *truespeech*, **(2nd)** *speak with animals*

Rituals DC 37; *call spirit*

Change Shape ❖ (concentrate, divine, polymorph) A morrigna can take the appearance of any Small or Medium animal or humanoid (page 358). 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. Unless they choose to manifest their web wrappings in their new form, they cannot make web wrappings Strikes.

Shepherd's Touch As nosoi, but 4d6.

Spider Minions ❖❖❖ (divine, summon) The morrigna summons a giant tarantula (page 321) or spider swarm (page 320). These spiders have the summoned trait and remain for 10 minutes or until reduced to 0 Hit Points, whichever comes first. The morrigna does not need to Sustain the Spell to direct these summoned creatures, and the morrigna can have any number of summoned spiders in existence at once. The morrigna can see through the eyes of any of their summoned spiders at any time.



MORRIGNA

Yamaraj

The greatest judges among the psychopomps are yamarajes, whose wisdom is legendary and whose edicts are unappealable except to ushers or Pharasma herself. A yamaraj resembles an immense dragon with dark, feathery scales and an emotionless, dispassionate gaze behind a feathered mask. When not serving as the senior magistrates, lords,

and generals of the Boneyard, yamarajes pursue highly individualistic hobbies, such as gardening or literature.

YAMARAJ CREATURE 20

UNCOMMON HUGE MONITOR PSYCHOPOMP

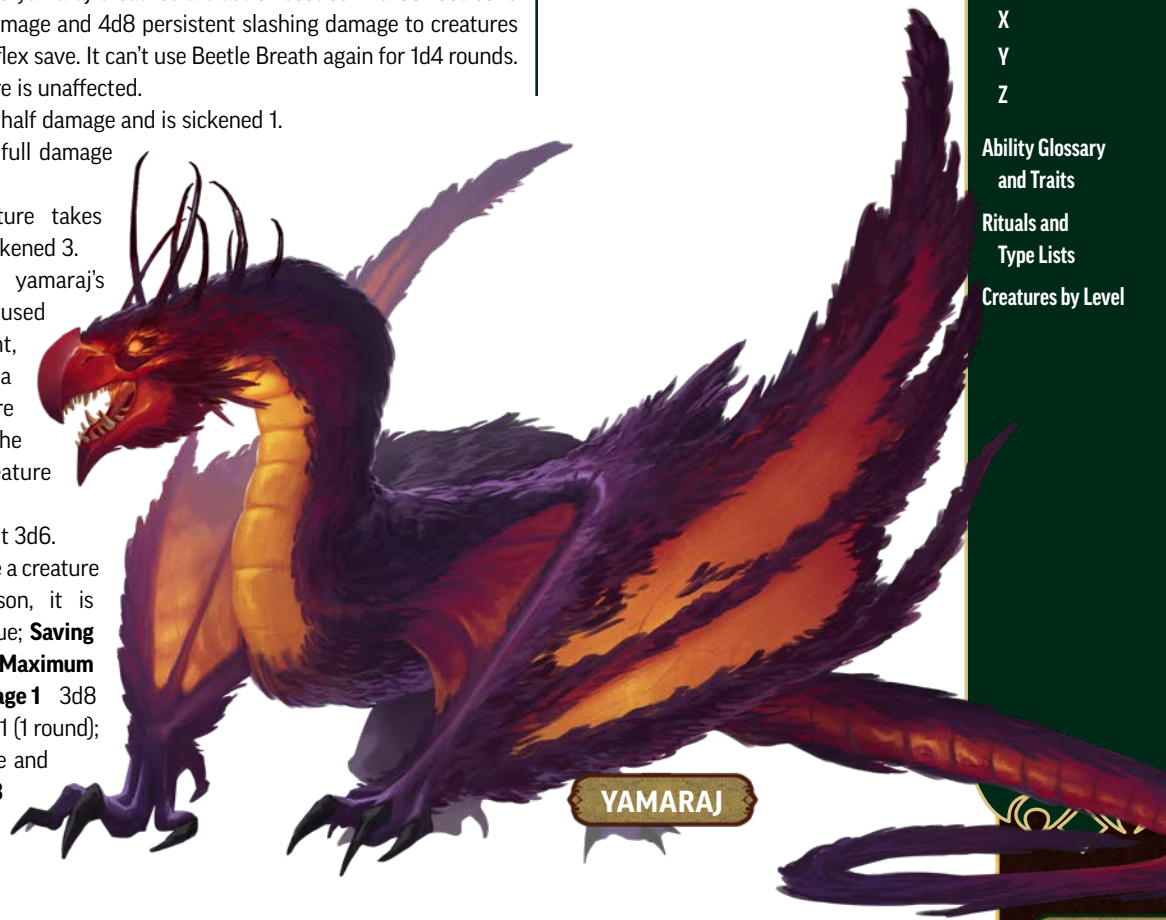
Perception +37; darkvision, lifesense 240 feet (page 359), *truesight*
Languages Chthonian, Diabolic, Empyrean, Requian; telepathy 120 feet, *truespeech*
Skills Acrobatics +33, Athletics +38, Boneyard Lore +40, Deception +34, Diplomacy +34, Intimidation +36, Legal Lore +40, Occultism +38, Religion +38, Society +38
Str +10, **Dex** +7, **Con** +7, **Int** +10, **Wis** +7, **Cha** +6

AC 45; **Fort** +33, **Ref** +31, **Will** +35; +1 status to all saves vs. magic
HP 375, fast healing 20 (page 359), lightning drinker; **Immunities** death effects, disease, electricity (see lightning drinker); **Resistances** poison 20, void 20
Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 39 (page 359)
Lightning Drinker Whenever a yamaraj would take electricity damage if not for its immunity, its fast healing increases to 40 on its next turn. During that turn, if it uses Beetle Breath, the beetles deal 2d12 additional electricity damage.

Speed 35 feet, fly 50 feet, swim 30 feet
Melee ❖ jaws +38 (magical, reach 15 feet), **Damage** 4d8+18 piercing plus Improved Grab (page 359) and yamaraj venom and 3d6 shepherd's touch
Melee ❖ claw +38 (agile, magical, reach 15 feet), **Damage** 4d4+18 slashing plus 3d6 shepherd's touch
Melee ❖ tail +38 (magical, reach 20 feet), **Damage** 4d10+18 bludgeoning plus 3d6 shepherd's touch
Divine Innate Spells DC 44; **10th** *manifestation* (see final judgment), *revival*; **9th** *harm*, *heal*, *seize soul*, *spirit blast*, *wails of the damned*; **8th** *chain lightning* (×3), *dispel magic* (×3), *wall of force*; **5th** *translocate* (at will), *mind probe* (at will); **Constant (10th)** *truesight*
Rituals DC 44; *call spirit*, *resurrect*
Beetle Breath ❖❖ (divine) The yamaraj breathes a blast of beetles in a 50-foot cone that deals 14d8 slashing damage and 4d8 persistent slashing damage to creatures in the area with a DC 42 Reflex save. It can't use Beetle Breath again for 1d4 rounds.
Critical Success The creature is unaffected.
Success The creature takes half damage and is sickened 1.
Failure The creature takes full damage and is sickened 2.
Critical Failure The creature takes double damage and is sickened 3.
Final Judgment A yamaraj's *manifestation* spells are used only to pronounce judgment, typically either to restore a dead or destroyed creature to life, bind a creature to the Boneyard, or banish a creature from the Boneyard.
Shepherd's Touch As nosoi, but 3d6.
Yamaraj Venom (poison) While a creature is clumsy from this poison, it is doomed with the same value; **Saving Throw** DC 42 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 3d8 poison damage and clumsy 1 (1 round); **Stage 2** 5d8 poison damage and clumsy 2 (1 round); **Stage 3** 7d8 poison damage and clumsy 3 (1 round)

PSYCHOPOMP COURTS

Psychopomps rarely oppose celestials or fiends. In fact, they frequently host such creatures in the Boneyard, particularly in the sprawling psychopomp courts where these outsiders petition for one soul or another to be remanded to their jurisdiction. Complicated cases are judged by yamarajes, while the thorniest or most politically delicate are handed by Pharasma herself.



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On Primeval Wings

Although not true dinosaurs, pterosaurs are often found in the same regions as dinosaurs and other megafauna, wheeling in the skies above and adding to the general primeval ambiance of these lost worlds.

Pterosaur

Pterosaurs are primitive flying creatures. While many are smaller than a human or even small enough to perch on a shoulder, the two presented below are quite a bit larger. Each of these creatures could pose a serious threat to a person.

These flying reptiles can be found in a wide selection of regions, but they tend to soar above warm or temperate climates. They sometimes spread outside their natural range as pets and hunting companions for lizardfolk or giants. Cloud giants living in isolated valleys also train the largest pterosaurs to carry their messages to the outside world.

Pteranodon

Pteranodons are quick and agile reptiles with 20-foot wingspans that enable them to hover on wind currents for hours. These creatures have long beaks and equally long crests that protrude from the backs of their heads.

PTERANODON **CREATURE 2**

LARGE ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +10, Athletics +7
Str +3, **Dex** +4, **Con** +1, **Int** –4, **Wis** +2, **Cha** –1

AC 16; **Fort** +7, **Ref** +10, **Will** +6
HP 25

Speed 10 feet, fly 40 feet
Melee ❖ beak +10, **Damage** 1d10+3 piercing
Swoop ❖❖ The pteranodon Flies up to its Speed and makes one beak Strike at any point during that movement.

Quetzalcoatlus

Quetzalcoatlus are the largest flying members of the pterosaur family and are often mistaken for dragons due to their immense size and 40-foot wingspans. Using the joints of their massive wings as forelimbs, they are also quite capable of moving on land, snatching smaller prey from the ground or out of streams.

Quetzalcoatlus are carnivorous, feeding on a variety of reptiles, mammals, large fish, amphibians, and other vertebrates. They are not inherently aggressive creatures and are happy to scavenge for food, but when presented with live prey they readily attack almost any creature smaller than themselves.

QUETZALCOATLUS **CREATURE 7**

HUGE ANIMAL

Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +14, Athletics +17
Str +6, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 25; **Fort** +16, **Ref** +17, **Will** +12
HP 110

Speed 15 feet, fly 50 feet
Melee ❖ beak +17 (deadly d10, reach 10 feet), **Damage** 2d10+10 piercing plus 1d8 persistent bleed
Melee ❖ talon +17, **Damage** 2d8+10 piercing plus Grab (page 359)
Carry A quetzalcoatlus can Fly at half Speed while it has a single creature grabbed or restrained. Both its talons are occupied while it does this.
Swoop ❖❖ The quetzalcoatlus Flies up to its Speed and makes one beak or talon Strike at any point during that movement.



QUETZALCOATLUS

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Pukwudgie

Pukwudgies go by many names in many regions, but those who know of them agree that defying their mischievous nature provokes their wrath.

In ancient times, pukwudgies traveled to the Universe from the First World, perhaps in the wake of the gnome emigration. These proud fey are obsessed with displays of respect, and while they first attempted to befriend mortals, each attempt ended in tragedy as the pukwudgies perceived any potential slight as a grave insult. Mortals, fearing these reactions, began to view pukwudgies as dangerous nuisances. Pukwudgies, in turn, began to resent mortals and the gods that favored them.

At their best, pukwudgies play cruel jokes on mortals they encounter. At their worst, they've been known to kidnap and even kill those who don't treat them with proper respect. Violent fey like twigjacks and redcaps often gather under pukwudgie leadership, much to the pukwudgies' glee.

Pukwudgies make their villages in the oldest forests, concealed under *mirage* spells. They travel freely between the Universe and the First World through tiny portals beneath hills, trees, or stones. No strangers to violence, pukwudgies rarely travel alone and often anoint their quills or weapons with a custom-brewed poison before entering hostile situations.

Standing about 2 feet tall, a pukwudgie sports sharp quills growing from their head that extends down their back. Their skin tone varies by the region in which they live, ranging from pale gray to brown.

Pukwudgie — Creature 7

SMALL FEY

Perception +17; low-light vision

Languages Common, Elven, Fey, Gnomish

Skills Crafting +15, Deception +14, Medicine +15, Nature +17, Stealth +17, Thievery +15

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

Items *+1 hatchet*, shortbow

AC 25; **Fort** +12, **Ref** +15, **Will** +17

HP 100; **Resistances** poison 5; **Weaknesses** cold iron 10

Defensive Quills A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d6 persistent poison damage from the poisoned quills.

Speed 25 feet

Melee ❖ *hatchet* +17 (agile, magical, sweep), **Damage** 1d6+10 slashing plus pukwudgie poison

Ranged ❖ *hatchet* +19 (magical, thrown 10 feet), **Damage** 1d6+10 slashing plus pukwudgie poison

Ranged ❖ shortbow +18 (deadly d10, range increment 60 feet), **Damage** 1d6+6 piercing plus pukwudgie poison

Primal Innate Spells DC 25, attack +17; **4th** *mirage*, *unfettered movement*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will, self only)

Change Shape ❖ (concentrate, polymorph, primal) The pukwudgie takes on the physical form of a giant porcupine or resumes their natural form (page 358). In porcupine form, their size changes to Medium, they lose their weapon Strikes, and they gain a quill Strike (+18 for 2d8+6 piercing plus 1d8 persistent poison).

Pukwudgie Poison (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage and stupefied 2 (1 round); **Stage 3** 1d6 poison damage, confused, and stupefied 2 (1 round)

Trepidatious Trade

Pukwudgies rely heavily on their knowledge of local plants, which they use for food, medicine, magical weapons, and their signature poison. If shown proper respect, pukwudgies trade their crafts for items they deem valuable. They have little use for coin but accept unique foods, items of beauty, and even interesting stories as payment. The slightest transgression, however, can quickly turn pukwudgie encounters hostile.







Qlippoth and Demons

Qlippoth ruled the Outer Rifts for eons and still see themselves as its rightful rulers. When the Outer Rifts first began to spawn demons from the souls of sinful humanoids, it plunged the realms into a brutal war spanning untold millennia. Though more powerful and established, the qlippoth were slowly but surely driven back by the endless demonic hordes, who spawned far more quickly than qlippoth could ever hope to match. Today, qlippoth have been driven to the deepest, darkest corners of the Outer Rifts where they cling tightly to the crumbling remains of their territory.

Qlippoth

Long before the creatures known as demons came to be the dominant force in the Outer Rifts, qlippoth ruled the innumerable cracks of the Outer Sphere. These inimical creatures are a form of primordial and alien evil that predates mortal life, and most immortal life as well. Since the rise of mortal sin and the associated expansion of demonic life through the Outer Rifts, qlippoth have been driven to their deepest reaches, and they seethe with rancor at the loss of their realms. Yet, rather than directly oppose demons, qlippoth instead turn to the source—mortal sin—and wage an endless war to eradicate all creatures capable of sinful acts so that the demonic tide might be turned back. To ensure they do not bolster their foe's ranks, they enact horrific transformations on their targets, converting their victims into beings incapable of discerning right from wrong; this renders them unable to be judged by Pharasma's courts and thus incapable of becoming fiends. Most mortals consider the ministrations of a qlippoth to be far worse than any fate awaiting them in the afterlife.

Cythnigot (Spore Qlippoth)

The cythnigot is a foul fungal parasite that grows and thrives in the corpses of small creatures. It wears these bodies like a suit, but also adjusts and tailors the fleshy covering to fit its needs, and the body ends up looking as alien as anything else spawned from the Chthonian depths. The cythnigot's most identifying feature is the long stalk of fungal material that extends from creature's body, ending in a surprisingly strong set of fanged jaws.

CYTHNIGOT **CREATURE 1**

UNCOMMON TINY FIEND QLIPPOTH UNHOLY

Perception +5; darkvision

Languages Chthonian; telepathy (touch only; page 360)

Skills Acrobatics +6, Occultism +7, Stealth +6

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

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

HP 14; **Immunities** controlled, fear; **Resistances** mental 3, physical 3 (except cold iron)

Speed 30 feet, fly 40 feet

Melee ❖ bite +8 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d10+1 piercing plus and tangle spores

Occult Innate Spells DC 17; **4th** *read omens*; **2nd** *paranoia*; **1st** *phantom pain*; **Cantrips (1st)** *daze*, *detect magic*

Sickening Display ❖ (concentrate, emotion, fear, mental, occult, visual) The cythnigot presents its awful appearance fully, and creatures in a 10-foot emanation must attempt a DC 17 Will save. Once a creature attempts this save, it's temporarily immune to further Sickening Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is off-guard until its next turn.

Failure The creature is sickened 1 and is off-guard for as long as it's sickened.

Critical Failure As failure but sickened 2.

Tangle Spores (disease) A creature bitten by a cythnigot becomes afflicted by fast-growing spores that swiftly grow into twitching spikes and hideous pallid growths of hairlike fibers. These growths erupt from the bite wound and writhe and wrap around the creature's limbs. Plant creatures take a –2 circumstance penalty to save against tangle spores; **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and off-guard (1 round); **Stage 3** clumsy 2, off-guard, and if you attempt a manipulate action, you must succeed at a DC 5 flat check or it's lost; roll the check after spending the action, but before any effects are applied (1 round).


CYTHNIGOT

Gongorinan (Brood Qlippoth)

While most qlippoths focus on wiping mortals from existence, gongorinans follow the divergent plan of trapping mortals in forms incapable of understanding their actions and performing any sin meriting condemnation to the Outer Rifts. What may seem as a mercy to some is a matter of dire necessity to the gongorinans, who see killing sinful mortals as tantamount to helping their foes.

GONGORINAN — CREATURE 11

UNCOMMON MEDIUM FIEND QLIPPOTH UNHOLY

Perception +20; darkvision
Languages Chthonian; telepathy 100 feet (page 360)
Skills Acrobatics +23, Athletics +23, Intimidation +21, Stealth +21
Str +6, **Dex** +6, **Con** +7, **Int** +1, **Wis** +3, **Cha** +4
Items *+1 striking club*

AC 31; **Fort** +24, **Ref** +21, **Will** +20
HP 205; **Immunities** controlled, fear; **Resistances** mental 10, physical 10 (except cold iron)

Speed 40 feet, climb 40 feet, fly 40 feet; *unfettered movement*
Melee ❖ *club* +24, **Damage** 2d6+9 bludgeoning plus reject tools
Melee ❖ pincer +23 (magical, unholy), **Damage** 2d10+9 slashing plus 2d6 mental and Grab (page 359)
Melee ❖ tentacle +23 (agile, magical, reach 10 feet, unholy), **Damage** 2d6+9 bludgeoning plus 2d6 mental
Melee ❖ stinger +23 (magical, unholy), **Damage** 2d6+9 piercing plus gongorinan venom
Occult Innate Spells DC 30; **6th** *cursed metamorphosis*, *petrify*; **3rd** *one with stone* (at will); **Constant (4th)** *unfettered movement*
Disquieting Display ❖❖ (concentrate, mental, occult, visual) The gongorinan opens its maw to reveal the forms hidden there, making observers question their own bodies. Creatures in a 30-foot emanation must attempt a DC 30 Will save, after which they are temporarily immune to further Disquieting Displays for 1 minute.
Critical Success The creature is unaffected.
Success The creature is clumsy 1 for 1 round.
Failure The creature is clumsy 2 and slowed 1 for 1 round.
Critical Failure As failure, but for 1 minute.
Gongorinan Venom (poison, polymorph) **Saving Throw** Fortitude DC 30; **Stage 1** stupefied 1 and cosmetic signs appear of turning into an animal, fungus, or plant (1 round); **Stage 2** stupefied 2 and clumsy 2 (1 round); **Stage 3** stupefied 4 and clumsy 4 (1 round); **Stage 4** paralyzed as changes completely overtake the body (1 round); **Stage 5** the victim permanently transforms into an animal, fungus, or plant in mind and body as a permanent curse, and the affliction ends
Painful Limbs ❖❖ The gongorinan makes up to four Strikes against different targets, each using a different limb. All four Strikes count toward its multiple attack penalty, but the penalty doesn't increase until after the gongorinan has made all the attacks.
Reject Tools (mental, occult) A creature hit by the gongorinan's club must succeed at a DC 30 Will save or Release any manufactured items it's holding.

Augnagar (Hunger Qlippoth)

The brutish and gluttonous augnagar live to feast—preferably on rotten flesh and, when possible, demon flesh. But to them, the greatest delicacy is the flesh of other augnagars. Augnagars have swollen, spiderlike legs with leathery

QLIPPOTH AND MORTALS

As qlippoth lost territory to their demonic rivals, they realized that the only way to stem the tide of demonic forces was to starve them of the sinful souls that the Outer Rifts uses to spawn new demons. While qlippoth have no concept of how they might go about preventing sin by changing the way mortals act, they do understand that exterminating mortal life would solve the problem as well.


GONGORINAN

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QLIPPOTH REALMS

Although it is widely accepted that qlippoth have lost incalculable territory in the Outer Rifts to demonkind, these fiends still control vast regions in the deepest reaches of that plane. Some sages suggest the troubling possibility that perhaps qlippoth still hold more territory of the Outer Rifts than demons do, but because demons are more concerned with mortal life, we simply interact with the rifts they control more often. For all we know, these dour sages postulate, the Outer Rifts teems with endless swarms of qlippoth that have yet to make their move against mortal life.

membranes like a bat's wings, and three tails ending in hooked stings perfect for slicing flesh.

An augnagar that gorges sufficiently, especially on other augnagars, can grow so massive it can't even move, thrashing and festering where it lies. It eventually flies into a frenzy of self-cannibalism as it rips apart its own flesh to feast on. From the ruinous remains emerges a thulgant—a smaller but more powerful qlippoth.

AUGNAGAR CREATURE 14

UNCOMMON HUGE FIEND QLIPPOTH UNHOLY

Perception +27; darkvision, scent (imprecise) 30 feet, *truesight*
Languages Chthonian; telepathy 100 feet (page 360)
Skills Acrobatics +27, Athletics +28, Intimidation +26
Str +8, **Dex** +5, **Con** +8, **Int** –2, **Wis** +5, **Cha** +4

AC 36; **Fort** +28, **Ref** +23, **Will** +25
HP 225; **Immunities** controlled, fear; **Resistances** mental 15, physical 15 (except cold iron)

Speed 40 feet, climb 40 feet, fly 40 feet
Melee ❖ jaws +28 (magical, reach 10 feet, unholy), **Damage** 3d12+14 piercing plus 3d6 persistent bleed and rotting curse
Melee ❖ sting +28 (agile, magical, finesse, reach 15 feet, unholy), **Damage** 3d8+14 slashing plus 3d6 persistent bleed
Occult Innate Spells DC 31; **5th** *translocate* (×3); **Constant (7th)** *truesight*
Confusing Display ❖❖ (concentrate, emotion, fear, incapacitation, mental, occult, visual) The augnagar's writhing limbs and flesh seethe and squirm in a disorienting and unsettling manner. Creatures in a 30-foot emanation must attempt a DC 34 Will save, after which they are temporarily immune to further Confusing Displays for 1 minute.

Critical Success The creature is unaffected.
Success The creature is stupefied 1 for 1 round.
Failure The creature is stupefied 1 and confused for 1 minute.
Critical Failure As failure, but the creature can't attempt a flat check to recover from confusion whenever it takes damage from an attack or spell.

Inhale Vitality ❖❖ (occult, void) **Frequency** once per day; **Effect** The augnagar inhales sharply, drawing life force out of creatures in a 50-foot cone. Creatures in the area take 14d6 void damage with a DC 34 basic Fortitude save. A creature that fails its save is also fatigued. If any creatures take damage from this activity, the augnagar becomes quickened for 1 round, and it can use the extra action only to Stride or Strike.

Rotting Curse (curse, disease, occult)
Saving Throw DC 32 Fortitude; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and the creature displays hideous, festering wounds exuding a horrific stench. When the victim takes piercing or slashing damage, creatures within 30 feet must succeed at a DC 32 Fortitude save or become sickened 1. The victim automatically fails this save (1 day).



AUGNAGAR

Thulgant (Scour Qlippoth)

Thulgants are powerful and intelligent qlippoths created from the cannibalistic feeding frenzies of augnagars. Although they spend most of their time hunting and battling demons for control of the Outer Rifts, thulgants amuse themselves with a variety of diversions, such as maintaining galleries of petrified mortals or building massive, hive-like lairs filled with enslaved minions. Each thulgant is a horrific tangle of limbs, with spiderlike legs, writhing tentacles emerging from the top of its head, and three scorpion-like stingers.

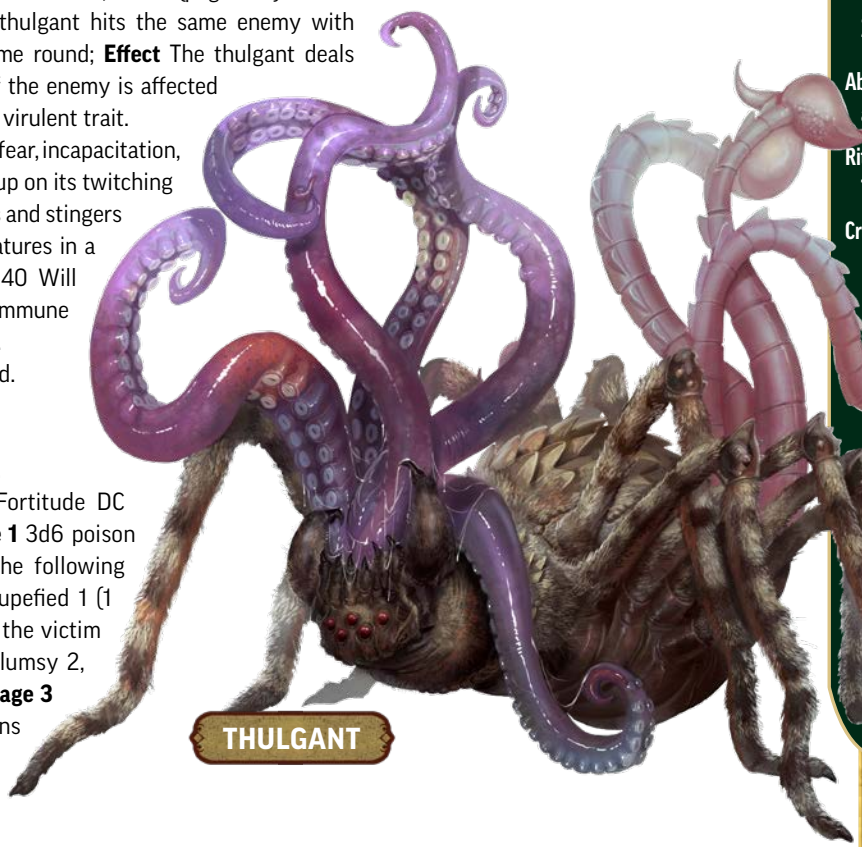
THULGANT — CREATURE 18

UNCOMMON LARGE FIEND QLIPPOTH UNHOLY

Perception +30; darkvision, *truesight*
Languages Chthonian; telepathy 100 feet (page 360)
Skills Acrobatics +32, Athletics +35, Occultism +33, Stealth +32
Str +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +6, **Cha** +9

AC 42; **Fort** +30, **Ref** +28, **Will** +32
HP 305, fast healing 10 (page 359); **Immunities** controlled, fear; **Resistances** mental 15, physical 15 (except cold iron)

Speed 30 feet, climb 30 feet, fly 50 feet; *unfettered movement*
Melee ❖ stinger +35 (magical, reach 10 feet, unholy), **Damage** 3d12+17 piercing plus 4d6 mental and thulgant venom
Melee ❖ tentacle +35 (agile, magical, reach 10 feet, unholy), **Damage** 3d8+17 bludgeoning plus 3d6 acid and Grab (page 359)
Occult Innate Spells DC 40; **9th** *petrify* (×3), *phantasmal calamity*; **8th** *dispel magic*, *divine decree*, *phantom pain* (×3), *quandary*; **7th** *interplanar teleport*; **Cantrips (9th)** *daze*, *detect magic*; **Constant (6th)** *truesight*; **(4th)** *unfettered movement*
Rituals DC 40; **9th** *imprisonment*
Demon Hunter ❖ (occult) The thulgant causes a demon within 30 feet to suffer the effect of its sinful vulnerability.
Greater Constrict ❖ 2d6+17 bludgeoning and 1d6 acid, DC 40 (page 358)
Mind-Rending Sting ❖ **Requirement** The thulgant hits the same enemy with two consecutive sting Strikes in the same round; **Effect** The thulgant deals 3d12+17 mental damage to the enemy. If the enemy is affected by thulgant venom, that poison gains the virulent trait.
Stunning Display ❖❖ (concentrate, emotion, fear, incapacitation, mental, occult, visual) The thulgant rises up on its twitching limbs and presents its numerous tentacles and stingers in a horrifying display of awfulness. Creatures in a 30-foot emanation must attempt a DC 40 Will save, after which they are temporarily immune to further Stunning Displays for 1 minute.
Critical Success The creature is unaffected.
Success The creature is stunned 1.
Failure The creature is stunned 4.
Critical Failure The creature is stunned 8.
Thulgant Venom (poison) **Saving Throw** Fortitude DC 40; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and the victim gains one of the following at random: clumsy 1, enfeebled 1, or stupefied 1 (1 round); **Stage 2** 6d6 poison damage and the victim gains two of the following at random: clumsy 2, enfeebled 2, or stupefied 2 (1 round); **Stage 3** 9d6 poison damage and the victim gains all three of the following: clumsy 3, enfeebled 3, and stupefied 3 (1 round).



QLIPPOTH LORDS

The most powerful qlippoth are quasi-deities themselves, ancient entities only rarely worshipped by non-qlippoth. Of these monstrous divinities, the Polymorph Plague, Yamasoth, is well-known as the creator of the gongorinans. Others include Chavazvug the Crawling Inferno, Isph-Aun-Vuln the Feaster Within, and Thuskchoon the Everglutton.

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Impossible Flight

Despite the laws of the natural world, this large headed creature can fly. The quai dau to achieves this incredible feat by inflating itself, allowing it to seemingly swim through the air like water. While inflated in this way, the quai dau to somewhat resembles a pufferfish.

Quai Dau To

This big-headed beast is covered in glittering scales; its eyes are like large copper pots, and its mouth is full of sharp teeth. Despite its fish-like appearance, a quai dau to spends most of its time on land hunting along riversides or lakes. It uses its trunk to drain the nearby water before using it with deadly skill. A quai dau to can expel the water with a force strong enough to knock a knight off a horse, or gently enough to surround themself in a veil of mist.

A quai dau to is extremely sensitive to sound. If they hear too much ruckus near their hunting grounds, they violently attack. Their silent movement allows them to sneak up on such distracted prey despite their massive size. Researchers have discovered, after much study, that quai dau tos don't have ears in the traditional sense. They have an organ in the upper part of their skulls that inflates to hold the water they use in their attacks. This organ is extremely sensitive to vibrations in the air and is used as a pseudo ear.

Quai Dau To — Creature 13

HUGE BEAST

Perception +25; darkvision, mist vision, scent (imprecise) 120 feet
Skills Athletics +27, Stealth +25, Survival +24
Str +8, **Dex** +4, **Con** +8, **Int** –3, **Wis** +5, **Cha** –1
Mist Vision The quai dau to ignores the concealed condition from mist and fog.

AC 32; **Fort** +26, **Ref** +19, **Will** +21
HP 300; **Immunities** blinded, dazzled; **Weaknesses** sonic 15
Frightful Sight (aura, emotion, fear, mental, visual) 60 feet. This aura functions as a DC 32 frightful presence aura (page 359), but a creature doesn't attempt its save until it sees the quai dau to.
Reflective Scales ↻ **Trigger** A creature within 30 feet casts a spell with the light trait or uses an ability with the light trait; **Effect** The quai dau to adjusts its position to reflect the light off their scales in a blinding display. All creatures in a 30-foot emanation must succeed at a DC 33 Fortitude saving throw or become blinded for 1 round.

Speed 40 feet, swim 30 feet; Inflate
Melee jaws ❖ +27 (reach 10 feet), **Damage** 3d12+14 piercing
Melee tail ❖ +27 (reach 20 feet), **Damage** 3d8+14 bludgeoning
Melee foot ❖ +27 (agile), **Damage** 3d8+14 bludgeoning
Drain Water ❖ (manipulate) **Requirements** The quai dau to is within 10 feet of a body of water that's at least 10 feet deep and their water sac is empty; **Effect** The quai dau to sucks water through their trunk to fill their water sac, lowering the level in the body of water by 10 feet. All creatures in the water within a 30-foot emanation are off-guard until the start of the quai dau to's next turn.
Inflate ❖ The quai dau to inflates their body. They become Gargantuan, gain a fly Speed of 30 feet until the end of their next turn, and then Fly. They deflate if they fall unconscious or Dismiss this effect.
Mist Breath ❖ (primal, water) **Requirements** The quai dau to's water sac is full; **Effect** The quai dau to empties their water sac to breathe out mist in a 10-foot emanation. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. The mist dissipates after 1 round.
Spout Water ❖❖ (primal, water) **Requirements** The quai dau to's water sac is full; **Effect** The quai dau to empties its water sac to blast water from its trunk, dealing 9d10 bludgeoning damage to all creatures in a 90-foot line, with a DC 33 basic Reflex save. A creature that fails is pushed 10 feet (or 20 feet on a critical failure).



Quelaunt

This three-armed, three-legged monster has no discernible eyes, nose, ears, or mouth, and no visible means of ingesting food. Its limbs are distributed so evenly across its body that it's all but impossible to tell which way the creature is oriented at any given time. Few who witness a quelaunt linger on its alien looks for long though, as the invasion of their minds becomes a more pressing concern, sowing doubt, sorrow, and rage. This monstrosity not only delights in the negative emotions of its prey, but feeds on them, gaining strength and sustenance from their dismay. For the quelaunt, no act is too terrible or cruel to inflict on its victims, since the more a creature suffers, the more the quelaunt feasts.

Quelaunts are known to associate with other aberrant horrors, including jah-tohls and other creatures associated with the Dominion of the Black. However, the more prevalent theory paints them as more alien—perhaps invasive beings from another dimension of pure thought and feeling—and claims that in their natural state they have no physical bodies at all. Few dare speculate further; the only known autopsy of a quelaunt resulted in the researcher's suicide just days afterward and all the notes were mysteriously destroyed. Whatever secrets there are to be unlocked in the anatomy of these bizarre monsters are apparently important enough to warrant great protection from quelaunts, even after death.

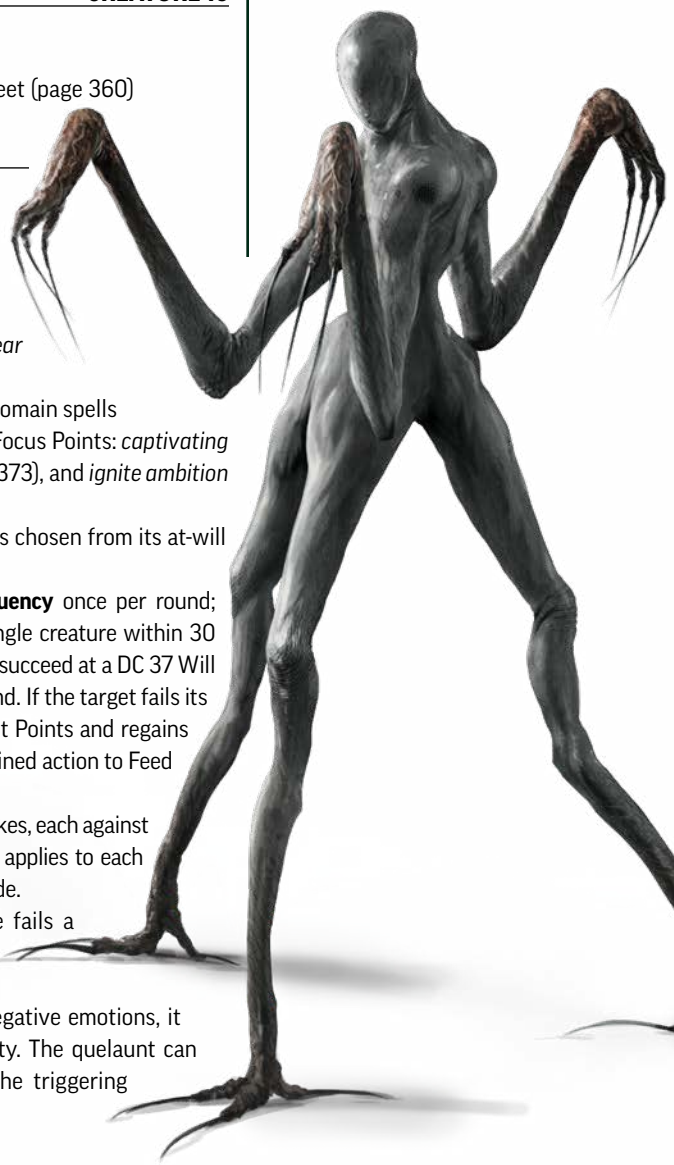
QUELAUNT — CREATURE 15

LARGE ABERRATION

Perception +29; tremorsense (imprecise) 60 feet
Languages Aklo (can't speak any language); telepathy 100 feet (page 360)
Skills Deception +30, Intimidation +30, Occultism +27
Str +6, **Dex** +5, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8

AC 36; **Fort** +27, **Ref** +26, **Will** +31 (+33 vs. emotion)
HP 305; **Resistances** mental 15

Speed 40 feet; *fly*
Melee ❖ claw +30 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing
Occult Innate Spells DC 39; **7th** *wave of despair* (×3); **3rd** *fear* (at will); **2nd** *laughing fit*; **Constant (4th)** *fly*
Emotional Focus The quelaunt can cast the following cleric domain spells as 8th-rank occult innate spells at will without spending Focus Points: *captivating adoration* (*Player Core* 378), *delusional pride* (*Player Core* 373), and *ignite ambition* (*Player Core* 372).
Emotional Frenzy ❖❖❖ The quelaunt casts up to three spells chosen from its at-will innate spells and its emotional focus spells.
Feed on Emotion ❖ (emotion, incapacitation, mental) **Frequency** once per round; **Effect** The quelaunt feeds on the emotional unrest of a single creature within 30 feet that's under a harmful emotion effect. The target must succeed at a DC 37 Will save or take 4d10 mental damage and be stunned for 1 round. If the target fails its saving throw, the quelaunt regains the same number of Hit Points and regains the action it spent to Feed on Emotion. It can't use the regained action to Feed on Emotion again.
Rapid Strikes ❖❖ (attack) The quelaunt makes three melee Strikes, each against a different target within reach. The multiple attack penalty applies to each attack but increases only after all the attacks have been made.
Spiral of Despair ❖ (emotion, mental) **Trigger** A creature fails a saving throw to resist one of the quelaunt's innate spells or emotional focus spells; **Effect** As the quelaunt invades the triggering creature's mind and plants the seeds of negative emotions, it also strips away the target's feelings of hope or positivity. The quelaunt can immediately end a single emotion effect from which the triggering creature is benefiting.



OTHER QUELAUNTS

Perhaps the most frightening tales of quelaunts attribute them with abilities beyond those detailed here, suggesting that quelaunts might be an entire category of alien menace that has only recently turned its awful attention to humanity.

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Rakshasa Immortals

Above all rakshasas rule the rakshasa immortals, powerful entities manifested from the most horrid concepts ever to flicker into existence. These beings include Aksha of the Second Breath, Bundha the Singing Butcher, Dradjit the Godslayer, Kunkarna the Dream Warrior, Mursha the Beastmaster, Otikaya the Spirit Archer, Surpa the Avenger, Zabha the Desecrator, and countless others.

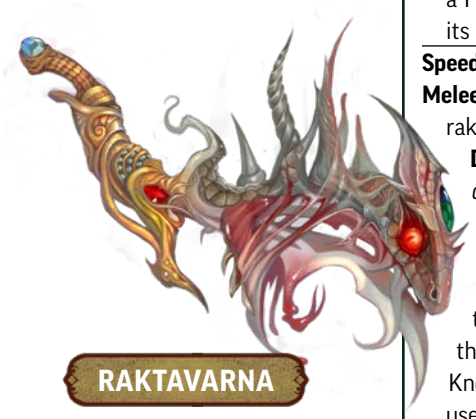
Rakshasa

Rakshasas are primordial, divine beings who serve as incarnations of all that is foul within creation, born the moment that the concepts of good and evil were first conceived. It is their divine purpose to exemplify the profane—by murdering their own kin, eating the flesh of sapient beings, and performing thousands of other atrocities, they define these acts as obscene and taboo, so that mortals know these acts to be crimes in the eyes of the holy. It is a role they must play, in the same way that a stage play must have an actor to serve as the villain, a role that damned all rakshasas from the moment of their genesis.

Most rakshasas enjoy their role, in the same way an actor enjoys delivering a masterful performance, yet there is an element of tragedy to their existence. They are fated to serve solely as foils to others, to corrupt the unworthy and fall to the heroic, never free to forge their own path. They are condemned to perform the most heinous of deeds, even if it rankles their sensibilities and conscience. To do otherwise is to defy their nature and their purpose: the greatest sin a rakshasa can perform.

Raktavarna

Raktavarnas are simple rakshasa incarnations of betrayal and assassination, often existing to test the mettle of those who were treacherous or poisonous in a previous life. They typically appear as a snake with blood-red eyes and oversized fangs, though they just as often appear in the guise of a sword or a piece of jewelry.



RAKTAVARNA

RAKTAVARNA **CREATURE 1**

TINY RAKSHASA SPIRIT UNHOLY

Perception +6; darkvision

Languages Chthonian, Common, Diabolic, Empyrean, Sakvroth

Skills Athletics +6, Diplomacy +7, Deception +7, Stealth +7

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

AC 16; **Fort** +5, **Ref** +9, **Will** +6; +2 status to all saves vs. divine magic

HP 20; **Weaknesses** holy 3

Knowledge of Delusion (divine) A creature that fails a Recall Knowledge check or a Perception check to Sense Motive on a rakshasa is off-guard until the end of its next turn.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ❖ fangs +9 (agile, finesse, reach 0 feet), **Damage** 1d6+1 piercing plus raktavarna venom

Divine Innate Spells DC 16; **4th** *read omens*; **1st** *charm*, *command*; **Cantrips (1st)** *detect magic*

Betraying Bite A raktavarna gains a +2 bonus to Strikes against any creature that is holding it.

Change Shape ❖ (concentrate, occult, polymorph) The raktavarna takes on the appearance of a Tiny inanimate object (page 358). If, while transformed, the raktavarna takes any action other than the purely mental (such as Recall Knowledge), they immediately revert to their original form. Until then, they can use Deception to Impersonate the object.

Designate Master (divine, exploration) The raktavarna spends 10 minutes on an invocation alongside another creature. That creature becomes the raktavarna's master until the raktavarna dies or Dismisses the effect. The master gains the Master's Eyes activity as long as the bond lasts.

Master's Eyes ❖❖❖ (concentrate, divine, scrying) The master observes the world through the raktavarna's eyes instead of their own, using the raktavarna's Perception and darkvision. This lasts until the end of the master's next turn, but the master can Sustain the activity. This ability functions at any range, even on different planes of existence. If the raktavarna dies while their master is using this ability, the master is stunned 5.

Raktavarna Venom (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and stupefied 1 (1 round); **Stage 2** 1d4 poison damage and stupefied 2 (1 round)

Raja-Krodha

The most iconic rakshasas, raja-krodhas are tiger-headed hunters of mortalkind. They are incarnations of all the malice people try to deny within themselves and instead wrongly ascribe to deadly predators of the wild. Their power and skill inspire fear, but also awe, and it is not unknown for some peoples to treat such a rakshasa as a guardian, if one to be treated with extreme caution.

Despite their nature as brutal flesh-eaters, rajas are extremely eloquent and philosophical when they choose to be. This is simply another form of camouflage, one that allows them to blend into cities, much as their stripes allow them to fade into jungles, and it often lulls scholars and intellectuals into a false sense of security. While it is not in the nature of a raja-krodha to be a social schemer or a mastermind, it pleases them when others delude themselves into thinking they are.

RAJA-KRODHA CREATURE 10

MEDIUM RAKSHASA SPIRIT UNHOLY

Perception +18; darkvision

Languages Chthonian, Common, Diabolic, Empyrean, Sakvroth

Skills Athletics +19, Deception +21, Diplomacy +21, Intimidation +21, Performance +19, Religion +18, Stealth +23

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

Items *+1 striking taravari* (functions as a scimitar)

AC 30; **Fort** +18, **Ref** +20, **Will** +18; +2 status to all saves vs. magic

HP 180; **Weaknesses** holy 10, **Immunities** fear, fortune, misfortune

Knowledge of Delusion (divine) As raktavarna.

Reassert Fate ↷ (divine) **Trigger** A creature within 30 feet uses a fortune or misfortune effect; **Effect** The raja-krodha reasserts the ebb and flow of fate, instilling a deep dread in those who would attempt to cheat their written role. They disrupt the triggering effect, and the triggering creature becomes frightened 2 and is off-guard to the raja-krodha until the end of its next turn.

Speed 35 feet

Melee ❖ *taravari* +23 (forceful, magical, sweep, unholy), **Damage** 2d6+12 slashing

Melee ❖ fangs +20 (agile, magical, unholy), **Damage** 2d6+12 piercing plus Grab (page 359)

Melee ❖ claw +22 (agile, finesse, magical, unholy), **Damage** 2d4+12 slashing

Divine Innate Spells DC 29; **5th** *crisis of faith*, *hallucination*, *invoke spirits*; **4th** *clairvoyance*, *unfettered movement*, *vampiric feast*; **3rd** *clairaudience*, *haste*; **2nd** *invisibility*; **Cantrips (5th)** *detect magic*, *divine lance*

Cleric Domain Spells (2 Focus Points), DC 29; **5th** *ignite ambition* (*Player Core* 372), *savor the sting* (*Player Core* 378)

Change Shape ❖ (concentrate, divine, polymorph) The raja-krodha takes on the appearance of any Medium humanoid (page 358). This doesn't change the raja-krodha's Speed or their attack and damage modifiers with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning). They lose their fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

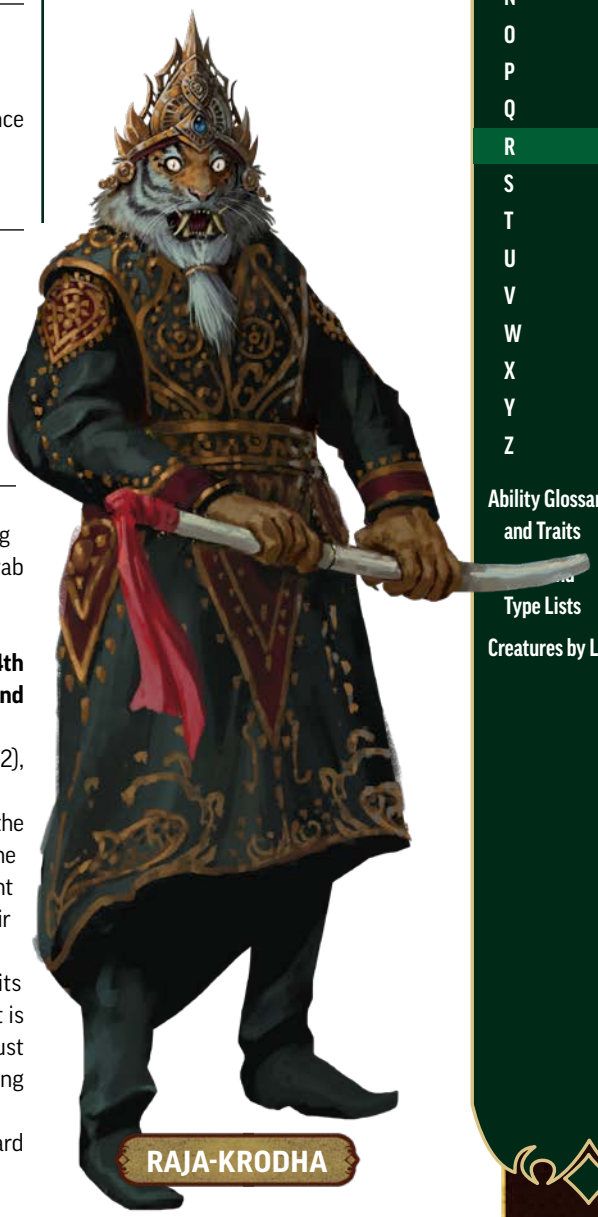
Cruel Majesty ❖ (emotion, mental, visual) **Requirements** The rakshasa is not in its true form; **Effect** The rakshasa Changes Shape into its true form in a display that is equal parts terrifying and majestic. Creatures within 30 feet of the rakshasa must succeed at a DC 29 Will save or be off-guard to the rakshasa until the beginning of the rakshasa's next turn as they are awestruck.

Sneak Attack The raja-krodha deals 2d6 extra precision damage to off-guard creatures.

Swallow Whole ❖ (attack) Medium, 2d12+6 bludgeoning, Rupture 15 (page 360)

RAKSHASAS IN SOCIETY

Most rakshasas live in urban areas where humanoids congregate, supplying them with a variety of mortals to prey upon and to find wanting, as well as all the luxuries that often leads humanoid societies into corruption.



RAJA-KRODHA

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Rats and Disease

Rats have a reputation of being vicious, aggressive animals that attack food stores in great numbers and spread disease. While rats are immune to the most severe effects of their own putrid plague, the disease makes them unpredictable and aggressive. Some populations of rats carry even more deadly diseases, such as bubonic plague (*GM Core* 88).

Rat

Rats are a ubiquitous menace, scurrying through the sewers and on the streets of nearly every settlement in the world. Though a regular rat darting underfoot might startle or even frighten the average passerby, giant rats and rat swarms are far more dangerous.

Giant Rat

Giant rats are enormous versions of the common vermin. They are typically found in abundant numbers, but since they cannot fit in the nooks where mundane rats typically hide, they are much easier to locate and exterminate. They mostly live in sewers where they can scavenge from the streets above, but some families of giant rats live in more remote locations, such as dank caves, forests or hills. Rats are incredibly adept survivors and can be found nearly anywhere in the world, though they tend to favor temperate or warm climates as opposed to cold regions.

Although its bite alone is not lethal except to the very young or very old, the giant rat carries the putrid plague common to rodents around the world—a pestilence more than capable of ravaging rural communities.

GIANT RAT **CREATURE -1**

SMALL ANIMAL

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

Skills Acrobatics +5, **Athletics** +2 (+4 to Climb or Swim), **Stealth** +5

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

AC 15; **Fort** +6, **Ref** +7, **Will** +3

HP 8

Speed 30 feet, climb 10 feet

Melee ❖ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus putrid plague

Putrid Plague (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

Rat Swarm

A swarm of rats can cause total chaos within a household or business. Contracting putrid plague is all the easier when dozens of these agitated or hungry vermin gather to bite victims en masse, making rat-hunting a viable career in many parts of the world as desperate townspeople seek relief from the disease's spread.

RAT SWARM **CREATURE 1**

LARGE ANIMAL SWARM

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

Skills Acrobatics +8, Athletics +4 (+6 to Climb or Swim), Stealth +6

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

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 14; **Immunities** grabbed, precision, prone, restrained, swarm mind (page 360); **Weaknesses** area damage 3, splash damage 3; **Resistances** physical 6 (except bludgeoning)

Speed 30 feet, climb 10 feet

Putrid Plague (disease) As giant rat.

Swarming Bites ❖ Each enemy in the swarm's space takes 1d6 piercing damage and must attempt a DC 17 basic Reflex save. A creature that fails its save is exposed to putrid plague.



Ratfolk

True to their name, ratfolk are rodent-like humanoids well suited to living on the outskirts of mainstream society. Despite common misconceptions that they are dirty or diseased, ratfolk, or ysoki, as they call themselves, keep impeccably clean. Ratfolk are also sometimes mistaken for wererats and initially treated with fear until they can correct the mistaken identification—if they get the chance to do so.

In general, ratfolk have a keen understanding of pathological and alchemical sciences, which they employ in trade and self-defense. They make accomplished alchemists and inventors, and they often protect their lairs with traps, bombs, and other creations. Ratfolk merchants regularly dispatch large trade caravans that travel widely for a year or more before returning to their home community. During this time, they make an effort to learn new things from the people they encounter and collect interesting materials and goods that they can bring back to their warrens.

In their warrens, on the road, and in cities, ratfolk are extremely communal, thriving on proximity to and contact with one another even in relatively tight spaces. In addition, ratfolk are excellent at fighting in cramped spaces alongside their kin. Threatening one ratfolk or their allies is a surefire way to rally the whole community.

Ratfolk Grenadier

Grenadiers use alchemical techniques and stealth to defend their communities.

RATFOLK GRENADIER — CREATURE 4

SMALL HUMANOID RATFOLK

Perception +10; darkvision
Languages Common
Skills Acrobatics +9, Crafting +12, Deception +7, Society +10, Stealth +12, Thievery +9
Str +0, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +1
Items alchemist's toolkit, hand crossbow (20 bolts), studded leather armor
Alchemical Grenades The grenadier carries 6 alchemical grenades that deal either acid, cold, or fire damage plus 2 persistent damage and 2 splash damage of the same type (typically two of each). The grenadier replenishes these each day using scavenged materials.

AC 21; **Fort** +11, **Ref** +13, **Will** +9
HP 60

Speed 25 feet
Melee ❖ fangs +12 (agile, finesse), **Damage** 1d4 piercing
Ranged ❖ hand crossbow +12 (range increment 60 feet, reload 1), **Damage** 1d6 piercing
Ranged ❖ alchemical grenade +13 (range increment 20 feet, splash), **Damage** 2d6 acid, cold, or fire plus 2 persistent damage and 2 splash damage of the same type
Cheek Pouches A ratfolk grenadier has stretchy cheek pouches that can store up to 1 cubic foot of objects (though no more than 4 light items). The ratfolk can remove or store an item using the Interact action. As long as the ratfolk has at least one object in their cheek pouches, their speech is noticeably difficult to understand.
Quick Grenadier ❖ The ratfolk grenadier draws an alchemical grenade with an Interact action and throws it as a ranged Strike.
Quick Stow ◈ **Frequency** once per round; **Effect** The ratfolk grenadier stores one held item of light or negligible Bulk in their cheek pouches.
Swarming A ratfolk grenadier can end their movement in the same square as an ally that also has this ability. Only two such creatures can share the same space.

VAST WARRENS AND HIDDEN HOMES

On Golarion, ysoki are most numerous in the Darklands below the continent of Tian Xia, where they rule a vast empire, but they can be found in the Inner Sea region as well—particularly in the badlands and hills of Numeria, where they eagerly scavenge and collect strange technological wonders and weapons.



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Stomping Ground

Unlike some fey, redcaps don't embody a particular natural feature or environment, so they can be found almost anywhere. They tend to prefer areas that allow them to hide or at least get behind cover with their quick movement, such as forests, mountains, and underground tunnels and caverns. Sometimes they take up residence in abandoned buildings, especially barns and sheds.

Redcap

Redcaps are sadistic and capricious fey who thrill in bloodletting and murder. While they are most famous for appearing as wizened, bearded men, redcaps of other genders are no less fearsome or cruel. However, redcaps are ultimately craven bullies, cowed by anything more powerful than themselves, a trait that leads them to fear and despise the symbols of deities.

Many fairy tales explain how the redcaps draw power from dipping the hats for which they are named in fresh blood. Just as iconic to these cruel little fey are their iron-clad boots, and the clanging sound of their metal soles clanking on stone floors is both discordant and disconcerting—especially to those who recognize the sound for what it is. Redcaps typically stand only 3 feet tall, with hunched frames, pointed ears, crooked teeth, and long, white, tangled hair.

Though unlikely to share true affection, redcaps find camaraderie in murder. Small troupes of redcaps travel together, sharing bloody kills and reminiscing on their brutal exploits. They loathe the company of most other creatures, with the notable exception of the feline fey called elananxes (page 139).

Redcap — Creature 5

SMALL FEY

Perception +12; low-light vision

Languages Common, Fey

Skills Acrobatics +13, Athletics +15, Deception +11, Intimidation +13, Nature +10, Stealth +13

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

Items halberd, iron boots, red cap, sickle

Red Cap (primal) A redcap's woolen hat is dyed with the blood of their victims. If the redcap loses their cap, they no longer benefit from fast healing and take a –4 status penalty to their damage rolls. They can create a new cap in 10 minutes, but that cap doesn't grant them powers until the redcap has turned it red with Blood Soak. A cap has no benefit for creatures other than the redcap who made it.

AC 21; **Fort** +11, **Ref** +15, **Will** +10

HP 60, fast healing 10 (page 359); **Weaknesses** cold iron 5, divine revulsion

Divine Revulsion (emotion, fear, mental) If a redcap sees a creature brandish a religious symbol of a deity (which requires an Interact action by that creature) or cast a divine spell while wearing a religious symbol, the redcap must attempt a DC 19 Will save. They then become temporarily immune to all brandished religious symbols for 10 minutes.

Critical Success The redcap is unaffected.

Success The redcap is frightened 2.

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

Speed 50 feet

Melee ❖ halberd +15 (reach 10 feet, versatile S), **Damage** 1d10+10 slashing

Melee ❖ sickle +15 (agile, finesse, trip), **Damage** 1d4+10 slashing

Melee ❖ iron boot +13 (agile, versatile B), **Damage** 1d6+8 piercing

Blood Soak ❖ (manipulate) The redcap dips their cap in the blood of a slain foe. The foe must have died in the last minute, and the redcap must have helped kill it. The redcap gains a +4 status bonus to damage rolls for 1 minute.

Deadly Cleave ↷ **Trigger** The redcap reduces a creature to 0 Hit Points with a sickle Strike; **Effect** The redcap makes another scythe Strike against a different creature, using the same multiple attack penalty as the sickle Strike that triggered this reaction. This counts toward their multiple attack penalty.

Stomp ❖ The redcap Strides up to half their Speed and makes a boot Strike at any point during that movement. If the boot Strike hits a prone creature, it deals an extra 2d6 persistent bleed damage.



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Reefclaw

Reefclaws are aquatic monsters that resemble huge shrimp or lobsters. As one might expect from its name, a reefclaw's oversized claws are powerful weapons with a viselike grip and the ability to inject potent venom into unfortunate prey.

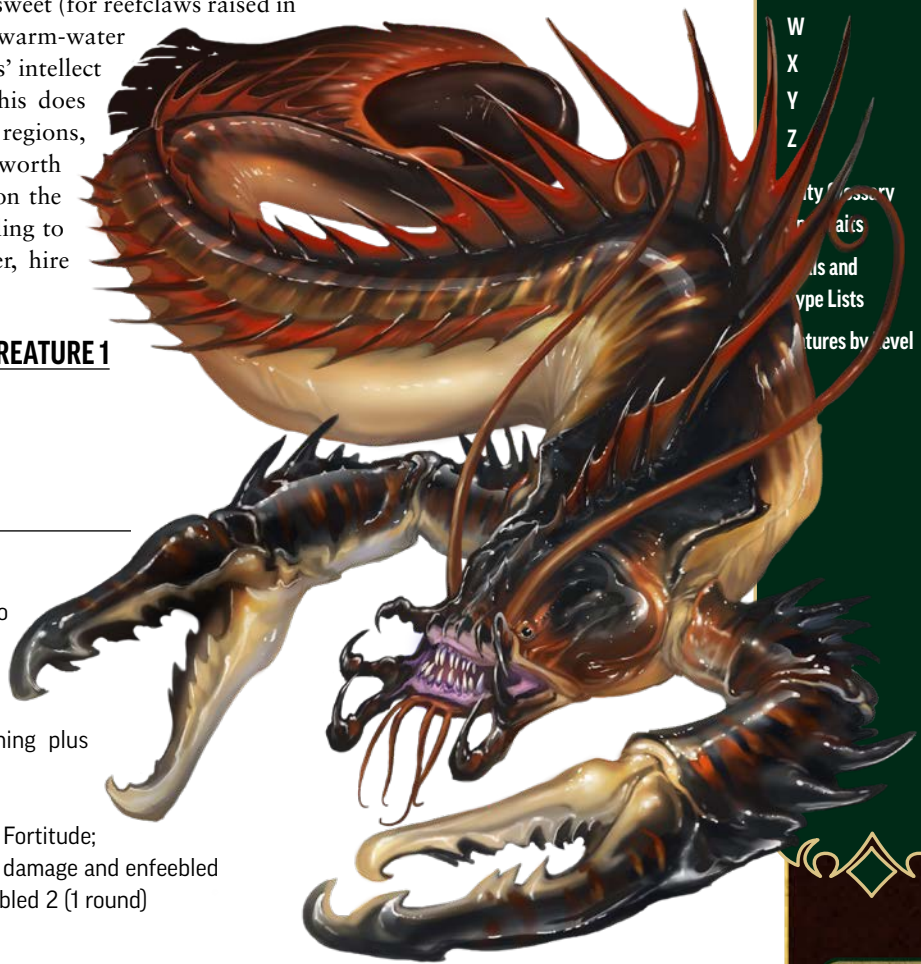
Though reefclaws can't speak, they are intelligent enough to understand the local language of humanoids near their hunting grounds. The creatures sometimes listen to conversations, either to gain intelligence on the best place to ambush aquatic or land-dwelling prey, or merely for entertainment value—reefclaws are particularly fond of listening to people with high-pitched voices. Reefclaws are usually solitary hunters, but small swarms of female reefclaws have been known to gather around a single male for mating purposes or together for the communal raising of their broods. In the latter case, the females will perform widespread hunts in order to bring back a large enough bounty to feed their young. Such hunting parties are extremely dangerous—they've been known to tip over small fishing boats and attack those who fall overboard.

Once a reefclaw has decided upon a course of action, it follows through even if doing so spells its own end. More than one reefclaw survivor has said that the creature released its bone-crushing grasp only after the brains were leaking from its broken skull, and even then, the reefclaw was able to perform a terrible last slash as part of its dying breath. During mating season, female reefclaws are often a little more pragmatic and release their prey before endangering themselves and their offspring.

Despite their intelligence and the accompanying moral quandaries, reefclaws frequently find their way onto the dinner plates of land-dwelling hunters such as humans and hobgoblins. According to those who have a taste for reefclaw flesh, the meat is either delectably sweet (for reefclaws raised in colder waters) or slightly tangy (in the case of warm-water reefclaws). Most people who know of reefclaws' intellect find the act of eating them distasteful, but this does not dissuade unscrupulous nobles in coastal regions, for whom reefclaw meat is a delicacy well worth the expense. Likewise, fishers whose focus is on the bottom line of their ledgers are more than willing to hunt the dangerous creatures—or, even better, hire out the task to naive adventurers.

Eating Reefclaws

Reefclaws amass no treasure, but their meat–if kept fresh–can be sold in the right markets. However, in an increasing number of places, the practice of eating reefclaws has fallen out of favor–which means, of course, that the reefclaw market has simply shifted to black-market butchers, where all manner of meat gathered from dubious sources is available for purchase, and the value has increased accordingly.



Reefclaw — Creature 1

SMALL ABERRATION AQUATIC

Perception +8; darkvision
Languages Common (can't speak any language)
Skills Acrobatics +7, Athletics +4 (+8 to Swim)
Str +1, **Dex** +4, **Con** +2, **Int** –3, **Wis** +1, **Cha** +1

AC 20; **Fort** +7, **Ref** +9, **Will** +4
HP 17
Death Frenzy ↷ **Trigger** The reefclaw is reduced to 0 Hit Points; **Effect** The reefclaw makes a claw Strike before dying.

Speed 5 feet, swim 30 feet
Melee ❖ claw +9 (finesse), **Damage** 1d6+1 slashing plus reefclaw venom and Grab (page 359)
Constrict ❖ 1d6 bludgeoning, DC 17 (page 358)
Reefclaw Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)



Exceptions to Evil

While most undead are indiscriminately malevolent, revenants are not—these unusual stalkers rise not out of a sense of cruelty or hatred of the living, but spontaneously from the need for vengeance following a deep betrayal. One can avoid a revenant's wrath by simply getting out of its way—unless you happen to be its reason for unlife!

Revenant

Revenants are obsessed, undead stalkers who arise from their own murders and are driven by only one thing: revenge against their killers. The common wisdom is that revenants arise only from individuals who have been utterly betrayed or abandoned to die a grueling death, but even then, such victims might not rise from their graves. In other cases, revenants might even rise from what might legitimately be considered an accident if the revenant doesn't understand the full circumstances of their demise. In such cases, it doesn't matter that the "murderer" may not have intended to kill, for revenants understands no pity and can never forgive. Revenants have little memory of their lives other than anything they might need to recall in order to achieve their goal of vengeance.

Revenant — Creature 6

MEDIUM UNDEAD

Perception +14; darkvision, sense murderer

Languages any one spoken in life by their murderer (typically Common)

Skills Athletics +15, Intimidation +14

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

Sense Murderer (occult, scrying) A revenant knows the direction of their murderer (as long as both are on the same plane), but not the distance.

AC 23; **Fort** +14, **Ref** +13, **Will** +17

HP 115, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, sleep; **Resistances** physical 5 (except slashing)

Self-Loathing (emotion, mental, visual) If a revenant sees their own reflection or any object that was important to them in life, they must attempt a DC 25 Will save.

Critical Success The revenant is unaffected and can no longer be affected by that reflection or object in this way.

Success The revenant is distracted by self-loathing and becomes slowed 1 for 1 round.

Failure The revenant becomes fascinated by the source that triggered their self-loathing and does everything they can to destroy it until the end of the revenant's next turn.

Critical Failure The revenant becomes immobilized as long as the source of their self-loathing is apparent, until they're attacked, or until they see their murderer.

Undying Vendetta (emotion, occult) If the revenant's murderer dies, the revenant is immediately destroyed. A revenant that can't sense their murderer must attempt a DC 11 flat check once every 24 hours to avoid becoming immobilized and prone; they immediately rise again once they can sense their murderer. A murderer who becomes undead does not trigger the revenant's destruction until the murderer is finally destroyed. The revenant gains a +2 status bonus to checks and DCs against their murderer.

Speed 25 feet

Melee ❖ claw +17 (agile), **Damage** 2d8+5 slashing plus Grab (page 359)

Baleful Shriek ❖❖ (auditory, emotion, fear, incapacitation, mental) The revenant wails horribly. Each creature within a 60-foot burst must attempt a DC 23 Will save. Regardless of the outcome of their saving throw, affected creatures are then immune to Baleful Shriek for 1 hour. The revenant's murderer never improves their degree of success due to this ability's incapacitation trait. The revenant can't use Baleful Shriek again for 1d4 rounds.

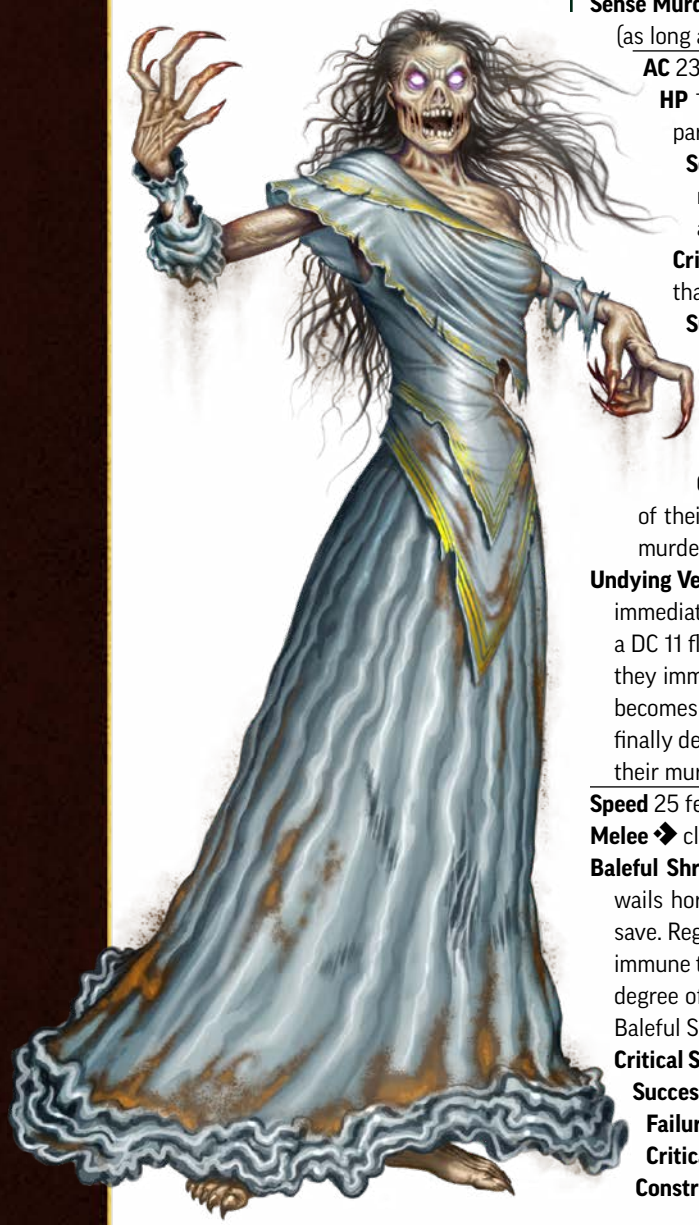
Critical Success The creature is unaffected.

Success The creature is frightened 2.

Failure The creature is frightened 2 and paralyzed for 1 round.

Critical Failure The creature is frightened 3 and paralyzed for 1d4 rounds.

Constrict ❖ 2d6+5 bludgeoning, DC 24 (page 358)



Rhinoceros

This hefty animal is easily recognizable by the distinctive upward-thrusting horn on its snout. Rhinoceroses are herbivorous and, in spite of their hulking size, can run at considerable speed. While rhinos have good hearing and a keen sense of smell, their eyesight is relatively poor.

Rhinoceros

Rhinoceroses are short-tempered, territorial, and easily startled, and these traits combined with their innate ferocity means their natural instinct when disturbed is to attack. When intruders disturb or surprise rhinoceroses, they respond by charging directly at the interlopers and then lashing out with their mighty horns.

RHINOCEROS — CREATURE 4

LARGE ANIMAL

Perception +9; scent (imprecise) 30 feet
Skills Athletics +12, Survival +10
Str +6, **Dex** +0, **Con** +4, **Int** –4, **Wis** +3, **Cha** –1

AC 22; **Fort** +14, **Ref** +8, **Will** +11
HP 70

Speed 35 feet
Melee ◆ horn +14, **Damage** 2d8+6 piercing
Melee ◆ foot +12, **Damage** 2d6+6 bludgeoning
Rhinoceros Charge ◆◆ The rhinoceros Strides twice, then makes a horn Strike. As long as the rhinoceros moved at least 20 feet, the Strike's damage increases to 3d8+6. A Medium or smaller creature struck by this attack must succeed at a DC 21 Reflex save or be automatically Shoved back 5 feet and knocked prone by the force of the blow.
Trample ◆◆ Medium or smaller, foot, DC 18 (page 360)

Woolly Rhinoceros

Even bulkier than their non-woolly cousins, these rhinoceroses have a shaggy pelt of long, thick fur and a huge, crescent-shaped horn. Woolly rhinos inhabit areas of arid tundra and cold steppes, spending much of their day grazing for sustenance.

WOOLLY RHINOCEROS — CREATURE 6

LARGE ANIMAL

Perception +11; scent (imprecise) 30 feet
Skills Athletics +16, Survival +13
Str +6, **Dex** +1, **Con** +5, **Int** –4, **Wis** +3, **Cha** –1

AC 25; **Fort** +17, **Ref** +11, **Will** +15; +2 status to all saves vs. cold
HP 100
Cold Adaptation The woolly rhinoceros treats environmental cold effects as if they were one step less severe.
Ferocity ↻

Speed 35 feet
Melee ◆ horn +16 (reach 10 feet), **Damage** 2d12+6 piercing
Melee ◆ foot +16, **Damage** 2d8+6 bludgeoning
Rhinoceros Charge ◆◆ As rhinoceros, except 3d12+6 damage and DC 24.
Trample ◆◆◆ Medium or smaller, foot, DC 21 (page 360)



WOOLLY RHINOCEROS

RHINOCEROS HORNS

While some species have only a single horn, many rhinos, including woolly rhinos, have a second, smaller horn on their brow directly behind the larger one. Despite their appearance and durability, rhino horns aren't bone or ivory, but rather are composed of the same substance as hooves and toenails. A rhino's horn continues to grow as it ages, enabling a rhino to slowly regrow a broken horn. While some value rhino horns as trophies, the horns themselves have no intrinsic value.

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Roc's Riches

While most treasure a roc may possess is incidental—the remains of prey haphazardly scattered in or around the nest—roc feathers, especially white or gold ones, are highly prized in certain markets. Even more valuable are roc eggs, especially to some giants who enjoy their unique flavor.

Roc

These legendary, massive raptors, capable of carrying off elephants as prey, are typically about 30 feet long from beak to tail and have a wingspan of 80 feet or more. While their beaks are hooked to rip flesh from bone, their hunting strategy involves grabbing their prey in their powerful talons and then dropping it from great heights before feeding. This method creates a massive amount of carrion, which guarantees that rocs are followed by flocks of opportunistic scavengers, such as ravens and buzzards, who find it easy to steal bits of the larger birds' meals. Rocs, for the most part, don't mind these creatures, which sometimes get gobbled up along with the rest of the roc's food.

Rocs usually nest among mountaintops and cliffs inaccessible to all but the bravest of terrestrial dwellers. They are long-range predators that hunt both land and sea in search for massive prey to sustain them and their young.

Rocs are antisocial and lone hunters who compete with each other in fierce aerial battles to protect territory. But about once a decade, a mating couple pairs up to raise their chicks. Once the chicks are old enough to hunt on their own, the parents separate to once again engage in lone hunting. Particularly skilled druids or rangers might capture and train a roc to serve as a flying mount or hunting companion, though examples of such an incredible feat of domestication are few and far between. The easiest way to rear a roc is to do so from the moment it hatches, since the chick imprints on the first creature it sees. Acquiring a roc egg is by no means an easy feat, though, and is often a death sentence for the would-be egg-snatcher.

Roc — Creature 9

GARGANTUAN ANIMAL

Perception +18; low-light vision

Skills Acrobatics +15, Athletics +21

Str +8, **Dex** +2, **Con** +5, **Int** –4, **Wis** +1, **Cha** +0

AC 27; **Fort** +20, **Ref** +17, **Will** +16

HP 180

Wing Rebuff ↷ **Trigger** A creature moves from beyond the reach of the roc's wing to within the reach of the roc's wing; **Effect** The roc makes a wing Strike against the triggering creature. If the roc Pushes the creature, it disrupts the triggering move action.

Speed 20 feet, fly 60 feet

Melee ❖ beak +21 (reach 15 feet), **Damage** 2d10+12 piercing

Melee ❖ talon +21 (agile, reach 15 feet), **Damage** 2d8+12 slashing plus Improved Grab (page 359)

Melee ❖ wing +21 (agile, reach 30 feet), **Damage** 2d6+10 bludgeoning plus Improved Push 10 feet (page 359)

Carry A roc can Fly at half Speed while it has a creature grabbed or restrained in either or both of its talons, carrying that creature along with it.

Flying Strafe ❖❖ The roc Flies up to its Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. Each attack takes the normal multiple attack penalty.

Snack A roc gains a +2 circumstance bonus to hit with its beak Strike if the target is grabbed or restrained in its talon.

Sargassum Heap

A sargassum heap is a mass of semi-intelligent seaweed that floats through the ocean, luring in its victims with hallucinogenic spores. Those affected by the spores are drawn towards the heap, envisioning their heart's desire. This might be a lost loved one, a child in need of help, an enchanting mermaid, the promise of dry land, and so on. Once their prey is close enough, the sargassum heap lashes out with its seaweed tendrils and crushes it to death.

SARGASSUM HEAP — CREATURE 6

LARGE AMPHIBIOUS PLANT

Perception +10; wavesense (precise) 60 feet (page 360)
Skills Athletics +17, Stealth +14
Str +5, **Dex** +4, **Con** +5, **Int** –4, **Wis** +2, **Cha** +0

AC 14; **Fort** +17, **Ref** +14, **Will** +10
HP 180; **Immunities** critical hits, precision, unconscious; **Weaknesses** slashing 5; **Resistances** cold 5
Mirage Spores (aura, incapacitation, mental) 120 feet. The sargassum heap constantly produces a field of hallucinogenic spores that causes those affected to see the monster as whatever they desire most. Each creature within the emanation must succeed a DC 22 Will save or become fascinated with the sargassum heap and compelled to move toward it on the creature's turn. Creatures fascinated this way are also off-guard. If the sargassum heap attacks, the fascinated condition ends only for the creature that is attacked. On a successful save, a creature is temporarily immune to mirage spores for 24 hours.

Speed 10 feet, climb 10 feet, swim 25 feet
Melee ❖ tendril +17 (reach 10 feet), **Damage** 2d8+8 bludgeoning plus Grab (page 359)
Constrict ❖ 2d8+3 bludgeoning, DC 23 (page 358)

Doldrums Heap

Though most sargassum heaps divide once they grow too large, occasionally a heap will continue to grow indefinitely. These "doldrum heaps" can tangle and immobilize ships, tearing them apart or feasting on the hapless passengers.

DOLDRUMS HEAP — CREATURE 9

HUGE AMPHIBIOUS PLANT

Perception +15; wavesense (precise) 120 feet
Skills Athletics +21, Stealth +18
Str +6, **Dex** +4, **Con** +5, **Int** –4, **Wis** +2, **Cha** +0

AC 16; **Fort** +21, **Ref** +18, **Will** +15
HP 300; **Immunities** critical hits, mental, precision, unconscious; **Weaknesses** slashing 10; **Resistances** cold 10
Mirage Spores (aura, incapacitation, mental) 300 feet. As sargassum heap, but DC 27.

Speed 20 feet, climb 20 feet, swim 40 feet
Melee ❖ tendril +21 (reach 15 feet), **Damage** 2d12+10 bludgeoning plus Grab (page 359)
Constrict ❖ 1d12+10 bludgeoning, DC 28 (page 358)
Draw In ❖❖ The doldrums heap attempts to Reposition up to three creatures it has grabbed or restrained. These attempts neither apply nor count toward the heap's multiple attack penalty. It can move them into its own space, dealing 1d12+10 bludgeoning damage.

SARGASSUM BULBS

The sargassum heap is littered with spore-producing bulbs. These are what releases its hallucinogenic spores. Many collectors or crafters of strange magical and alchemical concoctions take interest in these bulbs whenever they are properly harvested. A properly harvested bulb may last up to a month in good conditions, while an improperly harvested bulb will wilt within hours of the harvest.



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Satyr Pipes

A satyr's gear is valuable, particularly his fine panpipes. Depending on the type of music they prefer to play, satyrs may be able to cast different 4th-rank spells, such as *laughing fit* or *paranoia*. Satyrs also stow caches of alcohol, rich food, and pieces of fine art (especially erotic art) in hollows and glades they frequent.

Satyr

To a satyr, life is a party and everyone is invited. Notorious for their hedonism, these fey believe there's no greater beauty than can be found in song, drink, indulgent meals, and carnal pleasures. Satyrs use their enchanting songs and natural charm to encourage all manner of people to follow their true desires and free themselves from society's rules. This usually involves enticing mortals to join raucous parties or engage in trysts in moonlit glades. If a potential companion rejects a satyr's advances, however, the satyr has little interest in continuing a conversation and goes off to find more amenable revelers.

The lifestyle of a satyr leaves no room for ongoing affairs or long-term friends. Once his party is over or his lust is satiated, the satyr disappears back into the forest. The offspring satyrs leave behind are satyrs themselves, and they usually end up being taken from their cradles by other fey rather than left in mortals' care. Satyrs are always male.

The untouched beauty of the forest is sacred and precious to a satyr. Brutish intruders who clear-cut trees or massacre animals without eating them risk drawing a satyr's ire. A satyr so provoked uses his spells to undermine foes and attempts to dispatch them either with brutal ambushes or by leading a rush of forest animals to attack.

Other fey, particularly more benevolent fey, look upon satyrs as loutish, embarrassing cousins. They're rarely hostile toward satyrs, but most find them insufferable and advise any mortals they like to steer clear of satyrs' glades.



Satyr — Creature 4

MEDIUM FEY

Perception +10; low-light vision

Languages Common, Fey

Skills Athletics +8, Deception +13, Diplomacy +13, Intimidation +11, Nature +9, Performance +13, Stealth +11, Survival +8

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

Items dagger, panpipes, shortbow (20 arrows), wineskin

Sylvan Wine (emotion, mental, primal) A satyr's wineskin magically enchants any alcohol inside. With an Interact action, a living creature can imbibe the alcohol and gain a +1 item bonus to Will saves and a +3 item bonus to Will saves against fear effects for the following hour. When the wineskin is removed from a satyr's person, the magic remains only until the wine spoils. The wineskin holds up to eight drafts of wine.

AC 19; **Fort** +9, **Ref** +11, **Will** +12

HP 80; **Weaknesses** cold iron 5

Speed 35 feet

Melee ❖ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Ranged ❖ shortbow +14 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 +3 piercing

Ranged ❖ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Primal Innate Spells DC 21; **4th** *charm*, *fear*, *sleep*, *suggestion*; **Cantrips (2nd)** *courageous anthem* (*Pathfinder Player Core* 370), *figment*, *light*, *triple time* (*Player Core* 372), *uplifting overture* (*Player Core* 372)

Fleet Performer When the satyr Plays the Pipes to cast a spell, he can Step or Stride as part of the activity.

Play the Pipes ❖❖❖ (auditory, primal) **Requirements** The satyr is holding a musical instrument; **Effect** The satyr plays a melody on his instrument to cast *charm*, *fear*, *sleep*, or *suggestion* without expending the spell slot. The spell gains the auditory trait and targets all creatures in a 60-foot emanation instead of its usual targets. A creature that succeeds at its Will save against any spell is then temporarily immune from spells played from that satyr's pipes for 1 minute. Satyrs are immune to this music.

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Scarecrow

A ramshackle collection of materials in a human shape, the scarecrow construct is indistinguishable from a normal scarecrow until it slowly creaks to life. As it animates, its carved pumpkin or sackcloth face bursts into eldritch flame, sending fear creeping into the air around it. Each scarecrow is handcrafted and unique in its appearance, though most are 5 to 6 feet tall and constructed of a combination of wood, cloth, rope, straw, sawdust, discarded husks and cobs, and similar materials, all dressed in ragged pastoral garments. This rudimentary construction makes a scarecrow somewhat fragile, prone to snapping limbs in the crush of battle. Yet its structure is adaptable, allowing it to reshape another piece of itself into a clawed limb or grip a severed portion of itself to swat at its foes.

When a scarecrow is created, it must be anointed with a drop of its creator's blood into each of its eyes. This blood soaks into the material and siphons a tiny sliver of the creator's soul away—not enough to harm the creator, but more than enough to imbue the scarecrow with an instinctive intellect that allows it to follow commands as eagerly as a well-trained (if ill-tempered) guard dog. When a scarecrow is destroyed, the blood leaks back out from its eyes, but the portion of the creator's soul never returns.

Scarecrow — Creature 4

MEDIUM CONSTRUCT

Perception +11; darkvision
Skills Athletics +12
Str +5, **Dex** +2, **Con** +3, **Int** –4, **Wis** +3, **Cha** –2

AC 19; **Fort** +13, **Ref** +8, **Will** +11
HP 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fear, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** fire 5; **Resistances** physical 5 (except slashing)

Scarecrow's Leer (aura, emotion, fear, mental, occult, visual) 40 feet. The scarecrow's eyes flicker with an unnerving glow. A creature can't reduce its frightened condition below 1 as long as it's in the aura. When a creature enters or starts its turn in the aura, it must attempt a DC 18 Will save. Birds and other avian creatures take a –2 circumstance penalty to this save.
Critical Success The creature is unaffected and is then temporarily immune for 24 hours.
Success The creature is frightened 1.
Failure The creature is frightened 2 and is fascinated by the scarecrow until the end of its next turn.
Critical Failure As failure, but frightened 3.

Speed 20 feet
Melee ❖ claw +13 (versatile S), **Damage** 2d6+7 bludgeoning plus clawing fear
Baleful Glow ❖ (concentrate, mental, light, occult) The scarecrow's head bursts into ghostly, heatless flame that sheds bright light in a 20-foot emanation (and dim light to the next 20 feet). If the scarecrow uses this ability on the first round of combat, any creature that has not acted yet is startled, becoming off-guard against the scarecrow for 1 round. The scarecrow can suppress the light by using this action again.
Clawing Fear The scarecrow's strikes deal an additional 1d6 mental damage to frightened creatures.
Mundane Appearance ❖ (concentrate) Until it acts, the scarecrow resembles an ordinary scarecrow. It has an automatic result of 32 on Deception checks and DCs to pass as an ordinary scarecrow.

Odds and Ends

Scarecrows hold a certain liminal space that is inhabitable by spirit creatures. Ghosts (page 160) in particular can use their malevolent possession on a scarecrow as if it were a living creature, using them as vehicles to escape their site-bound nature and so further spread their murder and mayhem.







GIANT SCORPION

SCORPION VENOM

Though scorpions are often symbols of death or evil, their venom can be extracted and used for a wide variety of medical applications. A character can milk an incapacitated giant scorpion to extract raw scorpion venom, which can be used as raw materials to craft giant scorpion venom or lesser antiplague. To determine the value of ingredients you gain each day and the DC of the appropriate Medicine or Lore check, use the 3rd-level task entry in on the Income Earned table (*Player Core* 229).

SCORPION

Chitinous scourges of deserts, forests, savannas, and badlands, scorpions are deadly arachnids with powerful pincers and a painful sting. Scorpions can be found in nearly every climate, where they hunt their prey with a mixture of patient stealth and raw strength. Most scorpions live in underground burrows, either as lone hunters or part of a larger colony. These arachnids are so feared and dangerous that in many cultures, they are treated as deities or dualistic symbols of both death and protection from said death.

Giant Scorpion

These massive, terrifying arachnids are typically 8 feet long from head to the base of the tail. Giant scorpions are the favored pack animals and war beasts of various desert-dwelling creatures, particularly kholos (page 208). They are most commonly encountered in the wild, however. There they lair in mountainside caves or burrow beneath shallow layers of sand where they lie in wait for prey to wander near.

GIANT SCORPION — CREATURE 3

LARGE ANIMAL

Perception +9; darkvision, tremorsense (imprecise) 60 feet
Skills Athletics +11, Stealth +7
Str +4, **Dex** +2, **Con** +3, **Int** –5, **Wis** +2, **Cha** –4

AC 18; **Fort** +12, **Ref** +9, **Will** +7
HP 45
Reactive Strike ↻ Stinger only (page 359).

Speed 40 feet
Melee ❖ pincer +11 (agile, reach 10 feet), **Damage** 1d8+6 slashing plus Grab (page 359)
Melee ❖ stinger +11 (reach 10 feet), **Damage** 1d6+6 piercing plus giant scorpion venom
Constrict ❖ 1d6+4 bludgeoning, DC 20 (page 358)
Giant Scorpion Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

Scorpion Swarm

While a single scorpion is itself a menace, swarms of these vermin can be outright devastating. These skittering droves of death swiftly bring down their prey before devouring everything short of the victim's bones.

SCORPION SWARM — CREATURE 4

LARGE ANIMAL SWARM

Perception +11; darkvision
Skills Acrobatics +11, Athletics +6, Stealth +11
Str +0, **Dex** +5, **Con** +2, **Int** –5, **Wis** +0, **Cha** –4

AC 21; **Fort** +10, **Ref** +13, **Will** +8
HP 55; **Immunities** grapple, precision, prone, restrained, swarm mind (page 360); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 3, piercing 7, slashing 7

Speed 25 feet
Scorpion Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)
Swarming Stings ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) and is exposed to scorpion venom.

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Sea Serpent

These fabled beasts resemble massive snakes with long rows of finned spines down their back. Temperamental and territorial, sea serpents can capsize a boat with ease, and most won't hesitate to do so when hungry or threatened. Stories abound of aggrieved captains who spend their entire lives hunting down the elusive monster that sunk their ships and took their livelihoods. These hunts rely on rumors and glimpses of the beasts, as few survive the catastrophes wrought by sea serpents.

While many fishermen's tales paint sea serpents as divinely appointed guardians of the ocean or as evil and demonic agents, the truth is that most sea serpents are simply very large beasts with a knack for avoiding magical detection.

Sea Serpent — Creature 12

GARGANTUAN ANIMAL AQUATIC

Perception +22; darkvision

Skills Acrobatics +18, Athletics +26 (+28 to Swim), Stealth +28

Str +8, **Dex** +4, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

Undetectable (primal) A sea serpent automatically tries to counteract any detection, revelation, or scrying effect attempted against it, using its Stealth modifier for its counteract modifier.

AC 35; **Fort** +25, **Ref** +21, **Will** +21

HP 210

Speed 20 feet, swim 60 feet

Melee ❖ jaws +27 (reach 20 feet), **Damage** 3d10+14 piercing plus Grab (page 359)

Melee ❖ tail +27 (agile, reach 30 feet), **Damage** 2d10+14 bludgeoning plus Grab (page 359)

Ranged ❖ water spout +25 (brutal, range increment 100 feet, water), **Damage** 2d6+12 bludgeoning plus sea serpent algae

Capsize ❖ (attack) The sea serpent attempts to capsize an aquatic vessel of its size or smaller that it's adjacent to. It must succeed at an Athletics check with a DC of 35 (reduced by 5 for each size smaller than the sea serpent) or the pilot's Sailing Lore DC, whichever is higher.

Constrict ❖ 1d10+14 bludgeoning, DC 32 (page 358)

Sea Serpent Algae (incapacitation, poison) The water in the ballast organs around the sea serpent's neck is full of psychotropic algae. **Saving Throw** DC 34 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** confused and, if flying, spends its first action each turn to descend 20 feet (1 round); **Stage 2** confused and, if flying, descends until reaching the ground or water below (1 round)

Spine Rake ❖❖ (attack) The sea serpent extends the spines along its back and Swims or Strides. Each creature the serpent is adjacent to at any point during its movement takes 4d6+8 slashing damage with a DC 32 basic Reflex save.

Swallow Whole ❖ (attack) Huge, 2d10+6 bludgeoning, Rupture 20 (page 360)



Shipwreck Lairs

While an underwater cave will do, sea serpents prefer to "build" lairs by sinking ships. A sea serpent might even create a massive underwater graveyard by crashing several ships in the same location and letting the debris stack up on the ocean floor.



Ancient Wish

The most important story in sedacthy oral history tells of impressing a powerful faydhaan genie (page 158) in a game of wordplay and being granted the ability to speak with all creatures worthy of wisdom. As a result, faydhaans are held in special regard and are among the few that can broker peace with sedacthies.

Sedacthy

Sedacthies are amphibious, fish-like humanoids who lurk in Golarion's oceans and are known for leading their animal servants ashore to devour air breathers. When an entire fishing village disappears overnight, sedacthies are the first suspects. Sedacthies pride themselves as natural leaders, with ambition limited only by their strict adherence to hierarchy. A sedacthy's station is determined by the strength of the animal servants they press into service, and the mettle they prove during hunts and in battles against outsiders.

Sedacthy Scout

Scouts, usually young sedacthies, ply the ocean in search of animal servants or tread ashore to hunt. Scouts hunting on the surface press crocodiles and snakes into service, while those underwater prefer electric eels and hippocampi.

SEDACTHY SCOUT — CREATURE 2

MEDIUM AMPHIBIOUS HUMANOID SEDACTHY

Perception +9; darkvision, wavesense 30 feet (page 360)
Languages Thalassic; sea speech
Skills Athletics +8, Intimidation +9, Stealth +8, Survival +7
Str +4, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +3
Items spear

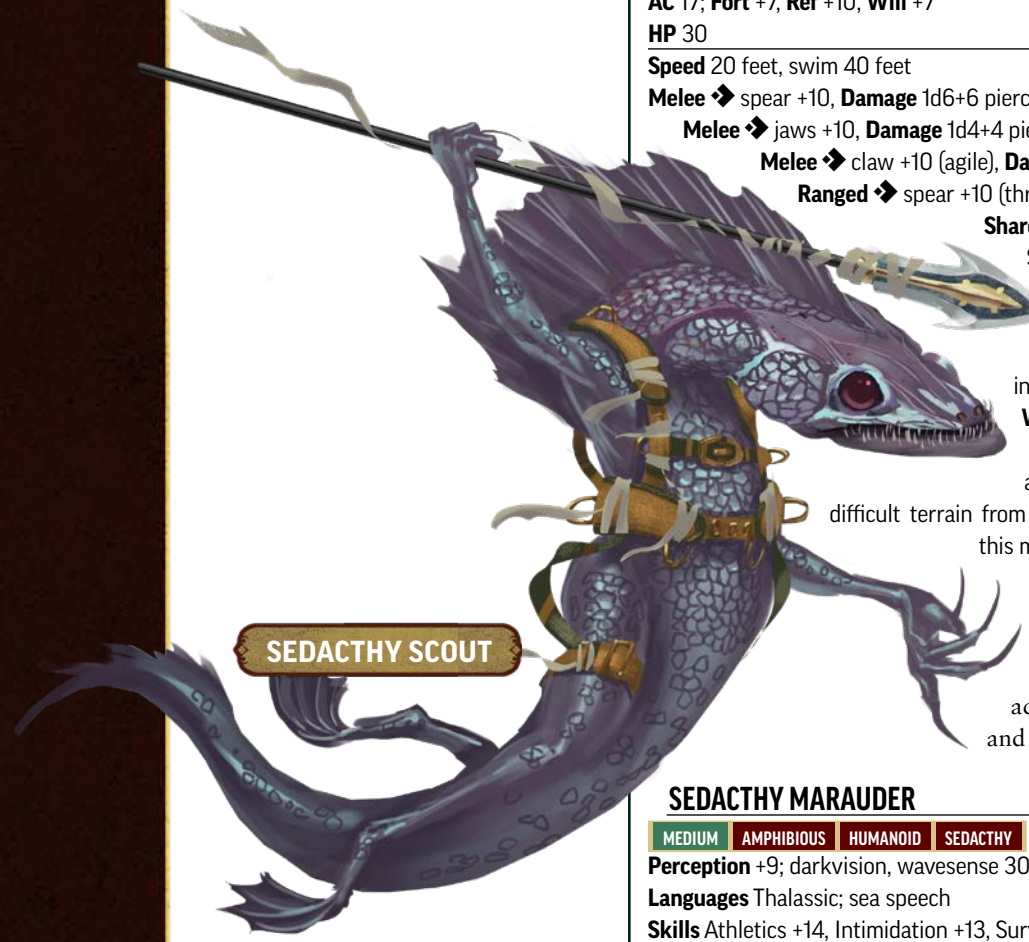
Sea Speech A sedacthy speaking Thalassic can be understood by any animal that has a swim Speed or the amphibious or aquatic trait. By spending a week regularly interacting with such an animal, the sedacthy can make it permanently helpful.

AC 17; **Fort** +7, **Ref** +10, **Will** +7
HP 30

Speed 20 feet, swim 40 feet
Melee ❖ spear +10, **Damage** 1d6+6 piercing
Melee ❖ jaws +10, **Damage** 1d4+4 piercing plus 1d4 persistent bleed
Melee ❖ claw +10 (agile), **Damage** 1d6+4 slashing
Ranged ❖ spear +10 (thrown 20 feet), **Damage** 1d6+4 piercing

Shared Feast ❖❖ The sedacthy makes a jaws Strike. If it hits, an ally of their choice can spend a reaction to make a jaws Strike against the same target. Allies with beaks or similar attacks can use those instead of jaws.

Wriggling Rush ❖ **Frequency** once per round; **Effect** The scout takes a Stride action and a Swim action, in either order. They ignore difficult terrain from mud, quicksand, and similar terrain during this movement.



Sedacthy Marauder

Physically imposing sedacthies prove their status by controlling dangerous aquatic creatures like great white sharks and giant moray eels.

SEDACTHY MARAUDER — CREATURE 4

MEDIUM AMPHIBIOUS HUMANOID SEDACTHY

Perception +9; darkvision, wavesense 30 feet (page 360)
Languages Thalassic; sea speech
Skills Athletics +14, Intimidation +13, Survival +9
Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +1, **Cha** +3
Items breastplate, spear (2)

Sea Speech As sedacthy scout.

AC 19; **Fort** +14, **Ref** +9, **Will** +9
HP 75
Vengeful Throw ↷ **Trigger** The marauder takes damage from a creature 20 feet or further away; **Effect** The marauder makes a ranged spear Strike against the triggering creature. This attack doesn't take a range increment penalty if the target is within the second range increment.

Speed 20 feet, swim 40 feet
Melee ❖ spear +14, **Damage** 1d6+10 piercing
Melee ❖ jaws +14, **Damage** 1d4+8 piercing plus 1d4 persistent bleed
Melee ❖ claw +14 (agile), **Damage** 2d4+8 slashing
Ranged ❖ spear +11 (thrown 20 feet), **Damage** 1d6+10 piercing
Challenging Shriek ❖ (auditory, emotion, fear, mental) The marauder unleashes a terrifying battle cry. Each enemy in a 30-foot emanation must attempt a DC 21 Will save. Regardless of the results, creatures are 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 immobilized for 1 round and frightened 3.
Shared Feast ❖❖ As sedacthy scout.

Sedacthy Speaker

High-ranking sedacthies are expected to both plan campaigns and wade into battle. These speakers achieve their rank by accumulating several large servants or a single massive creature like a megalodon.

SEDACTHY SPEAKER CREATURE 6

MEDIUM AMPHIBIOUS HUMANOID SEDACTHY

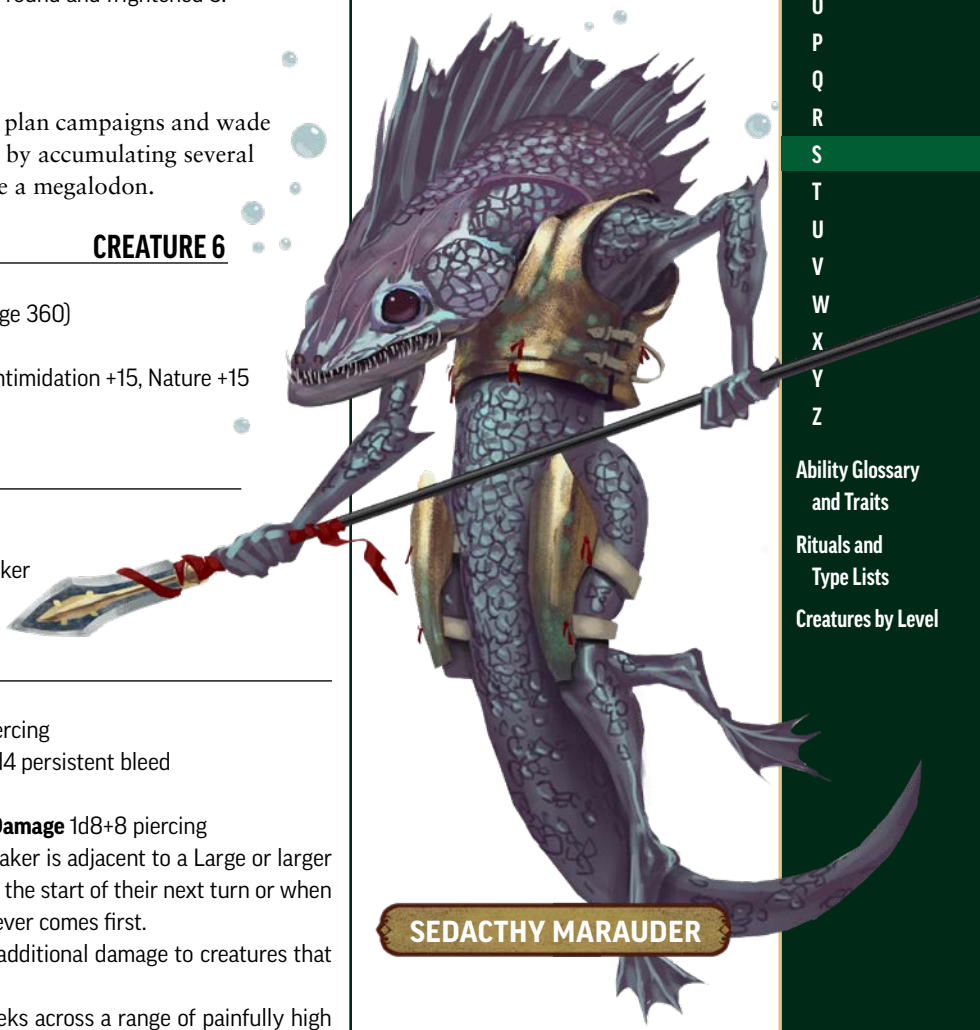
Perception +15; darkvision, wavesense 30 feet (page 360)
Languages Thalassic; sea speech
Skills Athletics +16, Crafting +14, Diplomacy +13, Intimidation +15, Nature +15
Str +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5
Items *+1 trident*
Sea Speech As sedacthy scout.

AC 23; **Fort** +14, **Ref** +13, **Will** +15
HP 95
Speaker's Privilege ↷ **Trigger** The sedacthy speaker takes damage; **Requirements** The sedacthy speaker has cover from an animal ally; **Effect** The animal takes the damage instead.

Speed 20 feet, swim 40 feet
Melee ❖ *trident* +17 (magical), **Damage** 1d8+10 piercing
Melee ❖ jaws +16, **Damage** 1d6+8 piercing plus 1d4 persistent bleed
Melee ❖ claw +16 (agile), **Damage** 1d6+8 slashing
Ranged ❖ *trident* +14 (magical, thrown 20 feet), **Damage** 1d8+8 piercing
Animal Shield ❖ **Requirements** The sedacthy speaker is adjacent to a Large or larger animal ally; **Effect** The speaker gains cover until the start of their next turn or when they're no longer adjacent to the animal, whichever comes first.
Exploit Weakness The speaker's Strikes deal 1d6 additional damage to creatures that are frightened or sickened.
Painful Cry ❖❖ (mental, sonic) The sedacthy shrieks across a range of painfully high tones, dealing 3d6 sonic damage and 1d6 mental damage to all creatures in a 30-foot cone, with a DC 23 basic Fortitude save. A creature that fails its save is sickened 1.
Shared Feast ❖❖ As sedacthy scout.
Swim Together ❖❖ **Requirements** The speaker is adjacent to an animal ally; **Effect** The speaker and the animal both Swim, ending their movement adjacent to one another.

FLESHWARPING

Sedacthies' constant drive to strengthen their animal servants has led to generations of experiments in fleshwarping and body modification. Those most seen by land dwellers include mucus glands that keep the gills wet, allowing breathing in air, and implanted crab legs, granting a land Speed of 15 feet.



SEDACTHY MARAUDER

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Serpentfolk

Before their ancient clash with humanity devastated their civilization, serpentfolk were masters of a sprawling underground empire. Their power was shattered and their god Ydersius decapitated (although not quite slain). The cunning, intelligence, and magical abilities of serpentfolk have diminished from their ancient heights, and most are born without these boons. This is partially the result of cruel genetic meddling among serpentfolk—though the ruling class, zyss, are born with an innate spellcasting ability, their blood runs thin, making them susceptible to wounds. Seen as the failures of the serpentfolk's experiments are the aapophs, who are strong but prone to mutation and lack innate spellcasting.

Today, the central realm of the Darklands retains the old name of the serpentfolk empire that once dominated this region—Sekamina. This name is also the source of the serpentfolk's Aklo title, sekmin, which they are often called in ancient texts. Serpentfolk dominion had declined before ghouls, gugs, umbral gnomes, and other forces. Yet their recent ventures have brought them back to a stronger place in the Darklands. Many serpentfolk sleeping in torpor in secluded vaults have awakened.

Zyss serpentfolk tend toward megalomania, with dreams of returning to their place of dominance. Many of their plans hinge on resurrecting Ydersius, their decapitated god. His headless body still thrashes about, mindless, in the Darklands, waiting to be reunited with his lost skull. Serpentfolk numbers are so small that reclaiming their dominance seems a distant dream, especially since their reproduction is slow. Though a parent can birth a dozen young at once, the gestation period lasts up to a decade, and the likelihood that even one will be zyss is low. There's no telling whether a child will be zyss or aapoph, regardless of parentage. A coveted zyss child is just as likely to arise from aapoph parents as from two zyss, and every serpentfolk colony has someone in charge of sorting the young, identifying the earliest signs of magic in them.

Serpentfolk Magic

Some serpentfolk might have entirely different innate spells. These alternative spells are typically illusions, mental spells, or divinatory magic. Examples, listed by their minimum rank, include: **6th** *mislead*, *zealous conviction*; **5th** *mind probe*; **4th** *honeyed words*; **3rd** *dream message*, *enthrall*, *mind reading*; **2nd** *invisibility* (self only); **1st** *mindlink*, *phantom pain*. Aapoph serpentfolk lack innate spells.



ZYSS SERPENTFOLK

Ydersius

The serpentfolk deity Ydersius was defeated by an Azlanti heroine named Savith in the era before Earthfall, and now the so-called Headless King's body prowls aimlessly in the Darklands. Reduced to a feral, animalistic existence, Ydersius is unaware of his great legacy and former dominion. Ydersius's symbol is a snake's skull surrounded by a skeletal ouroboros.

YDERSIUS

Edicts seek to return Ydersius to life, fulfill your passions, conquer your foes with no mercy, achieve glory for serpentkind
Anathema put the needs of others above those of serpentfolk, aid the spawn of Azlant
Divine Attribute Dexterity or Charisma
Cleric Spells 1st: *phantom pain*, 5th: *toxic cloud*, 6th: *mask of terror*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Deception
Domains ambition, indulgence, might, zeal
Favored Weapon dagger

Zyss Serpentfolk

Even the least among zyss serpentfolk consider themselves greater than any mammal. Their magical abilities, most notably their telepathy, are all the reason they need to hold this view. And it's true enough that the instinctual skill and magic of any zyss is enough to best the average human.

ZYSS SERPENTFOLK CREATURE 2

UNCOMMON MEDIUM HUMANOID SERPENTFOLK

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Sakvroth; telepathy 100 feet (page 360)
Skills Acrobatics +8, Arcana +8, Deception +9, Occultism +8, Society +8
Str –1, **Dex** +4, **Con** –2, **Int** +4, **Wis** +2, **Cha** +3
Items dagger, shortbow (30 arrows)

AC 18; **Fort** +4, **Ref** +8, **Will** +8 (+4 status vs. mental); +1 status to all saves vs. magic
HP 25; **Resistances** poison 5
Thin of Blood Zyss serpentfolk recover slowly from injuries. When they take physical damage from a critical hit, they gain 1d4 persistent bleed damage. They take a –2 circumstance penalty to flat checks to recover from persistent damage and saving throws against afflictions.

Speed 25 feet
Melee ❖ fangs +10 (finesse), **Damage** 1d6+1 piercing plus serpentfolk venom
Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+1 piercing plus serpentfolk venom
Ranged ❖ shortbow +10 (deadly d10, range increment 60 feet), **Damage** 1d6+2 piercing plus serpentfolk venom
Occult Innate Spells DC 18; **4th** *suggestion*; **2nd** *blur* (self only; at will); **1st** *illusory disguise* (at will), *ventriloquism* (at will)
Serpentfolk Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

Aapoph Serpentfolk

Aapophs possess greater strength and stronger venom than their zyss kin, but they lack zyss's innate magic. Unlike their selfish superiors, aapophs are communal and group together to hunt, wrestle, and sleep curled together in pits.

Aapophs often have physical mutations—horns, vestigial tails, or spines protruding from their scales—yet these have little impact on their overall combat prowess—and combat prowess is the measure by which zyss judge them.

AAPOPH SERPENTFOLK CREATURE 3

MEDIUM HUMANOID MUTANT SERPENTFOLK

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Aklo, Sakvroth; telepathy 100 feet (page 360)
Skills Acrobatics +7, Athletics +11, Intimidation +6
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** –1
Items scimitar

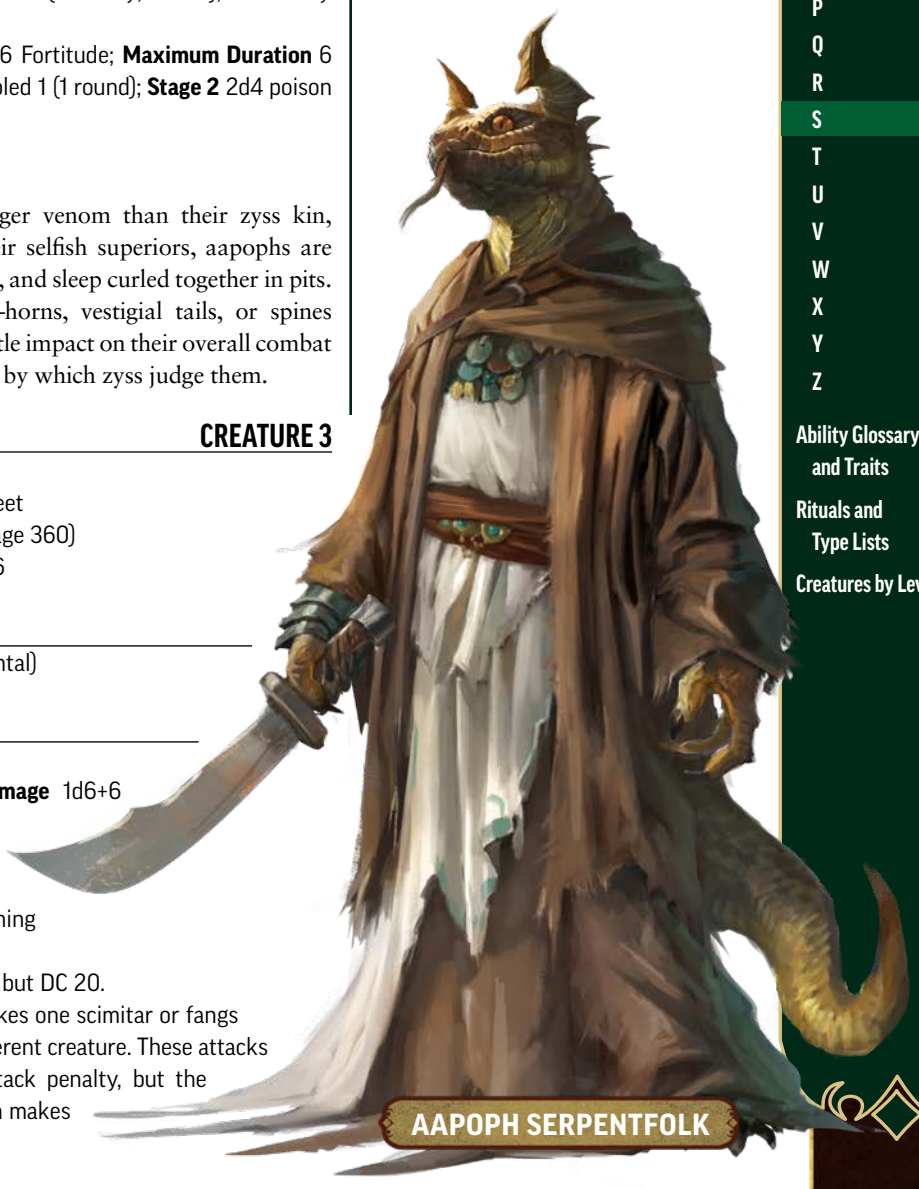
AC 18; **Fort** +10, **Ref** +7, **Will** +6 (+2 status vs. mental)
HP 60; **Resistances** poison 5
Reactive Strike ↻ (page 359)

Speed 25 feet
Melee ❖ scimitar +11 (forceful, sweep), **Damage** 1d6+6 slashing
Melee ❖ fangs +11, **Damage** 1d8+6 piercing plus serpentfolk venom
Melee ❖ tail +11 (agile), **Damage** 1d6+6 bludgeoning plus Knockdown (page 359)
Serpentfolk Venom (poison) As zyss serpentfolk, but DC 20.
Slithering Attack ❖ The aapoph serpentfolk makes one scimitar or fangs Strike and one tail Strike, each targeting a different creature. These attacks both count toward the aapoph's multiple attack penalty, but the penalty doesn't increase until after the aapoph makes both attacks.

AAPOPH MUTATIONS

Aapophs are prone to mutations, which you can choose or roll using a d%.

1–45	No mutation
46–56	Dual tail
57–66	Additional fangs
67–84	Hooded neck
85–91	Horns
92–96	Additional, vestigial head
97–100	Spiny scales



AAPOPH SERPENTFOLK

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ZYSS STRIFE

A serpentfolk conclave with just a few zyss is functional, but one with a large number becomes fractious. Cults and societies form, all pursuing their own passions and politics, with scheming and backstabbing running rampant. A powerful priest may be able to bring other zyss to heel, but many zyss question why a priest should be in charge if their god is dead. Thriving on decadence, zyss crave receiving expensive gifts, gorging themselves on massive meals, and pursing arts such as music, poetry, or sculpture.

Coil Spy

Some serpentfolk undergo intense ritual training and practice to improve their innate ability to disguise themselves. These serpentfolk often identify as members of a sinister society known as the Coils of Ydersius, and the most devoted of their number seek out methods of reincarnating into new forms to infiltrate enemy societies even more efficiently. Coil spies train in methods of infiltrating other societies to such an extent that they might be capable of infiltrating a mammalian civilization for years. Though they're expected to work entirely toward the eventual triumph of their people, most Coil spies also find personal pursuits. When Coil spies get caught, it's rarely due to a lack of skill, but rather to their arrogance or recklessness as they pursue their hedonistic desires.

COIL SPY — CREATURE 4

UNCOMMON MEDIUM HUMANOID SERPENTFOLK

Perception +10; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Dwarven, Gnomish, Sakvroth; telepathy 100 feet (page 360)
Skills Acrobatics +10, Deception +13, Diplomacy +11, Intimidation +11, Occultism +10, Society +10, Stealth +12, Thievery +12
Str +2, **Dex** +4, **Con** +1, **Int** +4, **Wis** +2, **Cha** +5
Items hand crossbow (20 bolts), spider venom (2), shortsword, thieves' toolkit

AC 22; **Fort** +9, **Ref** +12, **Will** +10 (+4 status vs. mental); +1 status to all saves vs. magic
HP 48; **Resistances** poison 5
Thin of Blood As zyss serpentfolk.

Speed 25 feet
Melee ❖ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+5 piercing plus serpentfolk venom
Melee ❖ fangs +14 (finesse), **Damage** 1d6+5 piercing plus serpentfolk venom
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+3 piercing plus serpentfolk venom or spider venom
Occult Innate Spells DC 21; **4th** *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *blur* (self only; at will); **1st** *ventriloquism* (at will)
Deceptive Reposition ❖ The Coil spy Strides up to half their Speed and attempts a Feint, in either order.
Maintain Disguise A Coil spy can maintain an ongoing *illusory disguise* as long as they are conscious without having to re-cast the spell; they need only Cast the Spell again to reassume their *illusory disguise* if they wish to change their appearance or if the active spell is dispelled. Coil spies typically seek privacy when they need to sleep, as an ongoing *illusory disguise* ends an hour after they fall unconscious.
Serpentfolk Venom (poison) As zyss serpentfolk, but DC 19.
Sneak Attack The Coil spy's Strikes deal an extra 2d6 precision damage to off-guard creatures.



Aapoph Granitescale

The mutated aapophs dubbed granitescales have bulky frames covered in hard gray plates. These scales offer protection but shed when struck with too much force. Granitescales like to carve their shed scales into small chips and attach them as rattles to their spears. Many an unsuspecting victim has heard the hiss of a granitescale's rattle too late.

AAPOPH GRANITESCALE — CREATURE 6

MEDIUM HUMANOID MUTANT SERPENTFOLK

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Sakvroth; telepathy 100 feet (page 360)
Skills Acrobatics +14, Athletics +15, Intimidation +15
Str +5, **Dex** +4, **Con** +4, **Int** –1, **Wis** +1, **Cha** +1
Items javelin (5), longspear

AC 24 (22 with shed scales); **Fort** +16, **Ref** +14, **Will** +11 (+2 status vs. mental)
HP 120; **Resistances** poison 5
Chipping Scales ↻ **Frequency** once per day; **Trigger** The granitescale is about to take piercing or slashing damage; **Effect** The granitescale twists to take the blow on their hardest scales, which they shed to reduce the incoming force. The granitescale gains resistance 15 to the damage, but their AC is reduced by 2 for 1 day, when the shed scales regrow.
Reactive Strike ↻ (page 359)

Speed 25 feet
Melee ❖ longspear +17 (reach 10 feet), **Damage** 1d8+11 piercing
Melee ❖ fangs +17, **Damage** 1d8+11 piercing plus serpentfolk venom
Ranged ❖ javelin +16 (range increment 30 feet), **Damage** 1d6+11 piercing
Rattling Spear ❖ (auditory, emotion, mental) **Requirements** The granitescale's last action was a successful longspear Strike; **Effect** The granitescale rattles the base of their spear, attempting an Intimidation check to Demoralize all enemies within 30 feet (compare the check result to the targets' Will DCs individually).
Serpentfolk Venom (poison) As zyss serpentfolk, but DC 22.

Bone Prophet

The speakers for the dead known as bone prophets hold an esteemed place as voices for their decapitated god. Burial rites, necromantic rituals, and the delivery of cryptic utterances supposedly whispered to them by Ydersius all fall under the dominion of these priests.

BONE PROPHET CREATURE 8

UNCOMMON MEDIUM HUMANOID SERPENTFOLK

Perception +15; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Necril, Sakvroth; telepathy 100 feet (page 360)
Skills Arcana +15, Deception +18, Intimidation +16, Occultism +17, Religion +19, Society +15, Stealth +13
Str +3, **Dex** +3, **Con** +2, **Int** +5, **Wis** +5, **Cha** +6
Items *invisibility potion*, religious symbol of Ydersius, *+1 striking staff*

AC 27; **Fort** +14, **Ref** +15, **Will** +19 (+4 status vs. mental); +1 status to all saves vs. magic
HP 115; **Resistances** poison 10
Thin of Blood As zyss serpentfolk, but 2d4.

Speed 25 feet
Melee ❖ staff +18 (magical, two-hand d8), **Damage** 2d4+9 bludgeoning
Melee ❖ fangs +17 (finesse), **Damage** 2d6+9 piercing plus serpentfolk venom
Divine Spontaneous Spells DC 28, attack +20; **4th** (3 slots) *fly*, *harm*, *read omens*, *talking corpse*; **3rd** (4 slots) *bind undead*, *blindness*, *chilling darkness*, *vampiric feast*; **2nd** (4 slots) *blood vendetta*, *darkness*, *resist energy*, *see the unseen*; **1st** (4 slots) *bane*, *command*, *fear*, *ventriloquism*; **Cantrips (4th)** *detect magic*, *guidance*, *light*, *read aura*, *void warp*
Occult Innate Spells DC 28; **6th** *dominate*; **5th** *illusory scene*, *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *blur* (self only; at will); **1st** *ventriloquism* (at will)
Rituals DC 28; *create undead*
Raise Serpent ❖❖❖ (divine) **Frequency** once per day; **Effect** The bone prophet animates corpses of snakes, serpentfolk, or similar serpentine creatures within a 30-foot emanation. Any flesh on the bodies sloughs off, and they rise as skeletons. The bone prophet can raise one Large creature as a skeletal giant or up to three Medium creatures as skeletal champions (page 312); the equipment and attacks might be different depending on the corpses' possessions. These skeletons have the minion trait and are under the bone prophet's control; the bone prophet can give all these minions the same command with a single action that has the concentrate trait. Any skeletal minions that still remain after 10 minutes crumble to dust.
Serpentfolk Venom (poison) As zyss serpentfolk, but DC 26.

ABOVE THE SURFACE

A small number of serpentfolk settlements dot Golarion's surface, most of them in humid, remote jungles, far-flung islands, or at the mouths of caverns. It's rare for such a settlement to number more than a few dozen serpentfolk. They rely primarily on aapophs to build their power bases, to defend them, and to perform essentially all the practical functions of their society. This includes providing food, crafting goods, and tending to the zyss's every need.


BONE PROPHET

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Shadowy Dwellings

Shadows might lurk in any dimly lit area—a corner in a crumbling ruin, a room lit by flickering candles, or a shaded forest at dusk. They travel to and from the Netherworld, though it is unclear if they do so via their own magic or by aligning themselves with a more powerful being capable of such planar shifting.

Shadow

The mysterious undead known as shadows lurk in dark places and feed on those who stray too far from the light.

SHADOW — CREATURE 4

MEDIUM INCORPOREAL UNDEAD UNHOLY

Perception +10; darkvision

Languages Necril

Skills Acrobatics +10, Stealth +14

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

AC 20; **Fort** +8, **Ref** +14, **Will** +12

HP 40, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 5 (except force, *ghost touch*, spirit, or vitality; double resistance against non-magical)

Light Vulnerability Attacks against the shadow are treated as magical if made by a creature who is in magical light or with an object that is in magical light (such as from the *light* spell).

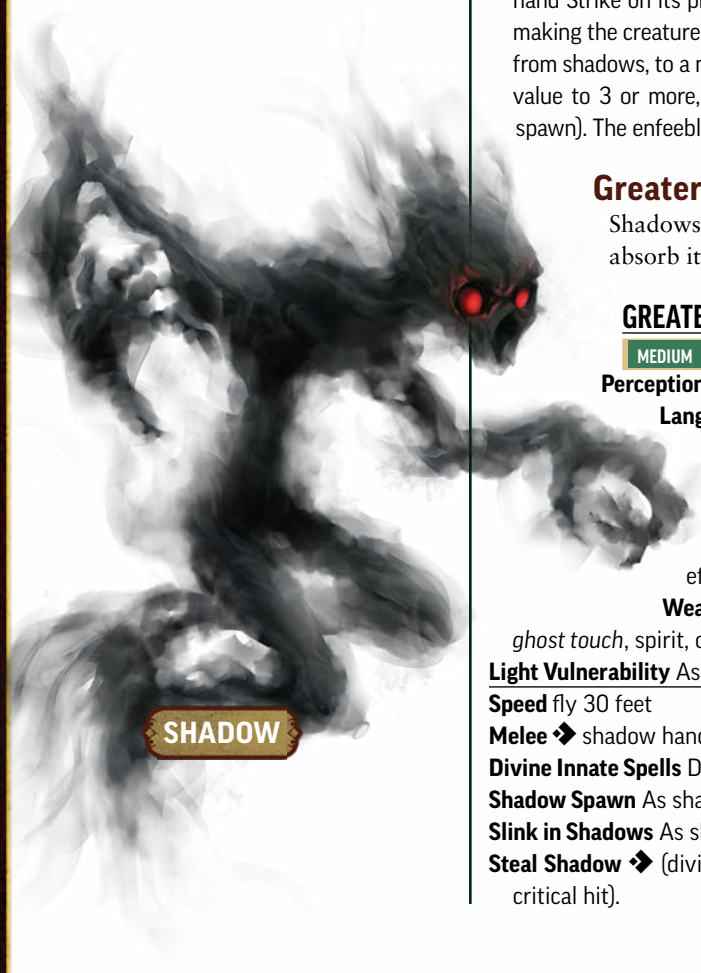
Speed fly 30 feet

Melee ❖ shadow hand +15 (finesse, magical), **Damage** 2d6+3 void

Shadow Spawn When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have Steal Shadow and is perpetually and incurably clumsy 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.

Steal Shadow ❖ (divine) **Requirements** The shadow hit a living creature with a shadow hand Strike on its previous action; **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 1. This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). The enfeebled value from Steal Shadow decreases by 1 every hour.



Greater Shadow

Shadows that spend long amounts of time on the Netherworld and absorb its magic become greater shadows.

GREATER SHADOW — CREATURE 7

MEDIUM INCORPOREAL UNDEAD UNHOLY

Perception +14; darkvision

Languages Necril

Skills Acrobatics +16, Stealth +20

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

AC 24; **Fort** +11, **Ref** +18, **Will** +15

HP 75, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 10 (except force, *ghost touch*, spirit, or vitality; double resistance against non-magical)

Light Vulnerability As shadow.

Speed fly 30 feet

Melee ❖ shadow hand +18 (finesse, magical), **Damage** 2d10+6 void

Divine Innate Spells DC 25; **2nd** *darkness* (at will)

Shadow Spawn As shadow, but the spawn isn't clumsy.

Slink in Shadows As shadow.

Steal Shadow ❖ (divine) As shadow, but causes enfeebled 2 (or enfeebled 3 on a critical hit).

Shark

Sharks of all shapes and sizes have stalked the oceans, largely unchanged, since primordial times. They are efficient, ruthless predators with multiple rows of razor-sharp teeth capable of rending prey in an instant. Their uncanny ability to smell blood in the water means sharks might show up at any scene of aquatic carnage.

Great White Shark

An apex predator among the coastal surface waters where it hunts, the great white shark is one of the largest shark species. These silent killers glide gracefully through the ocean, always in search of their next meal.

GREAT WHITE SHARK — CREATURE 4

HUGE ANIMAL AQUATIC

Perception +11; blood scent, scent (imprecise) 100 feet
Skills Athletics +14, Stealth +12, Survival +9
Str +6, **Dex** +2, **Con** +4, **Int** –4, **Wis** +1, **Cha** –4
Blood Scent The shark can smell blood in the water from up to 1 mile away.

AC 21; **Fort** +12, **Ref** +10, **Will** +9
HP 60

Speed swim 40 feet
Melee ❖ jaws +14, **Damage** 1d12+8 piercing
Breach ❖❖ The shark Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the shark splashes back down into the water.
Savage ❖ **Requirements** The shark hit with a jaws Strike on its most recent action this turn; **Effect** The creature the shark hit takes 1d12 slashing damage.
Strafing Chomp ❖ The shark Swims up to half its swim Speed, makes a jaws Strike, and then Swims up to half its Speed further. The Strike deals half damage.

Megalodon

Prehistoric sharks of incredible size, strength, and ferocity, megalodons scour waters deep and shallow to sate their considerable hunger. The presence of a megalodon undeniably affects the local aquatic ecosystem.

MEGALODON — CREATURE 9

GARGANTUAN ANIMAL AQUATIC

Perception +20; blood scent, scent (imprecise) 100 feet
Skills Athletics +21, Stealth +19, Survival +16
Str +8, **Dex** +2, **Con** +5, **Int** –4, **Wis** +3, **Cha** –2
Blood Scent As great white shark.

AC 27; **Fort** +21, **Ref** +16, **Will** +17
HP 180

Speed swim 80 feet
Melee ❖ jaws +22 (reach 10 feet), **Damage** 2d12+10 piercing plus Improved Grab (page 359)
Melee ❖ tail +22 (agile, reach 15 feet), **Damage** 2d8+10 piercing plus Push 15 feet (page 359)
Breach ❖ (attack, move) As great white shark, but the megalodon's reach allows it to attack a creature up to 35 feet above the surface of the water (or 40 feet with its tail).
Savage ❖ As great white shark, but 2d12 slashing damage.
Swallow Whole ❖ (attack) Huge, 2d8+5 bludgeoning, Rupture 20 (page 360)

WHEN SHARKS ATTACK

Contrary to popular belief, sharks are not particularly fond of humanoids as meals. Only under the right conditions—such as when food is scarce or the shark mistakes its victim for a seal—will a shark attack a swimmer or small boat. Such occasions are traumatic enough for survivors to perpetuate the myth of sharks hunting people.



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Ancient Guardians

The practice of conjuring and binding shining children to serve as guardians of important locations was a popular one in Thassilon. Even today, thousands of years after this empire's fall, adventurers can still encounter shining children in ancient ruins, guarding treasures and forgotten lore from the distant past.

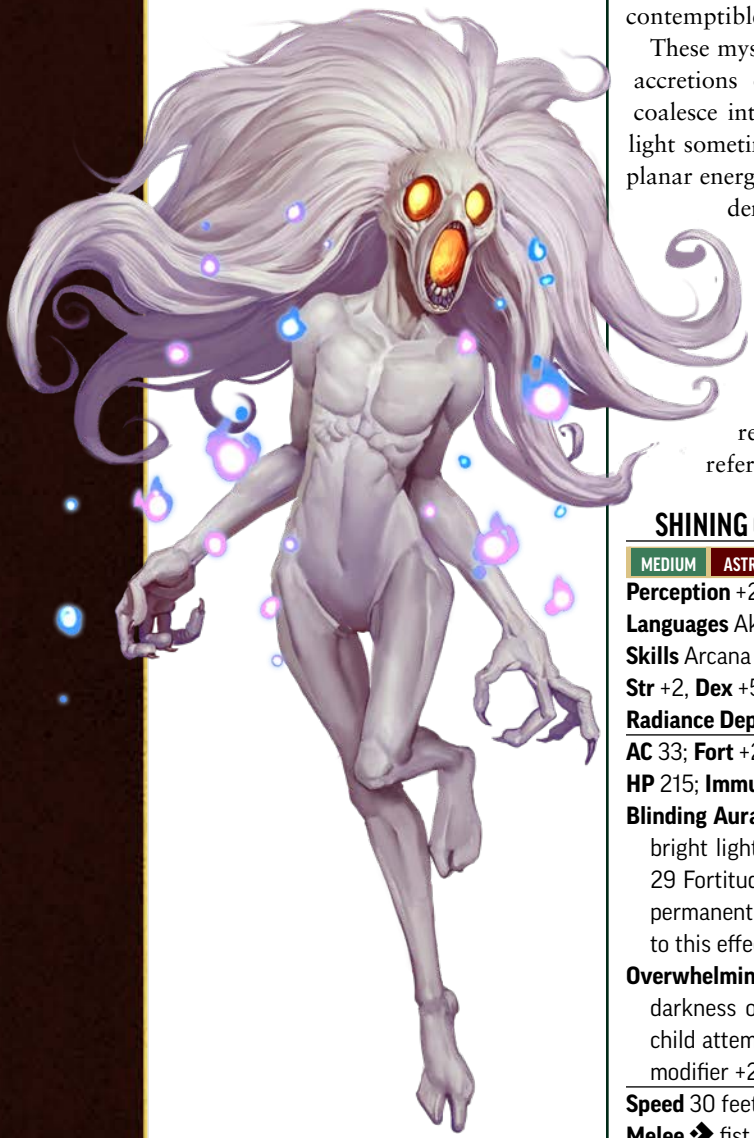
Shining Child

Shining children are wicked, enigmatic monsters that roam remote planes and untraveled corners of the universe in search of esoteric lore. With their abnormally gaunt frames, long white hair, and unnerving, four-fingered hands, shining children are both strangely familiar and otherworldly in appearance, though they are barely visible within the shroud of blinding light they continually emit. Their faces are truly horrible, however, as their overlarge eyes and distended, gaping mouths reveal their heads to be voids filled with unnatural light. Shining children use this light as a weapon, weaving illusions and focusing beams of fiery brilliance.

Because of their reputation as scholars of the alien and the eldritch, shining children are sometimes summoned by powerful wizards or occultists in search of rare knowledge. The creatures never give away their lore without some price, though, and typically demand in return the performance of contemptible deeds that further their inscrutable, far-ranging plans.

These mysterious beings are natives of the Astral Plane. In that vast plane, accretions of metaphysical matter gradually accumulate and eventually coalesce into demiplanes. During this tumultuous process, sparks of living light sometimes shear off the newly formed planes, and these sparks of raw planar energy somehow transform into shining children. Every newly formed demiplane leaves a different mental imprint on its shining "offspring," making it easy for shining children to telepathically recognize their brothers and sisters. Forever trapped in apparently adolescent bodies, shining children dedicate themselves to scholarship and violence with equal measure in a futile effort to understand their roles in the multiverse and the burning injustice of their births.

Shining children confuse most other creatures with their refusal to use individual names in favor of alternating between referring to each other singularly and collectively.



Shining Child — Creature 12

MEDIUM ASTRAL

Perception +23; darkvision

Languages Aklo; telepathy 120 feet (page 360)

Skills Arcana +18, Deception +23, Diplomacy +21, Intimidation +21, Occultism +18

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

Radiance Dependence The shining child is off-guard while in areas of darkness.

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

HP 215; **Immunities** blinded, dazzled, fire

Blinding Aura (arcane, aura, incapacitation, light) 60 feet. The shining child sheds bright light. Any creature that starts its turn in the aura must succeed at a DC 29 Fortitude save. If it fails, it is blinded for 1 minute, and if it critically fails, it's permanently blinded. A creature that succeeds at its save is temporarily immune to this effect for 24 hours.

Overwhelming Light ↻ (light) **Trigger** The shining child enters an area of magical darkness or begins its turn in an area of magical darkness; **Effect** The shining child attempts to counteract the magical darkness (counteract rank 7, counteract modifier +23).

Speed 30 feet, fly 50 feet

Melee ❖ fist +25 (agile, finesse, magical), **Damage** 3d4+5 bludgeoning plus 4d6 fire and 2d4 persistent fire

Melee ❖ fire ray +25 (arcane, magical, range 100 feet), **Damage** 3d10+3 fire, plus 2d10 vitality damage if the target is undead

Occult Innate Spells DC 33; **7th** *spell riposte*, *sunburst*; **6th** *dispel magic*, *vibrant pattern*, *wall of force*; **5th** *false vision*, *mirage*, *translocate*; **4th** *translocate* (at will); **2nd** *illusory object* (at will); **Cantrips (6th)** *light*

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Shuln

Scourges of the upper Darklands, these enormous, mole-like monstrosities slice and burrow through solid stone with massive forearms and adamantine-strong claws. Shuln grow to about 20 feet long and have four tiny, nearly imperceptible eyes; a long, pale snout; four thick-muscled legs that end in long, serrated claws; and a stubby pink tail. As a young shuln matures, its unique metabolism produces adamantine that becomes infused throughout its skeletal system. In addition to making their claws and fangs nearly unbreakable, this unique physiological trait makes shuln unparalleled burrowers and highly sought by monster hunters who hope to harvest the precious material from their corpses.

Shuln have a ravenous appetite and eat nearly anything they can catch, but their preferred diet consists almost entirely of large invertebrates, especially cave worms (page 54). They rely on tiny sensory whiskers that cover their snouts and allow them to detect subtle movements in the air and ground without the use of vision. When they detect suitable prey, shuln bite their target at the first opportunity, injecting it with a potent paralytic toxin present in their saliva. So strong is this poison that it's capable of subduing even the near-unstoppable cave worm, making shuln a valuable (if dangerous) companion to anyone making excursions into worm-infested regions of the Darklands. Shuln' notoriously ill-tempered dispositions and their knack for digging into areas of an underground settlement where digging ought not to occur make them frustrating creatures to keep around, but when the alternative is an unpredictable but deadly visit from an enormous, hungry cave worm, the annoyances are well worth the trouble.

Encounters with much larger shuln-like entities on the Plane of Earth suggest that these creatures may have originated from there. The larger shuln still retain their elemental qualities, are quite a bit smarter, and have their own suite of earth-themed innate primal spells—but for all that, they still love the taste of cave worm.

Shuln — Creature 12

UNCOMMON HUGE BEAST

Perception +20; scent 30 feet, tremorsense (imprecise) 60 feet
Skills Athletics +25, Survival +22
Str +7, **Dex** +4, **Con** +6, **Int** –3, **Wis** +4, **Cha** +1

AC 33; **Fort** +25, **Ref** +19, **Will** +21
HP 195; **Resistances** physical 10 (except adamantine or bludgeoning), poison 15

Speed 40 feet, burrow 20 feet; unstoppable burrow
Melee ❖ adamantine claw +25 (agile, reach 15 feet), **Damage** 3d8+10 slashing
Melee ❖ adamantine fangs +25 (reach 15 feet), **Damage** 3d10+10 piercing plus shuln saliva
Armor-Rending Strikes Any time the shuln scores a critical hit with a melee Strike, it also deals the same amount of damage to the target's armor, bypassing any Hardness lower than 10, as if adamantine.
Shuln Saliva (incapacitation, poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and slowed 1 (1 round); **Stage 2** 3d6 poison damage and slowed 1 (1 round); **Stage 3** 4d6 poison damage and paralyzed for 2d6 hours. Shuln saliva overcomes the inexorable ability.
Unstoppable Burrow Shuln can burrow into solid rock and any metal with a hardness less than that of adamantine as though it were soil or loose rubble, leaving a tunnel 10 feet in diameter.

Stubbornness and Spit

Adventurers who fear encounters with cave worms might seek out a shuln and attempt to lure it along or magically compel it to aid in the fight to come, but the shuln's stubborn personality makes such efforts difficult and unreliable. More often, acquiring the shuln's saliva is an easier tactic, although the poison must be alchemically preserved if it is to be used as an injury poison, for this foul-smelling liquid breaks down quickly once it drools from the shuln's toothy maw.





Born of Sin

Sinspawn retreated from the world for many centuries following the collapse of the runelords' empire, but in recent years they have emerged from ancient dungeons, strange magical pools, and other forgotten ruins. Sinspawn cannot procreate, but in certain cases, incredibly powerful artifacts crafted by the runelords known as *runewells* can siphon off fragments of sinful memories and emotions related to the *runewells*' associated sins from the souls of people dying nearby, fueling the spontaneous creation of new sinspawn. When enough sinful energies have been gathered within a *runewell*, it vomits forth a full-grown sinspawn with no prior loyalty to a long-lost runelord. All sinspawn inherently understand the *runewells*' role in the propagation of their kind, and they often establish small villages near awakened *runewells*, hunting down sentient beings they can use to propagate their communities.

Sinspawn

Sinspawn were created by one of seven ancient wizards known collectively as runelords—each of whom embraced and embodied one of seven sins. The first sinspawn was created by the Runelord of Wrath, utilizing techniques that have since gone on to influence fleshwarping practices (see fleshwarp on page 152). It wasn't long before the technique used to create sinspawn fell into the hands of the other runelords, and while each tried their own hand at crafting variants of their own design, today, sinspawn of wrath remain the most numerous and notorious of their kind.

Bearing only a vague resemblance to the humanoids from whose flesh they were formed, sinspawn generally appear horrifically emaciated and have unnaturally long arms and digitigrade legs, each with a trio of stubby, taloned digits. Veins bulge across sinspawn's bodies in sanguine patterns that suspiciously resemble twisted runes, and their flesh is pale and hairless. Their heads are elongated, with slits for a nose, red eyes, and disturbing lower jaws that split in half at the chin, revealing pedipalps that end in tiny, three-fingered hands and framing a long, lolling tongue.

Sinspawn stand 6-1/2 feet tall and typically weigh as much as an emaciated human of their size. They behave in a manner consistent with their associated sin and have physical characteristics that hint at these qualities. For example, greedspawn's veins appear to run with gold, while envyspawn appear even more gaunt than the rest of their kin.

Sinspawn Sins

At a sinspawn's creation, it becomes associated with one of the seven primary sins as defined by the ancient empire of Thassilon: envy, gluttony, greed, lust, pride, sloth, or wrath. A sinspawn's sin is determined by the *runewell* that spawned it or by its creator's preferred sin, and cannot be changed. Each sin grants the sinspawn associated with it additional benefits and abilities beyond those described by the sinspawn stat block, as detailed below.

Envyspawn

An envyspawn has Deception +7 and typically carries a halberd. They tend to be shorter and thinner than other sinspawn.

Melee ❖ halberd +10 (reach 10 feet, versatile S), **Damage** 1d10+4 piercing

Sinful Bite Creatures that critically fail their saves against an envyspawn's sinful bite are enfeebled 2 for 1 minute.

Gluttonyspawn

A gluttonyspawn has Survival +10 and usually carries a scythe. They are corpulent, hardy, and strong.

Melee ❖ scythe +10 (deadly d10, trip), **Damage** 1d10+4 slashing

Sinful Bite Creatures that critically fail their saves against a gluttonyspawn's sinful bite are drained 1.

Greedspawn

A greedspawn has Thievery +9 and typically wields a glaive. They are the tallest of sinspawn, often 7 feet in height, and with gold-tinged veins.

Melee ❖ glaive +10 (deadly d8, forceful, reach 10 feet), **Damage** 1d8+4 slashing

Sinful Bite Creatures that critically fail their saves against a greedspawn's sinful bite are clumsy 2 for 1 minute.

Lustspawn

A lustspawn has Diplomacy +7 and usually carries a guisarme. They move gracefully, but have hideous faces.

Melee ❖ guisarme +10 (reach 10 feet, trip), **Damage** 1d10+4 slashing
Sinful Bite Creatures that critically fail their saves against a lustspawn's sinful bite are stupefied 2 for 1 minute.

Pridespawn

A pridespawn has Intimidation +7 and often wields a maul. They are nearly skeletal in their gauntness, and often seek out fine clothes or jewelry to wear, taking pleasure in appearing elegant and regal.
Melee ❖ maul +10 (shove), **Damage** 1d12+4 bludgeoning
Sinful Bite Creatures that critically fail their saves against a pridespawn's sinful bite are clumsy 1 and enfeebled 1 for 1 minute.

Slothspawn

A slothspawn has Society +6 and usually carries a longspear. Thick rolls of excess skin drape the slothspawn's hunched frame.
Melee ❖ longspear +10 (reach 10 feet), **Damage** 1d8+4 piercing
Sinful Bite Creatures that critically fail their saves against a slothspawn's sinful bite take a –10-foot status penalty to their Speeds for 1 minute.

Wrathspawn

The most commonly encountered of the sinspawn, a wrathspawn has Athletics +12 and typically wields a ranseur. These sinspawn are the most muscular of their kind.
Melee ❖ ranseur +10 (disarm, reach 10 feet), **Damage** 1d10+4 piercing
Sinful Bite Creatures that critically fail their saves against a wrathspawn's sinful bite are drained 1 as well as enfeebled 1 for 1 minute.

SINSPAWN LOCATIONS

Sinspawn are found in regions where sources for their creation remain buried in ancient ruins—in Golarion, this currently limits them to the frontier lands of Varisia. But as they spread, so too does the potential knowledge of crafting more of them, and fleshwarpers around the world are hoping to craft new sinspawn of their own someday soon.

SINSPAWN CREATURE 2

MEDIUM ABERRATION

Perception +10, darkvision, sin scent (imprecise) 30 feet
Languages Aklo
Skills Acrobatics +9, Athletics +8, Stealth +9, Survival +6
Str +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** +1
Items one weapon determined by its sin
Sin A sinspawn gains an additional skill based on their sin, as well as a weapon that reflects the preferences of the ancient creators of sinspawn. The seven sins and the benefits they confer upon a sinspawn are noted in the Sinspawn Sins section.
Sin Scent A sinspawn can smell creatures that reflect its sin as the scent ability. The GM determines which creatures are appropriately sinful.

AC 16; **Fort** +10, **Ref** +9, **Will** +6; +1 status to saves vs. magic, +4 status to saves vs. mental
HP 30; **Immunities** controlled; **Resistances** mental 5
Reactive Strike ↷ (page 359)

Speed 30 feet
Melee ❖ jaws +10 (agile), **Damage** 1d8+4 piercing plus sinful bite
Melee ❖ claw +10, **Damage** 1d6+4 slashing
Sinful Bite (arcane, emotion, mental) A creature hit by the jaws of a sinspawn must attempt a DC 18 Will save as it is assailed by sinful thoughts.
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 takes an additional effect determined by the sinspawn's sin.


WRATHSPAWN

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Creating Skeletons

Start with a skeleton of the appropriate size. (Gargantuan skeletons can use skeletal hulk with the elite adjustments, Gargantuan size, and 5 feet more reach.) Add Strikes, Speeds, or other abilities it would gain from its shape. For instance, a chimera skeleton might have a horn attack with its goat head and jaw attacks with its dragon and lion heads, but not a fist attack.

Skeleton

Animated skeletons are among the most common types of undead.

Skeleton Abilities

Most skeletons have one of these abilities. If you give a skeleton more, you might want to increase its level and adjust its statistics.

Bloody A coating of blood gives the skeleton fast healing (page 359) equal to its level.

Collapse ↷ **Trigger** The skeleton is critically hit; **Effect** The skeleton collapses into a pile of bones and the attack deals only normal damage. The skeleton can re-form in a standing position as an action, but until it does, it is immobilized and off-guard.

Explosive Death When the skeleton is destroyed, its bones shatter and explode. Adjacent creatures take 1d6 slashing damage per 2 levels (minimum 1d6) with a basic Reflex save against the moderate spell DC for the skeleton's level (*GM Core* 121).

Screaming Skull ❖❖ (auditory, emotion, fear, mental) The skeleton removes its skull and throws it, making a jaws attack with a range of 20 feet. It then attempts to Demoralize each foe within 10 feet of the target. The head bounces, rolls, or even flies back, returning to the skeleton at the start of its next turn. The skeleton is blind until then.

Skeleton Guard

The most common skeletal minions are mere guardians.

SKELETON GUARD — CREATURE –1

MEDIUM MINDLESS SKELETON UNDEAD UNHOLY

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, void healing (page 360); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ❖ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ❖ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ❖ shortbow +6 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Skeletal Champion

These skeletons retain the cunning they possessed in life.

SKELETAL CHAMPION — CREATURE 2

MEDIUM SKELETON UNDEAD UNHOLY

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +8, Intimidation +7

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

Items chain mail, lance, longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 19 (21 with shield raised); **Fort** +5, **Ref** +10, **Will** +6

HP 25, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Reactive Strike ↷ (page 359)

Shield Block ↷ (page 360)

Speed 25 feet

Melee ❖ longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee ❖ claw +10 (agile), **Damage** 1d6+4 slashing

Melee ❖ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing



Skeletal Horse

Skeletal horses are sometimes used as mounts by monsters or other undead.

SKELETAL HORSE — CREATURE 2

LARGE MINDLESS SKELETON UNDEAD UNHOLY

Perception +8; darkvision
Skills Acrobatics +7, Athletics +9
Str +5, **Dex** +3, **Con** +2, **Int** –5, **Wis** +2, **Cha** +0

AC 16; **Fort** +6, **Ref** +9, **Will** +8
HP 33, void healing (page 360); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 40 feet
Melee ❖ hoof +9, **Damage** 1d8+5 bludgeoning
Gallop ❖❖ The horse Strides twice, with its Speed increased by 10 feet.
Undead Steed Undead and creatures allied with them can Command a skeletal horse without needing to attempt a skill check.

Skeletal Giant

The reanimated bones of giants make excellent necromantic thralls.

SKELETAL GIANT — CREATURE 3

LARGE MINDLESS SKELETON UNDEAD UNHOLY

Perception +7; darkvision
Skills Athletics +12, Intimidation +9
Str +5, **Dex** +1, **Con** +3, **Int** –5, **Wis** +0, **Cha** +2
Items glaive, half plate

AC 17; **Fort** +8, **Ref** +8, **Will** +7
HP 50, void healing (page 360); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet
Melee ❖ glaive +12 (deadly d8, forceful, reach 15 feet), **Damage** 1d8+7 slashing
Melee ❖ horns +12 (agile), **Damage** 1d10+5 piercing
Broad Swipe ❖❖ The giant makes two Strikes with its glaive against two adjacent foes, both of whom are within its reach. Both attacks count toward the giant's multiple attack penalty, but the penalty doesn't increase until after both attacks.
Terrifying Charge ❖❖ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

Skeletal Hulk

Huge giants and other enormous creatures make powerful skeletons.

SKELETAL HULK — CREATURE 7

HUGE MINDLESS SKELETON UNDEAD UNHOLY

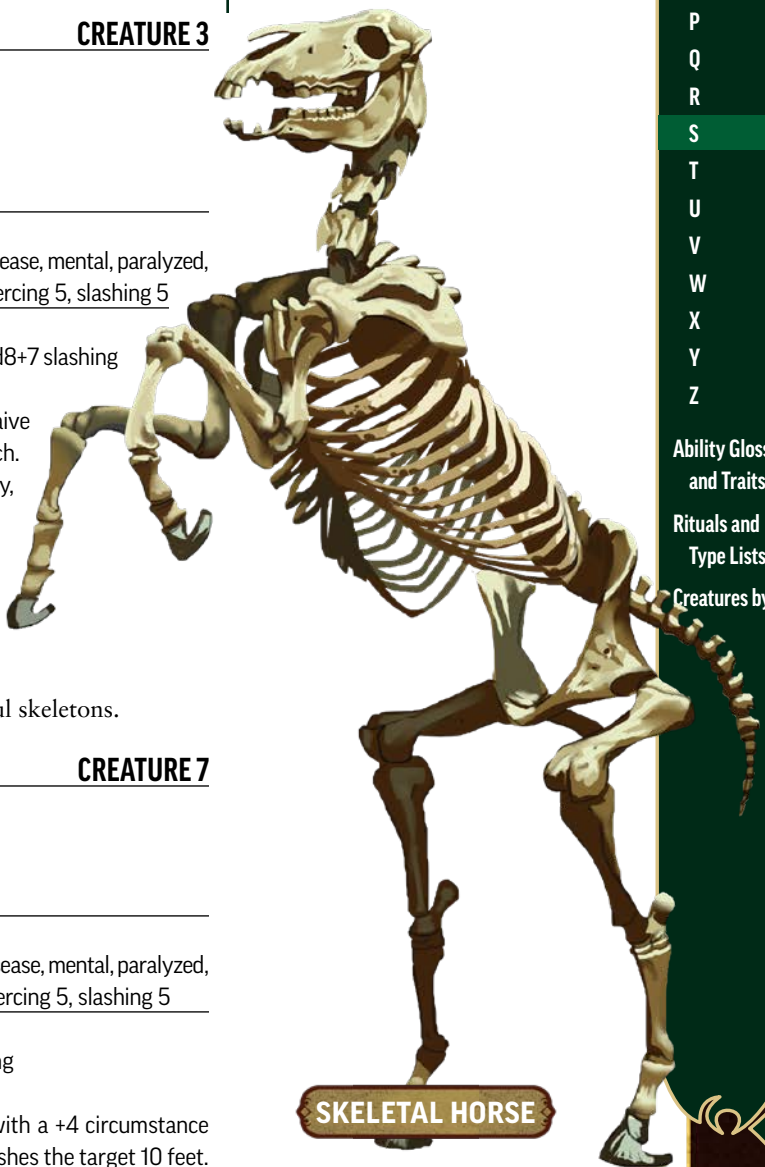
Perception +16; darkvision
Skills Athletics +20, Intimidation +15
Str +7, **Dex** +2, **Con** +4, **Int** –5, **Wis** +2, **Cha** +2

AC 25; **Fort** +15, **Ref** +15, **Will** +13
HP 105, void healing (page 360); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet
Melee ❖ claw +18 (agile, reach 10 feet), **Damage** 2d6+11 slashing
Broad Swipe ❖❖ As skeletal giant, but with its claw Strike.
Massive Rush ❖❖ The hulk Strides and makes a claw Strike with a +4 circumstance bonus to damage. If the Strike hits, the hulk automatically pushes the target 10 feet.

UNLIFE WITHOUT FLESH

The necromantic energies that infuse animated undead skeletons give them the ability to see without eyes and move without muscles. Despite being mindless, skeletons' instinct to do evil comes from their corrupt vital essence, perverting void energy for creation rather than destruction.


SKELETAL HORSE

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SKULLTAKER INSIGHT

The cooperation of a skulltaker is a powerful asset, for this whirling mass of death retains the collective memories of the creatures whose bones form its body. Because mountain travelers come from far and wide, a skulltaker's knowledge is often vast, spanning a range of topics.



SKULLTAKER

Swirling down from misty peaks and through howling mountain passes like an evil wind, the vortex of bones known as a skulltaker is a terrible manifestation of the delirium and agony experienced by doomed climbers and lost trailblazers just before they met their end. In some places, a skulltaker is also known as a saxra.

SKULLTAKER **CREATURE 18**

UNCOMMON HUGE UNDEAD UNHOLY

Perception +33; darkvision, *truesight*

Languages Necril; Skeletal Lore languages

Skills Acrobatics +34, Intimidation +35, Religion +30, Skeletal Lore +30, Stealth +32

Str +8, **Dex** +6, **Con** +6, **Int** +2, **Wis** +8, **Cha** +7

Skeletal Lore (divine) A skulltaker taps into the memories of the creatures whose bones make up its body. This gives it the Skeletal Lore skill, which it can use to Recall Knowledge of any kind. In addition, it can speak and understand all the languages known by the creatures whose bones make up its body (typically including Common and the regional language of the skulltaker's home region). The skulltaker can use Skeletal Lore as the primary skill check for the *collective memories* ritual (*Player Core* 391), and it can cast *collective memories* without secondary casters.

AC 42; **Fort** +31, **Ref** +33, **Will** +35; +1 status to all saves vs. vitality

HP 300, void healing (page 360); **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious; **Resistances** piercing 15, slashing 15

Shard Storm (air, aura, divine) 10 feet. A cloud of bone shards surrounds the skulltaker. When a creature moves into the emanation or begins its turn there, shard storm deals 4d6 slashing damage and 4d6 void damage to the creature, with a DC 40 basic Reflex save.

If the creature has resistance or immunity to void damage, or an effect that protects it against death effects, or an effect that protects it against the doomed or drained condition, the creature must first succeed at a DC 40 Will save or have all such benefits suppressed for 1 minute.

Speed 30 feet, fly 60 feet

Melee ❖ jaws +35 (deadly 2d12, magical, reach 10 feet), **Damage** 3d10+14 piercing plus 3d6 void and vitality drain

Melee ❖ claw +35 (agile, deadly 2d12, magical, reach 15 feet), **Damage** 3d6+14 slashing plus 3d6 void and vitality drain

Ranged ❖ bone javelin +33 (magical, thrown 100 feet), **Damage** 3d8+6 piercing plus 3d6 void

Divine Innate Spells DC 40; **8th** *desiccate* (×2), *execute* (×2), *punishing winds* (×2); **Constant (6th)** *truesight*

Rituals DC 40; *collective memories* (see Skeletal Lore)

Bonetaker (divine) Whenever a creature dies within 60 feet of a skulltaker, the skulltaker draws a portion of the creature's bones into its shard storm. The creature must succeed at a DC 40 Will save or rise as a skeletal champion (page 312) in 1d4 rounds. These skeletal champions are controlled by the skulltaker.

Splintered Ground ❖ (concentrate) The skulltaker causes splintered bones to erupt from all solid surfaces in a 100-foot emanation, except for surfaces of worked stone. A creature moving through the bones takes 10 piercing damage and 10 void damage for every 5 feet of movement. The first time each round a creature takes piercing damage from these splintered bones, it must succeed at a DC 40 Reflex save or take a –10-foot circumstance penalty to all Speeds for 10 minutes, or a –15-foot circumstance penalty for 24 hours on a critical failure. The bones remain in place until the skulltaker uses this action again or the bones are manually removed, which takes 10 minutes for each 5-foot square.

Vitality Drain (divine) When a skulltaker hits with a melee Strike, the target must succeed at a DC 40 Fortitude save or become drained 2 and doomed 1.

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Slurk

The slurk is a sticky, tusked frog-beast found in underground lairs and caves. It has two massive tusks that it uses to gore prey and tangle with rival slurks. With the slurk's natural ability to climb walls and cling effortlessly to ceilings, it can be easy for unwary cave explorers to end up on the wrong end of these formidable ivory tusks.

Slurks exude two very different types of foul-smelling secretions from their pale white skin. Large pustules on the slurk's back drip a sticky resin-like slime that quickly hardens upon exposure to air. By flexing its skin, the slurk can burst these pustules in the direction of intruders, covering its foes in sticky goo and severely limiting their ability to withstand the monster's other attacks, including the effects of its other secretion. Glands along the slurk's ventral side excrete an incredibly slippery and fetid grease, which protects the slurk from the immobilizing effects of its own back slime but also has the added benefit of making it extremely difficult to grapple and capture. The best way to discover if a slurk is in the vicinity is to look for hard clumps of such grease, which accumulate and dry in cave corners and amid rock piles where slurks rest between meals.

Slurks are thought to be descendants of a failed dwarven attempt to domesticate and breed large subterranean frogs as food and labor animals. Despite this apparent failure, others who live underground often befriend slurks. The sticky frog-beasts have proven extremely desirable to kobolds (page 210), who now domesticate and train slurks as powerful mounts and guardians. While other creatures, particularly boggards (page 44), sometimes train slurks to serve as guardians, kobolds remain those who use these creatures the most. A kobold mounted on a slurk will often hide in the upper ledges of a cave, using the advantages of height and surprise to harry foes with ranged attacks. Kobold riders also take advantage of the slurk's ability to climb, and charge at their enemies from the walls of a cavern.

Slurk

Creature 2

MEDIUM ANIMAL

Perception +6; darkvision

Skills Acrobatics +6 (+8 to Escape), Athletics +8, Stealth +5

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

AC 17; **Fort** +10 (+12 vs. Grapple, Reposition, or Shove), **Ref** +6, **Will** +4

HP 35

Speed 30 feet, climb 30 feet

Melee ❖ tusks +11 (deadly d10), **Damage** 1d8+4 piercing

Ranged ❖ slime squirt +9 (range increment 30 feet), **Effect** entangling slime

Belly Grease ❖❖❖ The slurk extrudes a slippery grease from its ventral glands to coat the floor under it and in a 5-foot emanation, turning the affected area into uneven ground for 10 minutes, after which it dries to a putrid crust. The DC to Balance across the slime is 18.

Entangling Slime A creature struck by a slurk's slime squirt becomes clumsy 1 and takes a –5-foot penalty to Speed for 1 hour or until the slime is removed. The slime can be removed with a total of three Interact actions by the entangled creature or creatures adjacent to the creature. These actions don't need to be consecutive or made by the same creature.

Slurk Riding

As long as a slurk is willing or broken, a creature at least one size smaller than the slurk can use it as a mount. A slurk's back slime grants its rider a +2 circumstance bonus against any attempts to physically dismount the rider.







Snake Resources

Snakeskin's distinctive pattern and wide variety of applications make it a sought-after resource, and the hides of extra-large snakes like giant anacondas can fetch a fine price in the right market. Such oversized snake hides can be used to craft clothing of snakeskin leather, including boots and gloves, as well as other items such as scabbards, backpacks, and even tents or makeshift boats. A snake's hide can be cleanly removed with a successful Crafting check or appropriate Lore check.

Snake

Snakes come in an array of forms, from jungle-dwelling constrictors that wrap around their prey to venomous vipers with deadly bites. Regardless, all snakes consume their prey whole by unhinging their jaws and using powerful muscles to move the food down their throats and into their stomachs.

Viper

Each member of this family of venomous snakes has long, hinged fangs that inject potent venom into their prey. Different vipers inject different types of venom, which might result in paralysis, extreme pain and swelling, blood clotting, or even the sudden stopping of the victim's heart.

VIPER **CREATURE –1**

TINY ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3
Str –3, **Dex** +4, **Con** +0, **Int** –4, **Wis** +1, **Cha** –2

AC 14; **Fort** +2, **Ref** +7, **Will** +5
HP 8
Slink ↷ **Trigger** A creature ends its movement adjacent to the viper or within the viper's space; **Effect** The viper Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Speed 20 feet, climb 20 feet, swim 20 feet
Melee ❖ fangs +6 (agile, finesse, reach 0 feet), **Damage** 1d8–3 piercing plus viper venom
Viper Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage (1 round)

Python

This nonvenomous family of snakes is rarely a threat to anything but small mammals and birds, hunting by coiling around prey and crushing victims with their powerful muscles. Nonetheless, larger pythons can be dangerous due to their strength. Herpetologists sometimes keep pythons as pets.

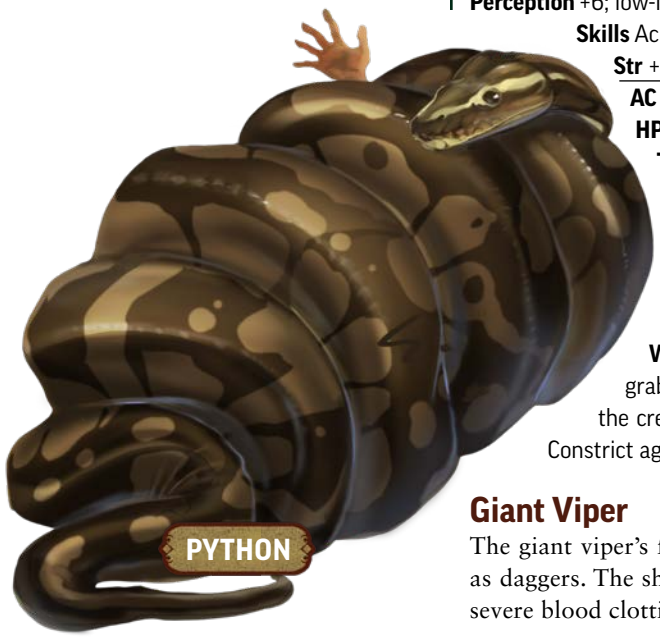
PYTHON **CREATURE 1**

MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +6, Stealth +6, Survival +4
Str +3, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 15; **Fort** +8, **Ref** +10, **Will** +4
HP 20
Tighten Coils ↷ **Trigger** A creature grabbed or restrained by the python attempts to Escape; **Effect** The DC of the Escape check is increased by 2.

Speed 20 feet, climb 20 feet, swim 20 feet
Melee ❖ jaws +8, **Damage** 1d8+3 piercing plus Grab (page 359)
Constrict ❖ 1d8 bludgeoning, DC 17 (page 358)
Wrap in Coils ❖ **Requirements** A Medium or smaller creature is grabbed or restrained in the python's jaws; **Effect** The python moves the creature into its coils, freeing its jaws to make attacks, then uses Constrict against the creature. The python's coils can hold one creature.



Giant Viper

The giant viper's fangs are a frightening sight, with injection tubes as long as daggers. The sheer amount of venom injected by a giant viper can cause severe blood clotting and leave a victim utterly drained of vitality.

GIANT VIPER — CREATURE 2

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +9, Athletics +8, Stealth +8, Survival +6
Str +3, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 17; **Fort** +8, **Ref** +11, **Will** +6
HP 26
Coiled Strike ↻ As Reactive Strike, but the snake can use this reaction only if it's Coiled.

Speed 20 feet, climb 20 feet, swim 20 feet
Melee ❖ fangs +11 (finesse), **Damage** 1d8+3 piercing plus giant viper venom
Coil ❖ The giant viper uses an action to coil itself. While Coiled, the reach of its fangs is 10 feet and it has the Reactive Strike reaction (page 359). After the giant viper Strikes with its fangs, it becomes uncoiled.
Giant Viper Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and drained 1

Giant Anaconda

The monstrous giant anaconda is a constrictor snake capable of swallowing whole creatures as big as horses—to say nothing of their riders. Although novice bushwhackers watch out for snakes that might drop on them from the jungle canopy above, giant anacondas are most commonly encountered in ponds and rivers, where they feed on prey including manatees and capybaras. This hunting tactic allows anacondas to drown their prey while constricting it, reducing the chance of injuries while hunting. Despite lurid and sensational stories spread by adventurers, these snakes rarely attack humanoids.

GIANT ANACONDA — CREATURE 8

HUGE ANIMAL

Perception +17; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +15, Athletics +21, Stealth +15, Survival +15
Str +7, **Dex** +3, **Con** +6, **Int** –4, **Wis** +3, **Cha** –2

AC 25; **Fort** +20, **Ref** +17, **Will** +15
HP 175
Tighten Coils ↻ As python.

Speed 30 feet, climb 30 feet, swim 30 feet
Melee ❖ jaws +19 (reach 10 feet), **Damage** 2d10+7 piercing plus Grab (page 359)
Melee ❖ tail +19 (agile, reach 15 feet), **Damage** 2d8+7 bludgeoning plus Push 10 feet (page 359)
Greater Constrict ❖ 1d10+7 bludgeoning, DC 26 (page 359)
Slither ❖ The giant anaconda Strides, Climbs, or Swims up to half its Speed, pulling any creatures it has grabbed with it.
Swallow Whole ❖ (attack) Large, 1d10+7 bludgeoning, Rupture 21 (page 360)
Wrap in Coils ❖ **Requirements** A Large or smaller creature is grabbed or restrained in the giant anaconda's jaws; **Effect** The giant anaconda moves the creature into its coils, freeing its jaws to make attacks, then uses Greater Constrict against the creature. The giant anaconda's coils can hold as many creatures as will fit in its space.

SNAKES IN MYTHOLOGY

Snakes appear frequently and prominently in the myths and legends of many cultures throughout the Inner Sea region. In Ancient Osirion, snakes were revered and associated both with the serpent god Apep and the goddess Wadjet, the Green Empress. Perhaps the best-known example of snakes in Golarion's legends are the serpentfolk (page 302), serpentine humanoids who ruled vast swaths of the world in prehistoric times and worshiped a foul snake deity called Ydersius.



GIANT VIPER

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Soulbound Personalities

A soulbound doll's additional 2nd-rank innate spell depends on a strong personality trait it had in life, as listed below.

Brave: *enlarge*
Calm: *calm*
Careful: *augury*
Cruel: *harm*
Gentle: *peaceful rest*
Impish: *disguise magic*
Jolly: *laughing fit*
Kind: *heal*
Rash: *breathe fire*
Sassy: *dispel magic*
Timid: *invisibility*



Soulbound Doll

Soulbound dolls are eerie mannequins or playthings that have been imbued with a small piece of a deceased mortal's soul. These little constructs are created for a variety of reasons—such as to serve as companions or servants—but their free will means their obedience to their creators is hardly a given. Followers of Pharasma generally abhor soulbound dolls, viewing them as a perversion of the natural cycle of souls, and those who worship the Lady of Graves see the destruction of a soulbound doll, regardless of the construct's behavior, as an important service to the Great Beyond.

Soulbound dolls are the simplest in a series of soulbound constructs, including human-sized soulbound mannequins, powerful soulbound shells, and sentinel soulbound terra-cotta warriors. Creating them from unwilling living creatures is cruel, and an unwilling donor can resist the process with a successful Will save against the creator's Craft DC, ruining the doll if not preventing the donor's death. A doll can also be crafted from the soul of a person who has given consent to such use before their death.

Soulbound dolls encountered by adventurers are typically guardians of some sort; despite their diminutive size, the soul fragment's power makes the doll's fist more dangerous than a casual observer would expect. Further, it grants the doll a single spell of outsized power, given its stature. Because of their autonomy and remarkable intelligence, soulbound dolls are occasionally employed by their crafters as administrators over much more powerful but mindless constructs, allowing such dolls to control defenses far beyond their own capabilities.

Though soulbound dolls contain a small fragment of a soul extracted during or shortly after a person's death, this doesn't affect the deceased's resurrection or progress to the afterlife. This extraction process is typically lethal to otherwise living prospective soul donors.

The soul fragment resides in a soul focus gem (Hardness 10) typically embedded in the doll's neck or chest. The soul fragment generally clings to a strong personality trait of the original soul, but the doll continues to learn from its initial state, meaning its personality and abilities can change, possibly growing closer to the donor's or moving farther afield on its own individual path. The soulbound doll's focus gem retains the doll's memories even after the doll's destruction. The intact soul focus gem of a destroyed doll can even be placed into a new doll body by someone knowledgeable in the creation of soulbound creatures, effectively reconstituting the soulbound doll.

Soulbound Doll — Creature 2

TINY CONSTRUCT SOULBOUND

Perception +8; darkvision
Languages one spoken by its creator (typically Common)
Skills Acrobatics +8, Occultism +4, Stealth +8
Str –2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Personality Fragments A soulbound doll shares fragments of its donor soul's personality, though none of that creature's memories. This causes a soulbound doll to match a strong personality trait of the donor soul (see sidebar). Because of its soul sliver, a soulbound doll is not immune to spirit as most constructs are.

AC 17; **Fort** +7, **Ref** +10, **Will** +6
HP 23; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Resistances** bludgeoning 3, piercing 5, slashing 3

Speed 20 feet
Melee ❖ fist +10 (agile, finesse, magical, reach 0 feet), **Damage** 1d6+2 bludgeoning
Occult Innate Spells DC 18, attack +10; **3rd** *levitate*; **2nd** one spell based on donor soul's personality trait (see sidebar); **Cantrips (1st)** *light*, *prestidigitation*, *telekinetic hand*

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Sphinx

Sphinxes are mystical beings with the body of a lion, the wings of a great bird, and the upper torso and head of a human. They are often maligned in legends as nothing more than monsters, and though they are quick to anger and are capable of exacting deadly retribution for perceived slights, they are also highly intelligent.

Sphinxes are often associated with desert regions, but they can dwell in more moderate climates. They form small groups consisting of a single, extended family that hunts and works together to protect and teach their young. As they mature, sphinxes develop a drive to gather hidden lore and solve the world's greatest riddles—the trait that is perhaps most often identified with their kind.

While sometimes bound into service as guardians for powerful spellcasters, lone sphinxes may also be encountered on journeys of discovery and as purveyors of esoteric lore. If treated with the proper respect—and fed well—a sphinx can demonstrate a willingness to exchange information. Their favorite currency is, of course, riddles and secrets. One who can trade knowledge for knowledge has a much better chance of succeeding while bargaining with a sphinx. However, a sphinx's insatiable thirst for new riddles, as well as their extensive collection of secrets accumulated over hundreds of years of life, makes it difficult to offer them something they don't already know. Those who attempt to trade petty insight and stale riddles may invoke a sphinx's ire and will not live long enough to regret it.

Sphinx Creature 8

LARGE BEAST HUMANOID

Perception +18, darkvision; *see the unseen*
Languages Common, Draconic, Sphinx; *truespeech*
Skills Arcana +17, Athletics +18, Bardic Lore +19, Deception +16, Diplomacy +16, Intimidation +18, Occultism +17
Str +6, **Dex** +1, **Con** +3, **Int** +5, **Wis** +4, **Cha** +4
Bardic Lore Sphinxes are naturally curious, and their love of puzzles and mysteries leads them to gather information on a broad range of topics. Sphinxes have Bardic Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic.

AC 27; **Fort** +16, **Ref** +14, **Will** +19
HP 135

Speed 35 feet, fly 40 feet
Melee ❖ claw +20 (agile), **Damage** 2d6+9 slashing
Occult Innate Spells DC 27; **4th** *clairaudience* (at will), *clairvoyance* (at will), *cleanse affliction*, *read omens*; **3rd** *dispel magic*, *locate*; **Cantrips (4th)** *detect magic*; **Constant (5th)** *truespeech*; **(2nd)** *see the unseen*
Claw Rake ❖❖❖ The sphinx rears back on their hind legs and makes two claw Strikes at the same target, using the same attack bonus as their highest melee attack. If both attacks deal damage, the target takes extra damage equal to one claw Strike.
Pounce ❖ The sphinx Strides and makes a Strike at the end of that movement. If the sphinx began this action hidden, they remain hidden until after the attack.
Riddler's Rune Once per week, a Sphinx can create a magical symbol as the *rune trap* ritual (*Player Core* 395). The sphinx usually shapes it to take the form of a written riddle and sets the password to the answer. A creature that gives the wrong answer or tries to pass without answering must succeed at a DC 26 Will save or be affected by one of the following spells, chosen by the sphinx when creating the symbol: *synaptic pulse* (5th), *charm* (4th), *fear* (4th), *phantom pain* (4th), *sleep* (4th). The sphinx learns the identity of any creature that answers the riddle and tends to be friendly to them if they answered correctly.

Sphinx Riddles

Sphinxes are well known for their love of riddles, a love that often moves into the realm of obsession. A would-be foe who can answer a sphinx's favorite riddles—or better yet, can stump the sphinx with a crafty and creative riddle of their own—can often avoid combat with the creature and even secure their aid.







SPIDER SWARM

SPIDER ALLIES

Though they are vermin incapable of forming true alliances, spiders show up alongside many types of creatures, and sometimes even nest inside skeletons or other hollow undead creatures. Spellcasters sometimes call upon spiders using *summon animal*, and spider swarms have a way of popping up just about anywhere at the most inopportune times.

Spider

Few everyday vermin inspire as much dread as the infamous spider.

Spider Swarm

An abundance of food, the sudden hatching of a clutch of eggs, or magical influence can cause smaller spiders to gather in terrifying, deadly masses.

SPIDER SWARM — CREATURE 0

LARGE ANIMAL SWARM

Perception +4; darkvision, web sense

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

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

Web Sense The spider swarm has imprecise tremorsense to detect the vibrations of creatures touching its web.

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

HP 12; **Immunities** grabbed, precision, prone, restrained, swarm mind (page 360); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 20 feet, climb 20 feet

Swarming Bites ❖ Each enemy in the spider swarm's space takes 1d4 piercing damage with a DC 14 basic Reflex save. A creature that fails its save is exposed to spider swarm venom.

Spider Swarm Venom (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage and enfeebled 1 (1 round)

Hunting Spider

Hunting spiders are the most common type of giant spider, though not the largest.

HUNTING SPIDER — CREATURE 1

MEDIUM ANIMAL

Perception +7; darkvision, web sense

Skills Acrobatics +7, Athletics +5, Stealth +7

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

Web Sense As spider swarm.

AC 17; **Fort** +6, **Ref** +9, **Will** +5

HP 16

Spring Upon Prey ↷ **Requirements** Initiative has not yet been rolled; **Trigger** A creature touches the hunting spider's web while the spider is on it; **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

Speed 25 feet, climb 25 feet

Melee ❖ fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

Ranged ❖ web +7 (range increment 30 feet), **Effect** web trap

Descend on a Web ❖ (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

Hunting Spider Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and off-guard (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and off-guard (1 round); **Stage 3** 1d6 poison damage, clumsy 2, and off-guard (1 round)

Web Trap A creature hit by the hunting spider's web Strike is immobilized and stuck to the nearest surface until it Escapes (DC 17).

Giant Tarantula

Tarantulas are ambush predators but will attack prey in the open.

GIANT TARANTULA — CREATURE 6

LARGE ANIMAL

Perception +14; darkvision
Skills Acrobatics +9, Athletics +16, Stealth +11
Str +6, **Dex** +1, **Con** +5, **Int** –5, **Wis** +2, **Cha** –4

AC 21; **Fort** +15, **Ref** +13, **Will** +10
HP 135

Speed 30 feet, climb 30 feet
Melee ❖ fangs +17, **Damage** 2d8+8 piercing plus giant tarantula venom
Melee ❖ leg +17 (reach 10 feet), **Damage** 1d12+8 bludgeoning plus Knockdown (page 359)
Giant Tarantula Venom (poison) **Saving Throw** DC 23 Fortitude; **Maximum Duration** 8 rounds; **Stage 1** 1d10 poison damage (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and off-guard (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and off-guard (1 round); **Stage 4** 2d6 poison damage and paralyzed (1 round)
Hair Barrage ❖❖ The tarantula flicks its legs, flinging spiky hairs in a 15-foot cone. This deals 4d6 piercing damage with a DC 25 basic Reflex save.

Goliath Spider

Goliath spiders dwell in the deepest jungles, where they build webs as big as temples and feast on prey as large as hippopotamuses.

GOLIATH SPIDER — CREATURE 11

GARGANTUAN ANIMAL

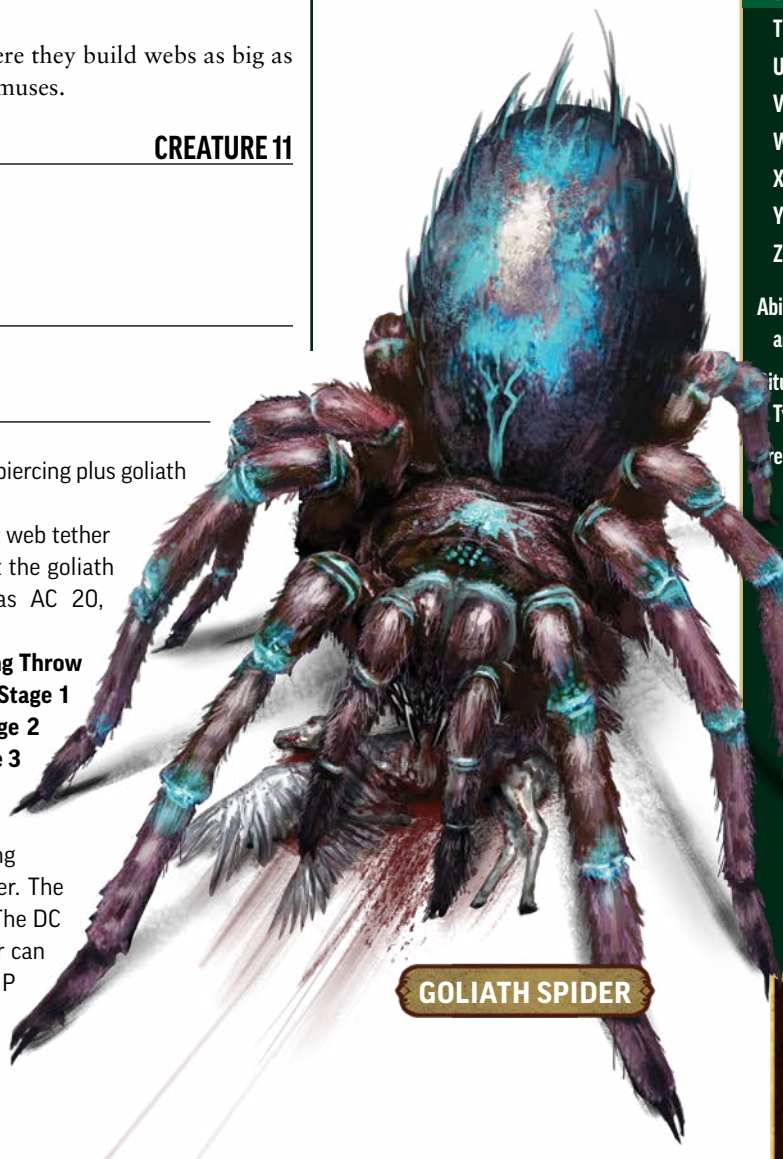
Perception +22; darkvision, web sense
Skills Acrobatics +18, Athletics +23, Stealth +22
Str +8, **Dex** +5, **Con** +7, **Int** –5, **Wis** +3, **Cha** –4
Web Sense As spider swarm.

AC 30; **Fort** +25, **Ref** +21, **Will** +17
HP 220
Spring Upon Prey ↷ As hunting spider.

Speed 45 feet, climb 30 feet
Melee ❖ fangs +24 (reach 10 feet), **Damage** 2d12+12 piercing plus goliath spider venom
Ranged ❖ web +22 (range increment 60 feet), **Effect** web tether
Descend on a Web ❖ (move) As hunting spider, but the goliath spider can descend 120 feet and the web has AC 20, Hardness 5, and 20 HP.
Goliath Spider Venom (incapacitation, poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and slowed 1 (1 round); **Stage 2** 3d8 poison damage and slowed 2 (1 round); **Stage 3** 3d10 damage and paralyzed for 2d4 hours
Web Tether A creature hit by the spider's web Strike is restrained and tethered to the spider, preventing it from being moved farther away from the spider. The spider can have one creature tethered at a time. The DC to Escape or Force Open the web is 30. The tether can be severed with a Strike (AC 20, Hardness 5, HP 20), but this doesn't free the restrained creature.

OTHER GIANT SPIDERS

A staggering number of species of giant spider exist in the world. Some, like the dream spider, whose venom creates strange hallucinations, are relatively small. Others, like the lumbering giant ogre spider, are larger than horses.


GOLIATH SPIDER

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Sprite Pranks

Sprite pranks tend to be kind-hearted in nature; they might use their abilities to embarrass a braggart or to trick them into a convoluted scheme to help someone notice an admirer who has been there for them all along. Their plans are often half-baked; sprites' mercurial nature means they can easily become distracted by something new before following through on a previous plan.

Sprite

Elusive, flighty, and ebullient, sprites are what many villagers first imagine when they hear the terms "fey" or "fairy." While their dispositions vary, all sprites share a connection to magic and a diminutive size. This family of fey shares its name with its slightest and most populous member, the common sprite.

Sprite

Common sprites, sometimes called firefly sprites, are primeval guardians that latch onto a person, place, or object and defend it for their own inscrutable reasons. Their dispositions vary from kind to spiteful, but all sprites have a capricious streak. Being only about 9 inches tall, they are wary of animals that might hunt them, particularly house cats, and prefer flight to a fight. On the other hand, sprites are incredibly curious about all forms of magic and heedlessly gather around ley line nexuses or other places of power.

SPRITE **CREATURE -1**

TINY FEY SPRITE

Perception +4; low-light vision

Languages Common, Fey

Skills Acrobatics +6, Stealth +6

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

Items rapier

Luminous Fire (light, primal) A sprite naturally sheds light like a torch. The sprite can extinguish, rekindle, or change the color of this light by using an action with the concentrate trait. While this light is extinguished, the sprite's Strikes don't deal fire damage, and they can't use their luminous spark Strike.

AC 15; **Fort** +2, **Ref** +8, **Will** +4

HP 7; **Weaknesses** cold iron 3

Speed 10 feet, fly 40 feet

Melee ❖ rapier +8 (deadly d8, disarm, finesse, fire, magical, reach 0 feet), **Damage** 1d6–3 piercing plus 1 fire

Ranged ❖ luminous spark +8 (fire, light, range 20 feet), **Damage** 1d4 fire

Primal Innate Spells DC 16; **1st** *dizzying colors*; **Cantrips (1st)** *daze*, *detect magic*, *light*



Draxie

The mischievous dragon sprites called draxies have dueled their pixie cousins for the title of ultimate prankster for centuries. They exercise patience and planning to create the perfect pranks, spending months, or even years, on their efforts. One exception to their flighty nature is the elucrea, a lifelong bond between a draxie and a creature they're particularly fond of, typically one with a good sense of humor. According to draxie legend, a little piece of a draxie's spirit remembers being united as the ancient fey dragonet Elucredassa, and that causes draxies to yearn for such connections with others.

DRAXIE **CREATURE 3**

TINY FEY SPRITE

Perception +8; low-light vision

Languages Common, Fey; telepathy (touch; page 360)

Skills Acrobatics +9, Deception +10, Diplomacy +8, Nature +6, Stealth +11

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

AC 19; **Fort** +6, **Ref** +11, **Will** +8

HP 45; **Weaknesses** cold iron 5

Speed 15 feet, fly 40 feet
Melee jaws +11 (agile, finesse, magical, reach 0 feet), **Damage** 1d8+3 piercing
Ranged euphoric spark +7 (magical, range 20 feet), **Damage** 2d4+3 mental
Primal Innate Spells DC 20; **2nd** *invisibility*, *revealing light*; **1st** *illusory disguise* (×3); **Cantrips (1st)** *light*, *figment*, *prestidigitation*
Draxie Dust (emotion, incapacitation, mental, primal) The draxie breathes magical dust in a 15-foot cone. Roll 1d4 to determine the effect. Each creature in the area must succeed at a DC 17 Will save or be affected. The draxie can't use Draxie Dust again for 1d4 rounds.
1 The target takes the effects of the *charm* spell.
2 The target loses its last 5 minutes of memory.
3 The target takes the effects of a *sleep* spell.
4 For 1 minute, the target is in a state of euphoria that makes it stupefied 2 and slowed 1.

Pixie

Insatiably curious, overly excitable, and just a bit puckish, pixies are wanderers and tricksters who use their pixie dust to create all sorts of whimsical situations, as well as to defend themselves. They take great pride in their skill at archery, even when not using their arrows to deliver magical ailments. They often practice by shooting drops of dew or severing vines and hairs. Other creatures often have trouble understanding a pixie's rapid, rambling way of speaking.

PIXIE CREATURE 4

SMALL FEY SPRITE

Perception +12; low-light vision
Languages Common, Fey
Skills Acrobatics +13, Deception +11, Nature +10, Stealth +11
Str –1, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3
Items longbow (60 arrows), shortsword

AC 23; **Fort** +8, **Ref** +14, **Will** +12; +1 status to all saves vs. magic
HP 40; **Weaknesses** cold iron 5

Speed 15 feet, fly 45 feet
Melee ❖ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Ranged ❖ longbow +13 (deadly d10, range increment 100 feet, reload 0, volley 20 feet), **Damage** 1d8+4 piercing
Primal Innate Spells DC 21; **4th** *invisibility* (at will, self only); **3rd** *dispel magic*; **2nd** *entangling flora*, *revealing light*; **1st** *illusory disguise*; **Cantrips (2nd)** *detect magic*, *figment*, *light*, *shield*
Sprinkle Pixie Dust ❖ (manipulate, primal) The pixie sprinkles pixie dust onto one of their arrows. If the pixie hits a creature with that arrow before the pixie's next turn, the arrow inflicts one of the following special effects of the pixie's choice instead of dealing damage. Each effect depends on the target's DC 21 Will save. On a critical hit, the target gets a result one degree worse than it rolled.
- **Charm** (emotion, incapacitation, mental) The arrow has the effect of a *charm* spell, except the target doesn't gain a bonus to its save if the only hostile act was the pixie firing its bow, and the pixie can choose to direct the target's adoration toward another creature rather than itself.
- **Memory Loss** (mental) On a failed Will save, the target loses the last 5 minutes of its memory.
- **Sleep** (incapacitation, mental, sleep) The target suffers the effects of a 3rd-rank *sleep* spell.
- **Subdual** (mental, nonlethal) The target takes 4d6 mental damage, depending on its basic Will save.

VARIANT PIXIE ARROWS

Pixies can enchant their arrows with a wide variety of effects, though nearly all such enchantments are designed to charm or bewilder, never maim. Some arrows may emulate the effects of spells such as *confusion*, *fear*, *laughing fit*, and even *suggestion*.



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Stone Slabs

Depending on the material from which it is made and the care that went into crafting it, a destroyed stone bulwark may be worth as much as an immaculately sculpted marble pillar or as little as a pile of rubble.

Stone Bulwark

Stone bulwarks are slow and steady constructs typically carved from marble or granite. They're often made to serve as works of art when at rest, so some magical crafters employ master sculptors to ensure their constructs make beautiful statues. Older stone bulwarks might be weathered, with scuffed or cracked surfaces or missing noses and digits, but this weathering is largely cosmetic and doesn't adversely impact the bulwark's functionality.

STONE BULWARK **CREATURE 11**

UNCOMMON LARGE CONSTRUCT MINDLESS

Perception +17; darkvision

Skills Athletics +26

Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 30; **Fort** +24, **Ref** +18, **Will** +19

HP 175; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 10 (except adamantine), spells 10 (except cold, earth, or water)

Statuary Aura (arcane, aura, earth) 20 feet. Rocks of marble magically arise from the ground in the aura. They protect the bulwark's allies, giving each of them standard cover. These stones can be used for Throw Rock. This aura automatically activates at the start of the stone bulwark's first turn in combat and deactivates at the end of combat.

Speed 20 feet

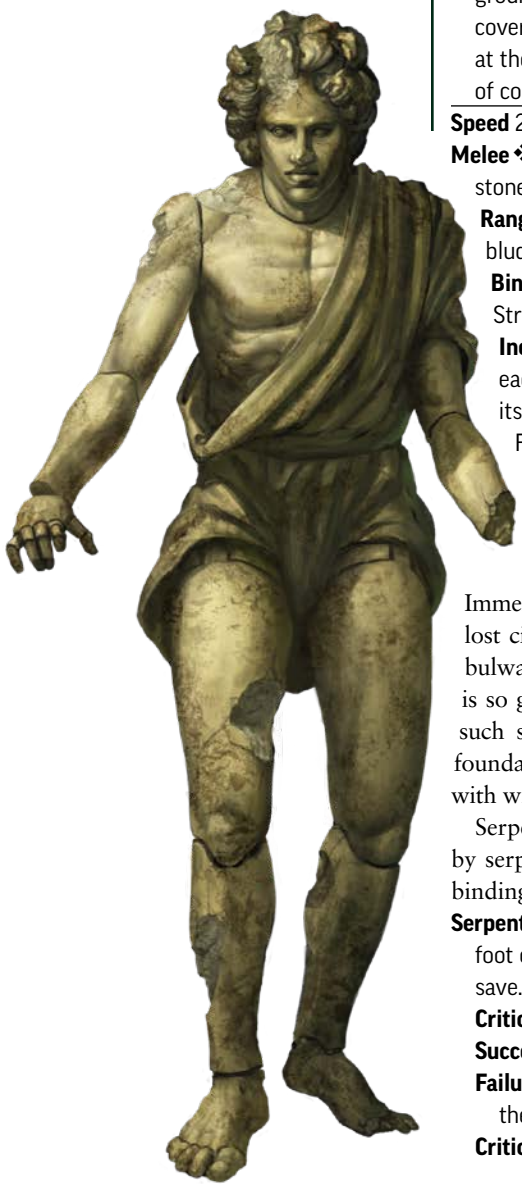
Melee ❖ fist +24 (magical, reach 10 feet), **Damage** 2d10+13 bludgeoning and binding stone

Ranged ❖ rock +22 (brutal, magical, range increment 120 feet), **Damage** 2d6+11 bludgeoning and binding stone

Binding Stone (arcane, earth) Any creature hit by the stone bulwark's fist or rock Strike is affected by a DC 30 *earthbind* spell.

Inexorable March ❖ The stone bulwark 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 attempt to bar the way by succeeding at a DC 34 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise it is damaged as if hit by the construct's fist.

Throw Rock ❖ (page 360)



Bulwark Variants

Immense stone bulwarks reside in some ancient ruins, survivors from time-lost civilizations bent on carrying out orders from long-gone masters. These bulwarks are level 15 or higher, and most are Gargantuan. Because their size is so great and the structures they dwell in so dilapidated, the awakening of such stone bulwarks can cause surrounding structures to collapse, ancient foundations to buckle, and ceilings to come crashing down. They can attack with wide, sweeping strikes capable of knocking down multiple targets at once.

Serpentstone bulwarks are snake- or hydra-shaped variants first created by serpentfolk artisans (page 302). They have Serpentstone Breath, but lack binding stone and Inexorable March.

Serpentstone Breath ❖❖ (earth, incapacitation, primal) The bulwark breathes a 60-foot cone of green gas. Each creature in the area must attempt a DC 34 Fortitude save. The bulwark can't use Serpentstone Breath again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature's body hardens, causing it to become slowed 1 for 1 round.

Failure The creature becomes petrified for 1 minute. It can attempt a new save at the end of each of its turns.

Critical Failure The creature becomes petrified permanently.

Tengu

Tengu are an adaptable people originally from the continent of Tian Xia, but whose travels have taken them across all of Golarion. As a people in diaspora, tengu are almost always found within larger kingdoms and communities of other peoples, with the exception of their home nation of Kwanlai. As a result, tengu tend to gather in close-knit social groups both with other tengu as well as with other peoples of non-majority ancestries, collecting words and customs from other cultures the way a bird collects trinkets for its nest.

Although humanoid, tengu have very distinct, birdlike features, and many would say that they resemble crows more than they do humans. They have strong, thick beaks, as well as sharp talons at the ends of their arms and legs. Most of a tengu's body is covered in small feathers that range in color from dark brown and midnight blue to glossy black, with lighter colors being rare but not unheard of. Like many avian creatures, tengu have hollow bones, making them much lighter than other humanoids of their size, and some tengu even possess wings that allow them to fly.

Tengu have a strong cultural focus on the sky, considering tall mountaintops sacred places and worshipping gods associated with nature and storms, like Gozreh or Hei Feng. They have a long and proud tradition of both martial arts and smithing, and many aspiring Tian heroes have sought out a tengu mentor or swordsmith. Tengu magic revolves around using tengu feathers, bound into a fan, as a medium to command wind and lightning, and some tengu even have the power to "eat" misfortune—skills that only help tengu as they continue expanding across Golarion to new lands.

Tengu Sneak — Creature 2

MEDIUM HUMANOID TENGU

Perception +6; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +8, Thievery +8

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

Items shortbow (30 arrows), tengu feather fan (worth 0 gp), wakizashi

AC 19; **Fort** +7, **Ref** +10, **Will** +4

HP 27

Eat Fortune ↷ (divine, tengu, concentrate) **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Speed 25 feet

Melee ❖ wakizashi +10 (deadly d8, disarm, finesse, versatile P), **Damage** 1d4+2 slashing

Melee ❖ beak +10 (finesse), **Damage** 1d6+2 piercing

Ranged ❖ shortbow +10 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Sneak Attack The tengu deals 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 tengu.

Feather Fan Dustup ❖❖ (air, divine) **Frequency** once per 10 minutes; **Effect** The tengu waves their feather fan, summoning a small magical breeze that kicks up dust in a 5-foot burst centered on a corner of their space, which lasts for 1d4 rounds. All creatures within that area are concealed, and all other creatures are concealed to them.



Jinx Eaters

In the pirate-controlled archipelago of the Shackles, tengu occupy a unique social niche, since many pirates believe that a tengu's presence on board a ship wards off bad luck. Known as "jinx eaters," these tengu are treated as mascots by their pirate crews. Jinx eaters don't mind this treatment, however, since it allows them to escape much of the drudgery associated with working on a ship. When a tengu is sailing with pirates afraid of ill fortune, the claim that "hunger leads to bad luck" secures comfort and respect for the jinx eater more effectively than any bribe.

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Terotricus Myths

The Kellids of Sarkoris dealt with their fair share of terotricuses during the era of the Worldwound, and these people developed unique rituals to purify tainted grounds with the help of ancestral spirits and feathers acquired from celestials. Far south of there, in what is now known as the Sodden Lands, wastelanders who learn of the presence of a terotricus—or "swampblight," as they're called there—carry lanterns blessed by angels in the hopes that these lights will keep the terotricus at bay.

Terotricus

The legendary terotricus is a massive slime mold that hails from the Outer Rifts. Its collective consciousness encapsulates entire regions, spreading as far as its ever-growing cloud of spores will take it. Once it has seeped into the Universe from the Rifts, a terotricus's agenda is to feed on all living creatures, infecting them with its spores, and its presence can spell doom for any in its way.

Terotricuses move by rapidly expanding and contracting their slimy "bodies," which are capable of burrowing through soil, gliding across water, and scrabbling up steep slopes. These behemoths of rot don't need to travel to see their plans come to fruition, though; their spores easily latch onto demons and other denizens of the Outer Rifts, who in turn bring this blight to the Universe when the fiends are summoned.

When a terotricus infects a creature with its spores, web-like fungal growths start appearing on the victim's skin until they cover the entire body, at which point the victim's mind is also subdued and bent to the terotricus's will. The terotricus's favored victims include animals, elves, and fey, though it is happy to infect any creature it can catch. Cults of Treerazer occasionally attempt to make contact with a terotricus, but such acts almost always simply result in a new sect of spore-blighted servants.

Terotricus — Creature 19

RARE GARGANTUAN FUNGUS UNHOLY



Perception +31; darkvision, tremorsense (imprecise) 120 feet

Languages Chthonian, Elven, Fey

Skills Athletics +37, Deception +32, Intimidation +35, Nature +31, Survival +31

Str +10, **Dex** +5, **Con** +9, **Int** –1, **Wis** +6, **Cha** +5

AC 42; **Fort** +34, **Ref** +28, **Will** +33; +1 status to all saves vs. magic

HP 370, regeneration 25 (deactivated by cold; page 360); **Immunities** controlled, disease, paralyzed, sleep; **Weaknesses** cold 15, cold iron 15, holy 15, slashing 10; **Resistances** fire 15

Spore Cloud (aura, disease) 30 feet. A creature entering the aura or starting its turn there is exposed to spore blight.

Speed 35 feet; burrow 25 feet, climb 25 feet, swim 35 feet

Melee ❖ tentacle +37 (magical, reach 20 feet, unholy), **Damage** 4d10+18 bludgeoning plus 2d6 spirit and Improved Grab (page 359) or Improved Push 20 feet (page 359)

Ranged ❖ spores +37 (brutal, magical, range increment 80 feet, unholy), **Damage** 4d8+8 poison plus 2d6 spirit, spore blight, and sticky spores

Infest Environs ❖❖ (primal) **Frequency** once per day; **Requirements** The terotricus is in a swamp or forested area; **Effect** The terotricus drains nutrients from nearby trees and undergrowth while simultaneously infesting them with fungal growth. All non-magical plant life (though not plant creatures) within a 60-foot emanation withers and sprouts foul mold and slimy mushrooms, removing any cover and concealment provided by trees and undergrowth. In addition, the terotricus regains 200 Hit Points (this is a healing vitality effect).

Spore Blight (disease) Plants and fungi are immune; **Saving Throw** DC 40 Fortitude; **Stage 1** enfeebled 2 (1 day); **Stage 2** enfeebled 4 and slowed 1 (1 day); **Stage 3** controlled by the terotricus (as *dominate*; 5d8 days); **Stage 4** dead

Sticky Spores A creature hit by a terotricus's spores takes a –10-foot status penalty to all its Speeds for 1 minute. If the Strike was a critical hit, the creature is also immobilized until it Escapes (DC 40).

Tooth Fairy

Tooth fairies spawn when a child's tooth (or, less commonly, an entire child) is buried in terrain rife with fey energies. Hatching from the buried teeth like larvae from an egg, tooth fairies build crude pliers from whatever they can find, then go hunting for more teeth—regardless of the owners' willingness.

Tooth Fairy

Lone fairies usually need several minutes of elbow grease and a sleeping or restrained subject to extract a tooth.

TOOTH FAIRY — CREATURE –1

TINY FEY

Perception +6; darkvision
Languages Fey
Skills Acrobatics +5, Stealth +5, Thievery +6
Str –2, **Dex** +3, **Con** +0, **Int** –1, **Wis** +2, **Cha** +1
Items pliers

AC 15; **Fort** +2, **Ref** +7, **Will** +4
HP 8; **Weaknesses** cold iron 2
Plaque Burst When killed, a tooth fairy bursts into sticky, foul-smelling white dust. Each creature in a 5-foot emanation must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Speed 10 feet, fly 25 feet
Melee ❖ pliers +7 (disarm, finesse, reach 0 feet), **Damage** 1d6 bludgeoning plus Tooth Tug
Primal Innate Spells DC 13; **1st** *sleep*; **Cantrips (1st)** *telekinetic hand*
Tooth Tug (manipulate) ❖ **Requirements** The tooth fairy's last action was a successful pliers Strike against a creature with teeth; **Effect** The tooth fairy attempts a Thievery check against the creature's Fortitude DC, dealing 2 persistent bleed damage on any result but a critical failure. On a critical success, it also pulls out one of the target's teeth. If the creature loses a tooth, it takes a –1 status penalty to Charisma-based skill checks and must succeed at a DC 5 flat check to Cast a Spell unless that spell has the subtle trait. These effects last for 1 day, or until the stolen tooth is returned and the target regains at least 1 Hit Point.

Tooth Fairy Swarm

A mob of tooth fairies working together can conduct forced dentistry in seconds.

TOOTH FAIRY SWARM — CREATURE 3

LARGE FEY SWARM

Perception +8; darkvision
Skills Acrobatics +10, Stealth +10, Thievery +12
Str –2, **Dex** +3, **Con** +0, **Int** –1, **Wis** +2, **Cha** +2
AC 18; **Fort** +5, **Ref** +10, **Will** +7

HP 28; **Immunities** precision, swarm mind (page 360); **Resistances** bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, cold iron 5, splash damage 5
Plaque Burst As tooth fairy, but 15 feet and DC 20.

Speed 10 feet, fly 40 feet
Pinch ❖ Tooth fairies pinch their victims' fingers, noses, ears, or similar protruding body parts. Each enemy in the swarm's space takes 2d6 bludgeoning damage (DC 20 basic Reflex save). Creatures that critically fail this save are sickened 1 from the pain.
Pry ❖❖❖ The tooth fairies try to pry out one of their target's teeth. One enemy in the swarm's space takes 4d6 bludgeoning damage with a DC 20 basic Reflex save. On a failed save, the target takes 2 persistent bleed damage and loses a tooth. This has the same effect as the tooth fairy's Tooth Tug.

FOLK TRADITIONS

Tooth fairies fear cats and flee from even newborn kittens. The antipathy is mutual, as all cats hunt and kill tooth fairies with relish.

In some towns, adults leave a small coin under a child's pillow as a bribe for the tooth fairies so that they don't hurt anyone in the house, which sometimes works.



TOOTH FAIRY

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Treerazer's Cultists

Treerazer is worshipped by cultists throughout the Inner Sea region. The majority of these can be found within or near the expanse of the Tanglebriar, consisting of fungus-corrupted fey, debased elves, or other sinister demon worshippers. Beyond Tanglebriar, his cultists are rarer and tend to be loners or leaders of very small groups. Treerazer's religious symbol is a bleeding dead tree that's been split in half.

Areas of Concern corruption of nature, pollution, and slaughter of elves
Edicts corrupt plant life with evil or fungal influences, slay elves, feast on rotten flesh or fungus
Anathema grant mercy to elves, plant trees, encourage natural plant growth
Divine Attribute Strength or Wisdom

Devotee Benefits

Cleric Spells 1st: *grim tendrils*, 3rd: *wall of thorns*, 6th: *tangling creepers*
Divine Font *harm* or *heal*
Divine Sanctification must choose unholy
Divine Skill Nature
Domains destruction, nature, nightmares, tyranny
Favored Weapon greataxe

Treerazer

Treerazer, the self-styled Lord of the Blasted Tarn, is a powerful demon on the cusp of ascending to the true power of one of the rulers of the Outer Rifts itself—a demon lord. For now, even as a nascent demon lord, Treerazer is a dangerous foe.

Treerazer rarely leaves his swampy realm of Tanglebriar—a large thicket of tainted foliage and rotting detritus just south of Kyonin's Fierani Forest—but can be encountered anywhere within that toxic mire, often accompanied by a small legion of demons, corrupted fey, and other deadly allies. Certain occult rituals have the power to call him forth from Tanglebriar, granting him the opportunity to directly work his evils beyond the realm to which he has been exiled. Some believe that no eldritch force contains Treerazer and that, were he willing, he could travel Golarion with impunity, spreading the twisted blessings of his touch and the corruption of his presence, yet the Lord of the Blasted Tarn is as cunning and canny as he is deadly, and prefers to work his evils on the world from the safety of his nightmare realm.

Treerazer — Creature 25

UNIQUE | HUGE | AMPHIBIOUS | DEMON | FIEND | UNHOLY

Perception +46; darkvision, *truesight*
Languages Chthonian, Common, Elven, Fey, telepathy 300 feet (page 360)
Skills Acrobatics +40, Arcana +38, Athletics +45, Intimidation +46, Nature +49, Occultism +38, Religion +45, Stealth +40
Str +12, **Dex** +9, **Con** +11, **Int** +7, **Wis** +8, **Cha** + 8
Items *Blackaxe* (page 329)

AC 54; **Fort** +42, **Ref** +40, **Will** +43, +2 status to all saves vs. magic
HP 550, regeneration 50 (deactivated by holy; page 360); **Immunities** death effects, disease, mental, poison; **Weaknesses** holy 20, **Resistances** acid 20, cold 15, fire 15, physical 20 (except cold iron)
Aura of Corruption (aura, plant, primal) 120 feet. Plants near Treerazer twist, deform, and transform into thorny or fungoid parodies of their natural shapes. A living creature in this area must succeed at a DC 47 Fortitude save each round or become partially transformed into plantlike matter. Those who fail this saving throw are treated as if they were plants for the purposes of any effect that particularly harms or inconveniences plant creatures more than other creatures, but do not gain any benefits of being plant creatures. This effect lasts as long as the creature remains within the area of corruption and for 1 minute thereafter.
Reactive Strike ↻ (page 359)

Speed 60 feet, fly 60 feet, swim 40 feet; *unfettered movement*
Melee ❖ *Blackaxe* +47 (acid, magical, reach 15 feet, sweep, unholy; page 329), **Damage** 5d12+18 slashing plus 1d6 acid (plus an additional 2d6 slashing to plants)
Melee ❖ jaws +45 (agile, magical, reach 15 feet, unholy), **Damage** 5d10+20 slashing
Primal Innate Spells DC 49, attack +43; **10th** *desiccate*, *freeze time*, *wall of thorns*; **9th** *dispel magic* (at will); **6th** *tangling creepers* (at will); **3rd** *earthbind* (at will); **2nd** *telekinetic maneuver* (at will); **Cantrips (9th)** *telekinetic projectile*; **Constant (8th)** *truesight*; **(4th)** *unfettered movement*
Rituals DC 49; *demonic pact* (page 364), *planar servitor*
Defoliation ❖❖ (plant, primal, unholy) Treerazer exudes a pulse of sickly green light in a 30-foot-radius emanation. All plants in the area (including creatures under the effect of his aura of corruption) blacken and wither. Non-creature plants immediately wither and die. Plant and fungus creatures take 20d8 void damage with a DC 49 basic Fortitude save. A creature that fails its save is doomed 1 for 1 minute and sickened 3. Treerazer can choose to exclude any number of plants or fungi in the area from this effect, and generally does so to preserve twisted and corrupted plants or fungi, or plant and fungus creatures that are allied to his cause. Treerazer can't use Defoliation for 1d4 rounds.

Dispelling Strike ❖ (primal) **Frequency** once per round; **Trigger** Treerazer hits a creature, object, or spell effect with a weapon Strike or subjects one to Defoliation; **Effect** Treerazer casts his innate *dispel magic*, targeting the creature he hit with his Strike or one spell affecting that creature.

Staggering Strike When Treerazer scores a critical hit with a melee attack, the target is stunned 2.

Blackaxe

Treerazer's deadly weapon *Blackaxe* is a potent magical artifact (*GM Core* 300). Should Treerazer be defeated and a PC take possession of *Blackaxe*, they claim the power of the weapon. Such power comes with a price, for *Blackaxe*'s influence will drive any who claim it to perform vile deeds and, ultimately, may even compel its user to restore a defeated Treerazer to power!

BLACKAXE ITEM 25

UNIQUE ARTIFACT CURSED PRIMAL UNHOLY

Usage held in 2 hands; **Bulk** 2

This potent weapon used by Treerazer is a *+4 greater corrosive major striking obsidian greataxe* that grants a +4 item bonus to attack rolls, deals an extra 2d6 damage to plants, and has the properties of adamantine. It deals an additional die of damage when wielded by Treerazer.

Activate—Owner's Authority ❖ (concentrate, scrying) **Requirements** You aren't wielding *Blackaxe* and you are its true owner; **Effect** You sense the world around *Blackaxe* as though you were in its location and can use any of your innate spells through the link as if it were the source of the spell. If another creature is wielding *Blackaxe*, it must succeed at a DC 50 Will save or be slowed 2 until it relinquishes the weapon.

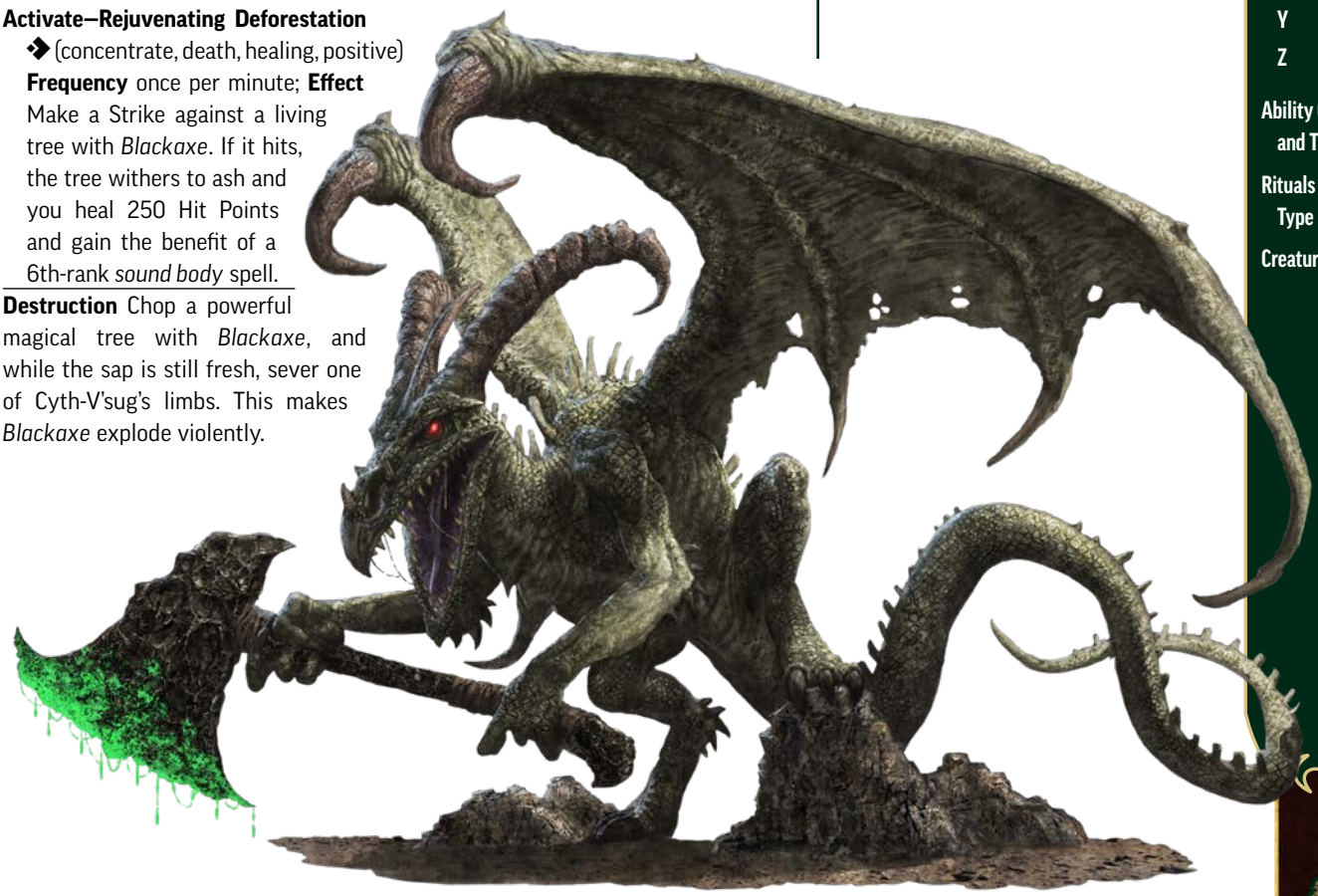
Activate—Owner's Reclamation ❖ (concentrate, teleportation) **Requirements** You aren't wielding *Blackaxe* and you are its true owner; **Effect** *Blackaxe* appears in your hands, teleporting instantly from its prior location.

Activate—Rejuvenating Deforestation ❖ (concentrate, death, healing, positive) **Frequency** once per minute; **Effect** Make a Strike against a living tree with *Blackaxe*. If it hits, the tree withers to ash and you heal 250 Hit Points and gain the benefit of a 6th-rank *sound body* spell.

Destruction Chop a powerful magical tree with *Blackaxe*, and while the sap is still fresh, sever one of Cyth-V'sug's limbs. This makes *Blackaxe* explode violently.

SPAWN OF CYTH-V'SUG

Treerazer was once the favored minion and lieutenant (some even say child) of the demon lord Cyth-V'sug, Lord of Fungus and Parasites. After a failed attempt to wrest that role in the Outer Rifts away from Cyth-V'sug, Treerazer fled to the mortal Universe. Cyth-V'sug was unable (or perhaps only unwilling) to pursue but took steps to ensure that Treerazer would remain there by exiling him, severing Treerazer's bond to the Outer Rifts—if the Lord of the Blasted Tarn is slain, his animus will not return to the Outer Rifts and reform. Death, to Treerazer, is a permanent thing.



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Other Trolls

A wide variety of trolls exist across different climates, sometimes barely resembling each other but sharing in a cursed resilience. Like forest trolls, they're tied to the environments where they live, which changes how they regrow and how they can be killed. Cavern trolls hide from the petrifying sunlight and moss trolls haunt bayous. Other trolls simply mutate, accumulating gangly arms or even multiple functioning heads over the years.

Troll

Slavering, cruel, invincible brutes: this is the villager's stock description for the dread monsters known as trolls. The roots of these stories are undoubtedly true. Trolls' flesh endlessly regrows, going so far as to sprout aberrant limbs or additional heads if not pruned, and a bottomless hunger is required to feed such unfettered growth. Even in the process of glutting themselves, however, trolls find opportunities to taunt their prey and inflict petty cruelties.

A troll's ability to survive is so strong that they believe even the smallest scrap of flesh will slowly regenerate into a new form, suffering as all the powers of the land are gathered to revive them. Despite the pain, trolls speak of this unassailable vitality as a blessing from their creator. Few trolls have heard the laughter of demons who claim that creator cursed the trolls and cast them down from lofty heights, binding them so they could never rise again.

Trolls prefer to remain solitary, keeping every scrap of food for themselves. In rare instances, an old and powerful troll comes to lead groups of trolls. Such warleaders possess enough cunning to lead their hordes in devastating raids and massacres, and their presence permanently alters the surrounding ecosystem. This link to their environment is an often misunderstood aspect of trollkind, and grows more acute with a troll's age and power. That's not to say trolls are valorous protectors of nature. They're vicious and territorial, and will blight their own territory forever if it means more to eat for a day.

Forest Troll

Forest trolls are gangly giants who stalk the fringes of civilization. They rely on their incredible strength to overpower foes with their vicious claws and toothy maws. These trolls stand anywhere from 12 to 16 feet tall, though they prefer to hunch for comfort and to lull foes into a false sense of security.

Trolls are truly creatures of the forest, deeply linked in flesh and blood to the verdant habitats they consider their territory. In fact, when a forest troll is killed, their flesh turns into blackened lumps of charcoal, often still glowing with coals. Despite that, these creatures roam farther and wider than most of their kin, to the extent that they're the first creatures a common person thinks of when they hear the word "troll."



FOREST TROLL **CREATURE 5**

LARGE GIANT HUMANOID TROLL WOOD

Perception +11; darkvision

Languages Jotun

Skills Athletics +12, Intimidation +12

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

Easily Misled The forest troll gets a –4 circumstance penalty to their Perception DC against Deception checks.

AC 20; **Fort** +17, **Ref** +11, **Will** +7

HP 125, regeneration 20 (deactivated by electricity or fire; page 360); **Weaknesses** electricity 10, fire 10

Furious Flailing ↻ **Trigger** The forest troll takes electricity or fire damage; **Effect** The troll makes a claw Strike against a random creature within its reach. If the troll has persistent fire damage, they attempt a DC 15 flat check to remove it.

Speed 30 feet

Melee ❖ jaws +14 (reach 10 feet), **Damage** 2d10+5 piercing

Melee ❖ claw +14 (agile, reach 10 feet), **Damage** 2d8+5 slashing

Chase Prey ❖❖ The forest troll rushes forward on all fours, Striding and then making two claw Strikes.

Rend ❖ claw (page 360)

Troll Warleader

Long-lived trolls sometimes force their way through the twin distractions of hunger and pain to learn more about the world around them. To manage their regeneration, they learn to cover themselves in crude armor that slowly becomes integrated with the top layer of their flesh. Marked by this armor and aided by their superior wits, these warleaders gather a variety of trolls to serve them in raiding parties.

The warleader presented here is a forest troll, but warleaders can be other types of trolls as well. Many of them are adapted to battle tactics that are best suited to their home environments.

TROLL WARLEADER — CREATURE 10

LARGE GIANT HUMANOID TROLL WOOD

Perception +19; darkvision
Languages Jotun
Skills Athletics +21, Crafting +15, Intimidation +22, Nature +17, Survival +17
Str +7, **Dex** +3, **Con** +7, **Int** –1, **Wis** +1, **Cha** +4
Items *+1 striking battle axe* (2), half plate
Easily Misled As forest troll.

AC 29 (26 plus all-around vision after Shed Armor); **Fort** +23, **Ref** +17, **Will** +15
HP 240, regeneration 20 (deactivated by electricity or fire; page 360); **Weaknesses** electricity 10, fire 10

Furious Roar ↻ **Trigger** The troll warleader takes electricity or fire damage; **Effect** The warleader uses their Primordial Roar and, if they're aware of the damage's source, can Stride toward it. If the warleader has persistent fire damage, they attempt a DC 15 flat check to remove it.

Reactive Strike ↻ (page 359)

Speed 30 feet

Melee ❖ jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing

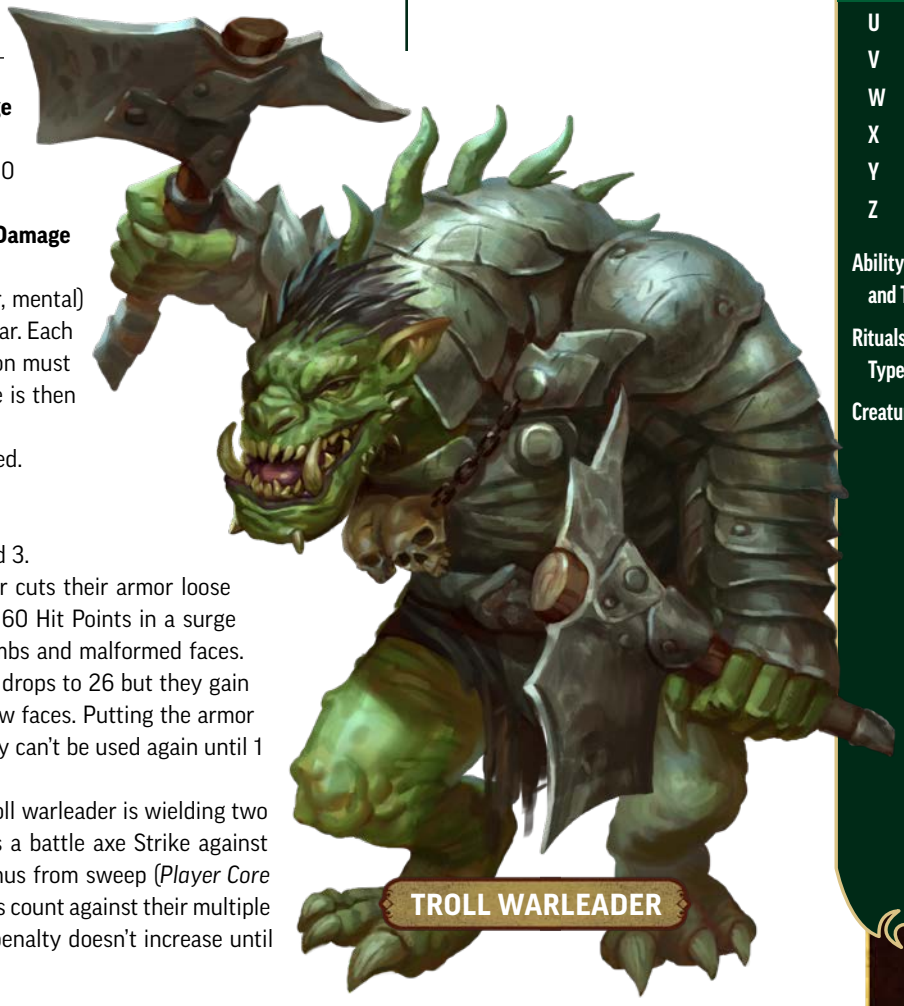
Melee ❖ *battle axe* +24 (magical, reach 10 feet, sweep), **Damage** 2d8+13 slashing

Melee ❖ claw +23 (agile, reach 10 feet), **Damage** 2d8+13 slashing

Primordial Roar ❖ (auditory, emotion, fear, mental) The troll warleader unleashes a bestial roar. Each non-troll creature in a 100-foot emanation must attempt a DC 29 Will save. The creature is then temporarily immune for 10 minutes.
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.

Shed Armor ❖ (manipulate) The warleader cuts their armor loose from their flesh. They immediately heal 60 Hit Points in a surge of regeneration as they grow twisted limbs and malformed faces. Without their armor, the warleader's AC drops to 26 but they gain all-around vision (page 359) from the new faces. Putting the armor back on takes 10 minutes, and this ability can't be used again until 1 hour has passed.

Sweeping Axes ❖❖❖ **Requirements** The troll warleader is wielding two battle axes; **Effect** The warleader makes a battle axe Strike against each creature in their reach and the bonus from sweep (*Player Core* 283) applies to each attack. These attacks count against their multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.


TROLL WARLEADER

TROLL AUGURS

A curious group of trolls claim to possess the "gift of sight." These augurs practice a disturbing method of fortune-telling, slashing open their own abdomen and pulling out entrails to interpret the prophecies. In the Varisian city Kaer Maga, augurs practice their trade in the street for coin, leaving visitors with more questions than answers.

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TWIGJACK BRAMBLES

Sometimes groups of twigjacks gather and form temporary communities called "brambles," usually to aid in times of need for the forest or to enact some great vengeance. These groups can consist of anywhere from three to 30 twigjacks. Once their task is complete, the twigjacks go their separate ways.

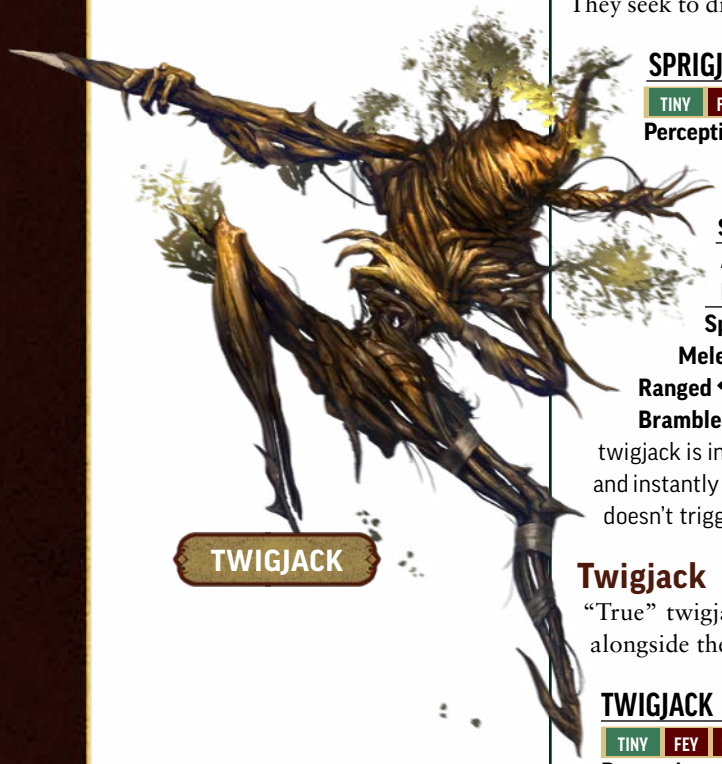
TWIGJACK

Maladjusted forest denizens, twigjacks form from the cruel and prankish combination of fey and the very woods in which they reside. A twigjack's body is made up of prickly brambles woven with vines. Shaggy, mossy growth, not unlike hair, tops a twigjack's head. Its mouth is just a canyon of splintered and broken sticks bisecting its face. Leaves and sprigs of new growth randomly sprout from the creature's body. Many dense forests on Golarion have at least a handful of twigjacks living in the undergrowth.

While truculent and violent, twigjacks care deeply for what they consider to be their forests. These creatures harass outsiders who delve deep into their wooded domains, forcing back even the most determined explorers, foresters, and travelers, especially when those intruders cut roads through the forest. However, they are not terribly territorial when it comes to other forest creatures. When sylvan creatures, especially fey, rally against an outside threat, twigjacks in the area eagerly arrive to fight, even if they were not invited.

Sprigjack

Weaker twigjacks are often found in cultivated forests and even gardens. They seek to drive away interlopers, growing as their environment runs wild.



TWIGJACK

SPRIGJACK **CREATURE -1**

TINY FEY PLANT WOOD

Perception +5; darkvision

Languages Common, Fey

Skills Acrobatics +5, Nature +3, Stealth +5

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

AC 15; **Fort** +5, **Ref** +7, **Will** +3

HP 10; **Weaknesses** axes 2, fire 2

Speed 25 feet

Melee ❖ claw +7 (agile, finesse, reach 0 feet), **Damage** 1d4+1 slashing

Ranged ❖ splinter +7 (range increment 30 feet), **Damage** 1d4 piercing

Bramble Jump ❖❖❖ (plant, primal, teleportation, wood) **Requirements** The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Twigjack

"True" twigjacks, as they consider themselves, are found in wild forests alongside the fey they idolize.

TWIGJACK **CREATURE 3**

TINY FEY PLANT WOOD

Perception +9; darkvision

Languages Common, Fey

Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11

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

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Weaknesses** axes 5, fire 5

Speed 25 feet

Melee ❖ claw +11 (agile, finesse, reach 0 feet), **Damage** 1d10+4 slashing

Ranged ❖ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing

Bramble Jump ❖❖❖ As sprigjack.

Splinter Spray ❖❖ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

Unicorn

Symbols of grace and purity, unicorns resemble proud and noble horses. They typically have pure white coats, but they are best known for the single, delicate horn that extends from the center of their forehead. While unicorns often serve as protectors of unspoiled wilderness and sacred places, they are themselves highly sought after for their horns, which are said to possess potent magical properties. To many, the mere idea of hunting such a magnificent creature in the hopes of severing its horn is utterly reprehensible. Indeed, a dehorned unicorn is a sorry sight, and few such unicorns survive much longer in the wild.

Unicorns are found almost exclusively in remote, unsullied areas of wilderness. Sometimes associated with good-aligned deities, other times associated with nature and the fey, unicorns are always known for their righteousness and nobility. They are wary, at best, of most humanoid creatures, due in large part to poachers' tendency to hunt them for their horns, but unicorns are often rumored to have a weakness for those who are pure of both heart and spirit. Despite some tales, unicorns are equally likely to recognize purity in people of all genders.

Unicorn — Creature 3

LARGE BEAST FEY HOLY

Perception +13; darkvision, scent (imprecise) 30 feet

Languages Common, Fey

Skills Acrobatics +10, Diplomacy +11, Stealth +8, Survival +9

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

Animal Empathy The unicorn has a connection to the creatures of the natural world that allows them to communicate with animals. They can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 20; **Fort** +10, **Ref** +8, **Will** +11 (+2 vs. mental)

HP 45; **Immunities** poison

Speed 45 feet

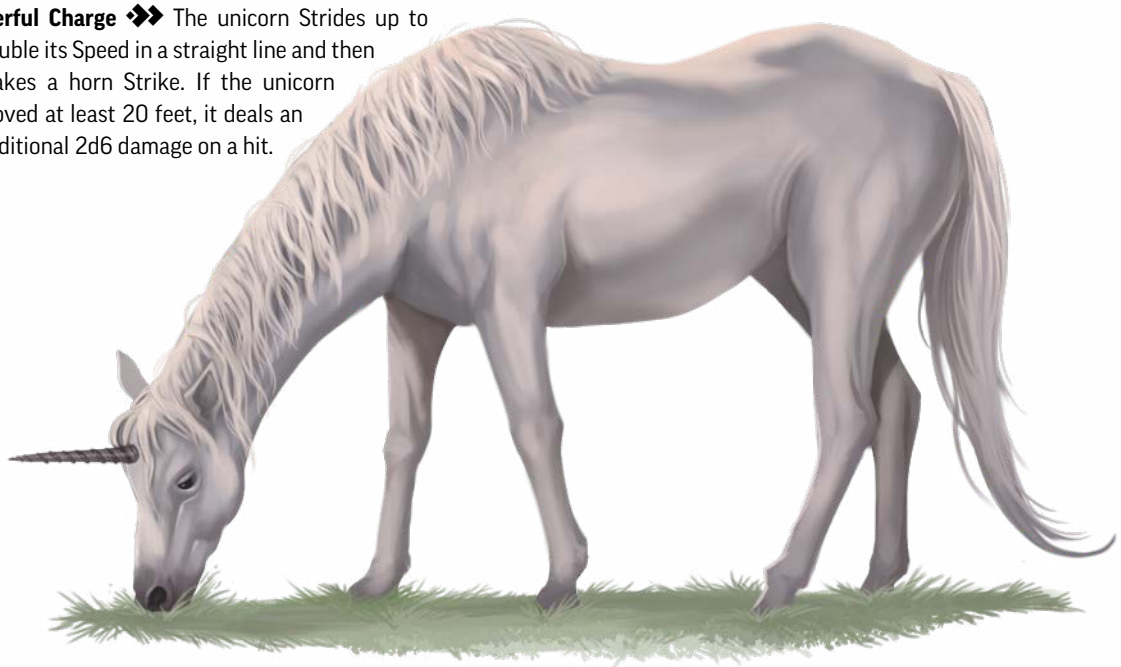
Melee ❖ horn +12 (holy, magical), **Damage** 1d10+4 piercing plus 1d4 spirit and ghost touch

Melee ❖ hoof +12 (agile, magical), **Damage** 1d8+4 bludgeoning and ghost touch

Primal Innate Spells DC 21; **5th** *nature's pathway*; **3rd** *cleanse affliction*, *heal* (×2); **Cantrips (2nd)** *light*

Ghost Touch A unicorn's Strikes have the effects of a *ghost touch* property rune.

Powerful Charge ❖❖ The unicorn Strides up to double its Speed in a straight line and then makes a horn Strike. If the unicorn moved at least 20 feet, it deals an additional 2d6 damage on a hit.



Alicorn

In alchemical and occult circles, "alicorn" is the word for the material that makes up a unicorn's horn, also used to describe any object made from that horn. Note that in many markets, alicorn sales are illegal, and those who attempt to sell alicorn are viewed with repugnance—or worse.

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Building Vampires

Because vampires can inflict their nature on any creature whose blood they drink, almost any living creature can become one of these undead horrors. When you need to create a vampire for your game, you can do so in two ways. In most cases, it's more effective to build the vampire from the ground up, using the standard rules for monster creation (this is how the vampire count, vampire servitor, and vampire mastermind presented on these pages were built). Or you can use the guidelines presented under Creating a Vampire to turn an existing creature into a vampire, adjusting the monster as you see fit. In either case, specific vampire abilities like coffin restoration, Mist Escape, and Drink Blood work the same. *Pathfinder Book of the Dead* also includes rules for turning player characters into vampires via an archetype.

Vampire

Vampires are undead creatures that feed on the blood of the living.

Creating a Vampire

You can turn an existing living creature into a vampire using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead and vampire traits, and usually the unholy trait.
- Increase AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If an ability can be used only a limited or infrequent number of times (such as a dragon's breath), increase the damage by 2 instead.
- Reduce its HP by the amount listed on the table.
- The vampire gains fast healing and resistance to physical damage (except silver) as indicated in the table. These abilities are the reason the vampire has fewer Hit Points.

Starting Level	HP Decrease	Fast Healing/Resistance
3–4	–20	5
5–7	–30	7
8–14	–40	10
15+	–60	15

Basic Vampire Abilities

All vampires gain the following abilities. If the base creature 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 vampire's theme, such as powers that rely on sunlight or which assume the presence of vitality.

Darkvision

Void Healing (page 360)

Immunities death effects, disease, paralyzed, poison, sleep

Coffin Restoration (divine, void) Unlike other undead, a vampire isn't destroyed at 0 HP. Instead, they fall unconscious. If their body rests in their coffin for 1 hour, the vampire gains 1 HP, after which their fast healing begins to function normally.

Vampire Vulnerabilities All vampires possess the following vulnerabilities.

- **Compulsions** Vampires are creatures with strange and unknowable compulsions. A typical vampire can't voluntarily cross running water unless they're transported while they hide within their coffin, nor can they enter a private dwelling unless invited in by someone with the authority to do so. At your discretion, vampires might have different compulsions—a pirate vampire might not be able to set foot on solid ground without being invited, for example. The vampire can still be forced to do these things and might be able to overcome their compulsion just as they do their revulsion (see below).
- **Revulsion** A vampire 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, and it remains brandished for 1 round (similar to Raising a Shield). If the vampire 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 vampire 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 wooden stake driven through a vampire's heart drops the vampire to 0 HP and prevents them from healing above 0 HP, even in their coffin. Staking a

vampire requires 3 actions and works only if the vampire is unconscious. If the stake is removed, the vampire 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 vampire's head is severed and anointed with *holy water* while the stake is in place, the vampire is destroyed.

- **Sunlight** If exposed to direct sunlight, a vampire immediately becomes slowed 1. The slowed value increases by 1 each time the vampire ends their turn in sunlight, and the condition ends when they're no longer in sunlight. If the vampire loses all their actions in this way, they're destroyed. Due to their supernatural aversion to light, vampires don't cast shadows or show a reflection in mirrors.

Climb Speed Vampires gain a climb Speed equal to their land Speed.

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 monster 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.

Drink Blood ❖ (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach; **Effect** The vampire sinks their fangs into that creature to drink their blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the vampire regains HP equal to 10% of their maximum HP, gaining any excess HP as temporary HP. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drained value by 1, killing the victim when it reaches drained 5. A vampire can also consume blood that's been emptied into a vessel for sustenance, but they gain no HP from doing so.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

Grab The creature's claw attacks (or equivalent unarmed attacks) gain Grab (page 359).

True Vampire Abilities

Powerful vampires that can create and control vampires from their victims gain additional vampire abilities, as detailed below. A creature below level 5 is not a significant enough creature to become a true vampire—you should instead simply make such a creature into a regular vampire servitor or rebuild the creature so that it's at least level 5 before becoming a true vampire.

Resistances The vampire resists all physical damage except magical silver.

Create Servitor (divine, downtime) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire can turn this victim into a vampire servitor by donating some of their own blood to the victim and burying the victim in earth for 3 nights. A vampiric servitor is compelled to obey its creator, but if a vampire controls too many vampiric servitors at once (as determined by the GM), or if the servitor is a higher level than the vampire that created it, strong-willed servitors can free themselves by succeeding at a Will saving throw against the vampire's Will DC.

Mist Escape ◈ **Trigger** The vampire is reduced to 0 HP; **Effect** The vampire uses Turn to Mist (page 336). They can take move actions to move toward their coffin even though they're at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. They automatically return to their corporeal form, unconscious, if they reach their coffin or after 2 hours, whichever comes first.

Change Shape ❖ (concentrate, divine, polymorph) The vampire transforms into one of their animal forms or back into their normal form (page 358). Most vampires can turn into a bat, but some can turn into a different creature, such as a rat or a wolf. Use the options in the *aerial form* and *animal form* spells as guidelines.



THE NOBLE DEAD

Most vampires suffer an inevitable slide into moral decay and ethical dissolution, unable to retain whatever empathy and kindness they may have had in life. Some vampires manage to retain a portion of their positive emotions, but this retention seems to always be accompanied by a reduction in their vampiric power, as though the hints of a soul remaining reject the completeness of their transformation to undeath.

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DEATH WEARS MANY CLOAKS

The most common and traditional vampires, as presented here, are also known as "moroi." They are most prevalent on Golarion in the mist-shrouded counties of Ustalav and found in small numbers in almost every nation of the Inner Sea. Other types of vampires include the withered nosferatu, the hopping jiang-shi, the feral vrykolakas, and the psychic vetalarana—these vampires share many of the basic traits with moroi but possess new abilities of their own. Dhampirs (page 95) can be born of any of these vampires, though moroi-born dhampirs known as svetochers are the most common, especially in the Inner Sea region.

- **Bat** The vampire changes into a bat swarm or giant bat (page 40). They gain echolocation 40 feet, a land Speed of 20 feet and a fly Speed of 30 feet, and a fangs Strike with the same attack bonus as their highest melee attack. These fangs deal the same amount of damage as the vampire's claws but deal piercing damage rather than slashing damage.

Children of the Night (divine, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves but can include other creatures. The vampire can give telepathic orders to these creatures as long as they're within 100 feet, but they can't communicate back.

Dominate ❖❖ (divine, incapacitation, mental, visual) The vampire 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 the high spell DC of the vampire's level (*GM Core* 121), and a creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood As a typical vampire, but the victim is drained 2 instead of 1.

Turn to Mist ❖ (air, concentrate, divine, polymorph) The vampire turns into a cloud of vapor, as the *vapor form* spell, or back to their normal form. The vampire loses fast healing while turned to mist. The vampire can remain in this form indefinitely.

Vampire Servitor

Vampires use their servitor pawns for infiltration and reconnaissance.

VAMPIRE SERVITOR — CREATURE 4

MEDIUM UNDEAD UNHOLY VAMPIRE

Perception +12; darkvision

Languages Common, plus one regional language

Skills Acrobatics +11, Athletics +9, Intimidation +8, Society +5, Stealth +12

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

AC 22; **Fort** +9, **Ref** +13, **Will** +11

HP 40, coffin restoration, fast healing 5 (page 359), void healing (page 360); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 5 (except silver)

Vampire Vulnerabilities

Speed 25 feet, climb 25 feet

Melee ❖ claw +14 (agile), **Damage** 1d8+6 slashing plus Grab (page 359)

Drink Blood ❖ (divine) When Drinking Blood, the servitor regains 5 HP.

Sneak Attack The servitor deals 1d6 extra precision damage to off-guard creatures.

Vampire Count

Vampire counts rule their demesnes and subjects through a mix of fear and cruelty.

VAMPIRE COUNT — CREATURE 6

UNCOMMON MEDIUM UNDEAD UNHOLY VAMPIRE

Perception +17; darkvision

Languages Common, Necril, plus one regional language

Skills Acrobatics +13, Athletics +13, Deception +14, Diplomacy +14, Intimidation +16, Society +14, Stealth +13

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

Items leather armor, *+1 rapier*

Children of the Night (divine, mental)

AC 24; **Fort** +11, **Ref** +14, **Will** +17



VAMPIRE SERVITOR

HP 65, coffin restoration, fast healing 7 (page 359), void healing (page 360); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 7 (except magical silver)
Vampire Vulnerabilities
Mist Escape ◈

Speed 25 feet, climb 25 feet
Melee ❖ *rapier* +17 (deadly d8, disarm +1), **Damage** 1d6+11 piercing
Melee ❖ claw +17 (agile), **Damage** 1d8+8 slashing plus Grab (page 359)
Change Shape ❖ (concentrate, divine, polymorph) Giant bat with fangs +15 for 1d8+9 piercing (page 358).
Create Servitor (divine, downtime)
Dominate ❖❖ (divine, incapacitation, mental, visual) DC 22
Drink Blood ❖ (divine) When Drinking Blood, the vampire count regains 10 HP.
Turn to Mist ❖ (air, concentrate, divine, polymorph)

Vampire Mastermind

Vampire masterminds are evil wizards who control entire cabals of the undead and instill fear in the hearts of mortals far and wide.

VAMPIRE MASTERMIND — CREATURE 9

RARE MEDIUM UNDEAD UNHOLY VAMPIRE

Perception +20; darkvision
Languages Common, Necril, plus one regional language
Skills Acrobatics +17, Arcana +21, Athletics +18, Deception +20, Diplomacy +20, Intimidation +22, Society +19, Stealth +19
Str +3, **Dex** +4, **Con** +1, **Int** +6, **Wis** +4, **Cha** +5
Items signet ring
Children of the Night (divine, mental)

AC 27; **Fort** +15, **Ref** +18, **Will** +20
HP 115, coffin restoration, fast healing 10 (page 359), void healing (page 360); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 10 (except magical silver)
Vampire Vulnerabilities
Mist Escape ◈

Speed 25 feet, climb 25 feet
Melee ❖ claw +18 (agile), **Damage** 2d8+9 slashing plus Grab (page 359)
Arcane Prepared Spells DC 29, attack +19; **4th** *fire shield*, *illusory disguise*, *vision of death*, *wall of fire*; **3rd** *dispel magic*, *fireball*, *haste*, *lightning bolt*; **2nd** *blur*, *floating flame*, *invisibility*, *stupefy*; **1st** *dizzying colors* (×2), *enfeeble*, *fleet step*; **Cantrips (4th)** *detect magic*, *frostbite*, *message*, *telekinetic hand*, *sigil*
Change Shape ❖ (concentrate, divine, polymorph) Giant bat with fangs +19 for 2d8+9 piercing (page 358).
Create Servitor (divine, downtime)
Dominate ❖❖ (divine, incapacitation, mental, visual) DC 26
Drain Bonded Item ◈ (arcane) **Frequency** once per day; **Requirements** The vampire mastermind hasn't acted yet on this turn; **Effect** The vampire expends the power stored in their signet ring. This gives the vampire the ability to cast one prepared spell they had already previously cast today without spending a spell slot. The vampire must still Cast the Spell and meet the spell's other requirements.
Drink Blood ❖ (divine) When Drinking Blood, the vampire mastermind regains 10 HP.
Steady Spellcasting If another creature's reaction would disrupt the vampire mastermind's spellcasting action, the vampire attempts a DC 15 flat check. If the vampire succeeds, their action isn't disrupted.
Turn to Mist ❖ (air, concentrate, divine, polymorph)


VAMPIRE MASTERMIND

WHERE RISE THE DEAD

Vampires are inevitably drawn to the places and people they knew in life. A vampire who lives in a city with active nightlife may maintain their mortal guise for many years before their undead nature becomes apparent, while vampires from simpler towns and villages may stalk nearby woods and caverns, yearning for a life forever denied them.

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Strange Appetite

In lands ravaged by this plague of insects, some have taken to eating vescavors. While the smell is not appealing, once the acid glands are removed and the insect is properly cooked and seasoned, vescavors make for a surprisingly scrumptious treat.

Vescavor

These gluttonous green vermin travel from the Outer Rifts in an endless search for food. Along the way, these acrid wasps devour everything in sight. Not even the ground itself is spared from their appetite. While any single vescavor is no problem, they travel in swarms to overwhelm anything trying to stop them. In a truly unfortunate situation, several swarms will be gathered and led by a vescavor queen. These queens, while fearsome on their own, can drive their brood into a feeding rage unlike any other. Swarms found without a queen are directionless, destroying anything around them indiscriminately.

Whenever a vescavor swarm is not eating, it gibbers mind-numbing songs from the fiends' dark world. Adapted to the shrieking jungles of their home plane, they issue a call that confuses and corrupts mortals.

Philosophers who ponder the Outer Rifts often conjecture as to what kind of soul forms a vescavor. The idea of insect souls being sent to the Outer Rifts is often laughed off but never entirely dismissed. Some assume that they are demons of gluttony, plain and simple. Some of the more creative explanations of vescavor origins posit that all the bits of soul eaten up by attacking demons are what coalesce into these endless swarms. Such an explanation would account for how these endlessly feeding demons also seem to be endless in number.



VESCAVOR SWARM

Vescavor Swarm

The most common and numerous vescavors are the raving swarms. If left alone and unchecked, many believe they would eventually consume themselves once everything else in the immediate vicinity was consumed. What is even more vexing than their hunger is their song. While it sounds like gibberish at first, once bitten, the song will drive people into chaos.

VESCAVOR SWARM — CREATURE 5

LARGE FIEND SWARM UNHOLY

Perception +11; darkvision

Languages Chthonian

Skills Acrobatics +13, Athletics +10, Stealth +13

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

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

HP 60; **Immunities** precision, swarm mind (page 360); **Weaknesses** area damage 5, cold iron 5, holy 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2

Speed 20 feet, fly 40 feet

Devour All ❖❖ The swarm eat away the very earth beneath their feet. The swarms Strides. All squares they occupy during their movement becomes difficult terrain. Any creatures they move through must succeed a DC 21 Reflex save or fall prone.

Maddening Gibbers ❖ (auditory, mental) Each stupefied creature in the swarm's space must attempt a DC 21 Will saving throw as the swarm yammers the endless chorus of the Outer Rifts.

Critical Success The target is unaffected and is temporarily immune to Maddening Gibbers for 1 minute.

Success The target is unaffected and is immune to Maddening Gibbers for 1 round.

Failure The target becomes confused for 1 round.

Critical Failure The target becomes confused for 1 round and can't target demons while confused in this way.

Ravenous Bites ❖ Each enemy in the swarm's space takes 3d6 piercing damage (DC 20 basic Fortitude save). A creature that fails its save is also stupefied 1 for 1 round.

Vescavor Queen

A vescavor queen is a horrifying sight. Much like their swarms, they resemble an acrid green wasp, but their abdomens are abnormally bloated and covered in acid-leaking spikes; their mouths make up the majority of their face and are filled with large, gnarled teeth, each the size of a human finger. They only possess one pair of arms, each the length of their entire body but abnormally folded and kept close, and their five pairs of wings are unnaturally stacked upon each other in a way that would make flight impossible for any natural creature. These queens ensure that the swarms never end their dreadful march towards wherever food can be found. Not only will they gradually create vescavor swarms, but they can also cause existing swarms to double in number at a moment's notice. These strengthened swarms are also blessed with increased vigor and speed. Moreover, a queen's acidic spit is laced with pheromones that drive her swarms into a rage, which she uses to direct the swarms towards priority targets.

Occasionally, a powerful fiend will capture a vescavor queen and use her to create swarms in a controlled environment. However, the practice was quickly abandoned. For all the damage these swarms might cause to a fiendish master's enemies, it is rarely worth the cost of keeping the queen and her endless swarms of children fed and under control. Even keeping the queen in one location can be costly and difficult, as it is almost impossible to find a cage that a queen cannot eat her way out of, given sufficient time.

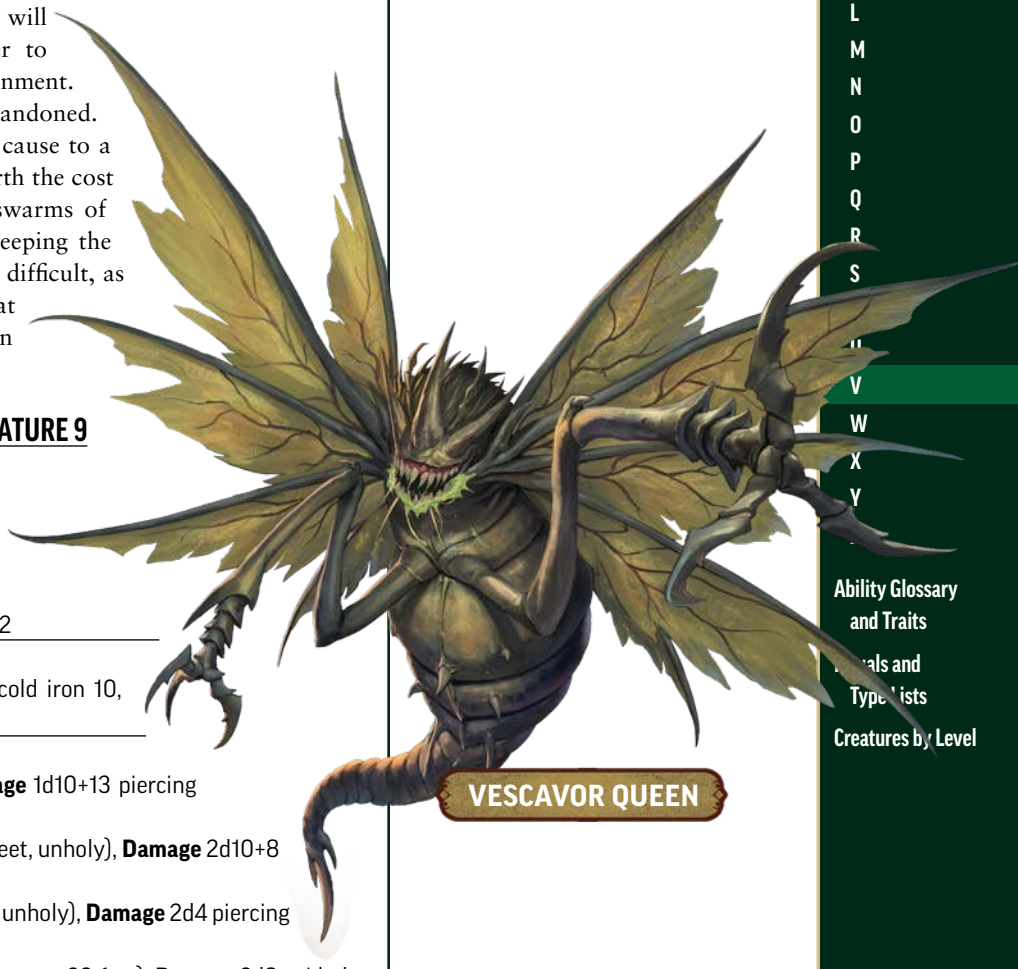
VESCAVOR QUEEN CREATURE 9

LARGE FIEND UNHOLY

Perception +11; darkvision
Languages Chthonian
Skills Acrobatics +20, Athletics +18, Religion +16, Stealth +20, Survival +16
Str +6, **Dex** +5, **Con** +5, **Int** +1, **Wis** +3, **Cha** +2

AC 28; **Fort** +17, **Ref** +19, **Will** +15;
HP 150; **Resistances** acid 10; **Weaknesses** cold iron 10, holy 10

Speed 20 feet, fly 50 feet
Melee ❖ jaws +20 (magical, unholy), **Damage** 1d10+13 piercing plus 1d10 acid
Melee ❖ claw +20 (agile, magical, reach 10 feet, unholy), **Damage** 2d10+8 slashing plus Grab (page 359)
Melee ❖ stinger +20 (magical, reach 15 feet, unholy), **Damage** 2d4 piercing plus 2d10 acid
Ranged ❖ spit +19 (acid, magical, range increment 30 feet), **Damage** 2d8 acid plus rage pheromones
Chaotic Spawning ❖❖❖ The vescavor queen strengthens her swarms. All vescavor swarms within 100 feet become Huge and quickened for 1 minute. Vescavor swarms can only use the extra action each round for the Ravenous Bites action.
Feeding Time ❖ The vescavor queen causes any number of vescavor swarms within 100 feet to immediately use their reaction to perform the Ravenous Bites action.
Opportune Snack ❖ The vescavor queen pulls a creature it has grabbed or restrained into a space adjacent to it and makes a jaws Strike with a +2 circumstance bonus.
Rage Pheromones If the vescavor queen's spit Strike damages a creature, it takes a –2 status penalty to all saving throws imposed by vescavor swarms for 1 minute.



ROYAL SWARM

After seeing the size of a single queen and the unending numbers of their swarms, many have considered the possibility of an entire swarm made of vescavor queens. While none have been reported, the mere idea of this possibility has been used to expedite the funding of hunting parties.

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The Creation of Vilderavns

Legends say a fey lord created the vilderavns as a weapon against those who ruined the land with their iron armaments. Vilderavns would exploit the hubris of mortals and devour their souls after death. With this goal, vilderavns hid in various forms to watch and learn human ways, and they executed their calling with great subtlety but no mercy. No mortal knows if this legend is true or spread by vilderavns to imply a purpose for their heartless cruelty.

Vilderavn

In their true form, a vilderavn is a great raven with a wingspan of 6–8 feet. Adaptable shapeshifters, they can change to the fighting forms of a snarling wolf, a hybrid of both wolf and raven, and a tall humanoid in black armor with a massive greatsword. More sinister is their ability to assume a humanoid guise suited to insinuating themselves into the retinues of boastful mortal rulers. With historical knowledge and clever rumormongering, they goad the proud into squabbles, feuds, and ultimately wars. The vilderavn stays at the ruler's side until victory is within grasp, the war almost won, then exacts the cruel stroke of betrayal. Their magic turns the mortals against each other, and the vilderavn's sword falls swiftly.

VILDERAVN **CREATURE 16**

RARE MEDIUM FEY

Perception +28; greater darkvision, *truesight*

Languages Aklo, Common, Diabolic, Fey; *truespeech*

Skills Acrobatics +30, Athletics +32, Deception +29, Heraldry Lore +26, Society +24, Stealth +32, Warfare Lore +26

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

AC 40; **Fort** +25, **Ref** +30, **Will** +28

HP 300; **Immunities** curse, death effects, drained, fear; **Weaknesses** cold iron 10

Aura of Disquietude (aura, emotion, fear, mental) 30 feet, DC 35. As frightful presence (page 359), plus a creature frightened by the aura becomes suspicious; it doesn't count any other creature as its ally and can't Aid or flank. On a critical failure, the creature also can't be a willing target for harmless or helpful magic.

Reactive Strike ↻ (page 359)

Speed 40 feet, fly 120 feet

Melee ❖ *greatsword* +34 (magical, versatile P), **Damage** 3d12+16 slashing plus bloodbird

Melee ❖ jaws +32 (magical), **Damage** 3d8+16 piercing plus bloodbird

Melee ❖ talon +32 (agile, magical), **Damage** 3d8+16 slashing plus bloodbird

Occult Innate Spells DC 37; **8th** *suggestion*; **5th** *outcast's curse* (at will) *rewrite memory*, *suggestion* (at will), *translocate*, *wave of despair* (at will); **Constant (6th)** *truesight*, *truespeech*

Bloodbird (curse, occult) A creature hit by a vilderavn's melee attack becomes cursed. It takes 2d6 persistent bleed damage that's difficult to stanch. The DC to stop the bleeding using Administer First Aid is 35, and healing the creature to full HP doesn't automatically end the bleeding. Removing the curse ends the bleeding.

Change Shape ❖ (concentrate, occult, polymorph) The vilderavn takes on the appearance of a Small or Medium humanoid, wolf, dire wolf, or hybrid with both raven and wolf parts (page 358). The vilderavn can only use their jaws attack when in a form with a wolf's head, and their talon attack in a form with raven qualities. They can instead assume their raven knight form: a Medium humanoid in black full plate carrying a greatsword. They can use their jaws or talon Strikes only in a form that has that body part, and their greatsword only in knight form.

Souleater (occult) If the vilderavn kills a humanoid with a critical hit using their jaws Strike, they rip out and devour the target's heart and soul as part of the attack. While the target is dead, the vilderavn can Change Shape into the target's form, gaining a +4 status bonus to Deception checks to impersonate the target. If magic would resurrect the creature, the caster must succeed at a DC 34 counteract check to extract the target's soul from the vilderavn; otherwise, the spell fails.



Warg

The warg is an intelligent and malevolent wolf that dwells among goblins, hobgoblins, orcs, and violent humanoids.

Warg

Wargs hunt in packs like wolves, but their penchant for taunting victims makes them easy to distinguish from their cousins. Orcs and hobgoblins frequently recruit wargs. Most wargs are amenable to this arrangement, but if food should run out, wargs are more than willing to integrate goblinoid flesh into their diet.

WARG — CREATURE 2

MEDIUM BEAST

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin, Orcish
Skills Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Stealth +7, Survival +8
Str +4, **Dex** +3, **Con** +3, **Int** –1, **Wis** +2, **Cha** +2

AC 17; **Fort** +11, **Ref** +9, **Will** +6
HP 36
Avenging Bite ↷ **Trigger** A creature within reach of the warg's jaws attacks one of the warg's allies; **Effect** The warg makes a jaws Strike against the triggering creature.

Speed 40 feet
Melee ❖ jaws +11, **Damage** 1d8+4 piercing plus Grab (page 359)
Pack Attack The warg's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the warg's allies.
Swallow Whole ❖ (attack) Small, 1d6+2 bludgeoning, Rupture 9 (page 360)

Witchwarg

Witchwargs are related to wargs, but are larger, smarter, and far more dangerous. They are capable of exhaling plumes of freezing breath. When they deign to serve others, they usually reserve this privilege for more dangerous creatures, such as the winter witches of Irrisen.

WITCHWARG — CREATURE 5

LARGE BEAST COLD

Perception +14; darkvision, scent (imprecise) 30 feet
Languages Common, Jotun
Skills Acrobatics +13, Athletics +13, Deception +11, Intimidation +11, Stealth +13 (+16 in snow), Survival +12
Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

AC 23; **Fort** +13, **Ref** +15, **Will** +10
HP 70; **Immunities** cold; **Weaknesses** fire 5
Buck ↷ DC 21 (page 358)
Avenging Bite ↷ As warg.

Speed 40 feet
Melee ❖ jaws +15 (cold), **Damage** 1d10+6 piercing plus 1d6 cold and Knockdown (page 359)
Winter Breath ❖❖ (cold, primal) The witchwarg breathes a cloud of frost in a 15-foot cone that deals 5d8 cold damage (DC 23 basic Reflex save). The witchwarg can't use Winter Breath again for 1d4 rounds.
Pack Attack The witchwarg's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the witchwarg's allies.


WITCHWARG

WARG LEGENDS

Wargs are the subject of many grim tales and campfire stories. Frightening accounts of wargs gobbling up children whole have a disturbing basis in fact, for these ravenous creatures have jaws that can unhinge like those of a serpent to gulp down small prey while the victim yet lives.

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Alternate Warsworns

While uniquely terrible, war is not the only tragedy that can lead to mass deaths. Other forms of mass undead, similar to warsworn, can sometimes arise from causes such as famine or disaster. Flamesworn rise from large crowds killed by fire, while plagueborn rise when entire townships or even cities perish to disease.

Warsworn

A warsworn is an animate mass of corpses composed of dozens, sometimes even hundreds, of victims of battle. They are formed by deities of undeath or war or, rarely, spontaneously manifest from the devastation of an especially horrendous battle.

Warsworn — Creature 16

UNCOMMON | GARGANTUAN | UNDEAD | UNHOLY

Perception +27; darkvision

Languages Common (can't speak any language)

Skills Athletics +33

Str +9, **Dex** +5, **Con** +7, **Int** –1, **Wis** +5, **Cha** +5

AC 37; **Fort** +29, **Ref** +25, **Will** +27; +1 status to all saves vs. vitality

HP 350, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

Animated Weapons (aura, divine) 100 feet. The warsworn automatically controls unattended weapons in the aura, which levitate around the warsworn. The warsworn can telekinetically wield these weapons to make melee Strikes with a reach of 100 feet. These strikes deal four of the weapon's damage dice +9 and use the weapon's damage type.

Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 35 (page 359).

Reactive Strike ↻ (page 359)

Speed 30 feet

Melee ❖ corpse wave +32 (magical), **Damage** 4d12+9 bludgeoning plus energy drain

Melee ❖ animated weapon +30 (agile, magical, reach 100 feet), **Damage** see animated weapons

Ranged ❖ scrap ball +28 (magical, range increment 100 feet), **Damage** 4d12+9 bludgeoning plus plummet

Absorb ❖ (death, divine, void) **Trigger** The warsworn moves into a dying creature's space; **Effect** The warsworn absorbs the dying creature into itself, instantly killing the creature and healing the warsworn for a number of Hit Points equal to the creature's level. As long as the warsworn still exists, absorbed creatures can't be resurrected except by *wish* or a similarly powerful effect.

Energy Drain (divine, void) When a warsworn hits with a corpse wave Strike or damages a creature with Trample, the target must succeed at a DC 35 Fortitude save or become drained 2 and doomed 1. On a critical success, the target becomes temporarily immune to the warsworn's energy drain for 24 hours.

Plummet A creature hit by a warsworn's scrap ball Strike must attempt a DC 37 Reflex save. On a failure, the target falls prone; if the target was airborne, it falls up to 120 feet, taking damage from the fall and landing prone if the descent brings it to the ground. On a critical failure, the target is also held under a pile of scrap (Escape DC 37).

Trample ❖❖❖ Huge or smaller, corpse wave, DC 37 (page 360)



Wasp

While the common wasp poses little threat to a hardy adventurer aside from an uncomfortable sting, a large and aggressive swarm of these territorial insects—to say nothing of their oversized kin—can lay low an entire party of heroes. The wasps represented here are of the common variety, also known as yellow jackets, but many other sorts of dangerous wasps exist, such as a Garundi variant that swarms in such great numbers that it can decimate entire villages.

Giant Wasp

Giant wasps are much more dangerous but less common than their smaller kin, and—to the relief of those who encounter them—they tend to be solitary.

GIANT WASP — CREATURE 3

LARGE ANIMAL

Perception +8; darkvision
Skills Acrobatics +11, Athletics +9
Str +4, **Dex** +4, **Con** +4, **Int** –5, **Wis** +1, **Cha** +1

AC 17; **Fort** +9, **Ref** +11, **Will** +6
HP 45

Speed 20 feet, fly 40 feet
Melee ❖ stinger +12 (poison), **Damage** 1d12+4 piercing plus giant wasp venom
Implant Eggs ❖ The giant wasp lays eggs in an adjacent creature that is paralyzed or unconscious, exposing it to wasp larva disease.
Giant Wasp Venom (incapacitation, poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** no effect (1 round); **Stage 2** clumsy 2 (1 round); **Stage 3** paralyzed (1 round)
Wasp Larva (disease) **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1d6 days); **Stage 2** drained 1 (1d4 days); **Stage 3** 5d6 damage, larva emerges (disease ends)

Wasp Swarm

Wasp nests are made of chewed wood fibers foraged from the surrounding flora, which the wasps make into a material similar to paper. A single wasp nest can house thousands of individuals that emerge as a massive swarm. Most swarms attack only to protect their nest or if otherwise agitated, though druids and other primal enchanters can bend these venomous vermin to their will—to deadly effect.

WASP SWARM — CREATURE 4

LARGE ANIMAL SWARM

Perception +10; darkvision
Skills Acrobatics +12
Str –4, **Dex** +4, **Con** +2, **Int** –5, **Wis** +2, **Cha** –1

AC 18; **Fort** +10, **Ref** +12, **Will** +8
HP 45; **Immunities** grabbed, precision, prone, restrained, swarm mind (page 360); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 7, piercing 7, slashing 3

Speed 20 feet, fly 40 feet
Swarming Stings ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save). A creature that fails its save is also exposed to wasp venom.
Wasp Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 2d6 poison and clumsy 2 (2 rounds)

SACRED STINGERS

Wasps are upheld as sacred among the priesthood of the elven deity Calistria, goddess of vengeance. Some priests of Calistria summon giant wasps or wasp swarms as servitors, while a few nurture giant wasps as pets, temple guardians, or companions. Followers of Calistria emulate the wasp's penchant for leaving stung victims alive to suffer over a long period—a fitting model for revenge.

PARALYTIC POISON

The poison of the giant wasp loses its potency soon after being harvested, but alchemists have learned of a way to preserve some of its properties by adding a number of harsh additives; this method makes it even deadlier.


GIANT WASP

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Curse and Control

A curse of the werecreature can be cured with wolfsbane (*GM Core* 250) or like any other curse, but if it lasts a long time or is with a creature from birth, it can become difficult or impossible to cure. When first afflicted, a werecreature typically has very little control over their transformations, and often has no memory of what they did while transformed. With time and effort spent learning discipline, many of them can learn control and retain memories. Those born within a family of werecreatures typically develop these skills at a very young age.

Werecreature

Werecreatures are humanoids doomed to transform into animals and animal-humanoid hybrids under the light of the full moon. These shapechanging creatures are the result of an ancient primal curse that they can, in turn, transmit through their own bites. Their ability to lurk unseen in the wilds as well as among people, combined with the contagiousness of their condition, makes werecreatures a perennial cause of panicked suspicion.

Creating Werecreatures

You can either create a werecreature using the creature-building rules from *GM Core* (similar to the creatures in this section), or you can turn an existing, living humanoid into a werecreature by completing the following steps. The latter is an excellent choice for a recurring NPC who becomes a werecreature during a campaign. These changes reflect a werecreature in its hybrid form.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the beast and werecreature traits.
- Increase its size by one category if the animal is a larger size than the base humanoid.
- Increase its AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If the werecreature is limited in how often it can use an ability (such as magical breath), increase the damage by 2 instead.
- Increase its HP by the amount shown on the table. This HP increase is more than typical in order to compensate for the creature's weakness to silver.
- The creature gains weakness to silver as shown on the table.

Starting Level	HP Increase	Weakness to Silver
4 or lower	+25	5
5–7	+35	7
8–14	+50	10
15+	+75	15



Werecreature Abilities

All werecreatures gain the following abilities, some of which match an ability of the animal the werecreature transforms into. You might also need to adjust some abilities that conflict with the theme of the werecreature.

Senses The werecreature gains all the senses of the animal.

Animal Empathy The werecreature can ask questions of, receive answers from, and use the Diplomacy skill with animals of its general kind.

Claws The werecreature gains a claw Strike (an agile unarmed attack that deals slashing damage). If it had any agile attacks, the damage dealt by its claws should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its claws should deal three-quarters that damage.

Jaws The creature gains a jaws Strike (an unarmed attack that deals piercing damage) that inflicts its curse of the werecreature. If it had any non-agile attacks, the damage dealt by its jaws should be roughly the same as the damage dealt by those attacks. If it had only agile attacks, its jaws should deal one-third more damage.

Change Shape ❖ (concentrate, polymorph, primal) The werecreature changes into its humanoid, hybrid, or animal shape. Each shape has a specific, persistent appearance. A true werecreature's natural form is its hybrid shape. In humanoid shape, the werecreature uses its original humanoid size, loses its jaws and claws Strikes, and gains a melee fist

Strike that deals bludgeoning damage equal to the slashing damage dealt by its claw. In animal shape, its Speed and size change to that of the animal, it gains any special Strike effects of the animal that it didn't already have (such as Grab), and it loses its weapon Strikes. The base rules for Change Shape appear on page 358.

Curse of the Werecreature (curse, primal) This curse affects only humanoids; **Saving Throw** Fortitude DC is the moderate spell DC for the werecreature's new level (*GM Core* 121). On each full moon, the cursed creature must succeed at another Fortitude save or turn into the same kind of werecreature until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

Moon Frenzy (polymorph, primal) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases its reach by 5 feet, and increases the damage of its jaws by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.

Wererat

Wererats tend to be selfishly opportunistic, avaricious, and paranoid as a result of their curse. Because wererats typically dwell in metropolitan areas where they can hide in plain sight, practically any city goer could be a wererat in disguise—from the quiet shopkeep to the city's criminal mastermind. The bustle of crowds and countless rat holes make ghettos and shantytowns favored homes for wererats, especially since in these poorer districts the wererat can kill out of greed or fear with little chance of the authorities noticing. In some cities, wererats operate entire thieves' guilds or organized crime rings, and membership requires willfully submitting to the wererat's cursed bite. Wererats look very similar to ratfolk when in hybrid form, apart from potential differences in size, but ratfolk have no love for wererats.

WERERAT CREATURE 2

MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Perception +8; low-light vision, scent (imprecise) 30 feet
Languages Common; rat empathy
Skills Acrobatics +8 Athletics +6 (+8 to Climb or Swim), Deception +5, Society +4, Stealth +8
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1
Items hand crossbow (20 bolts), leather armor, shortsword
Rat Empathy The wererat can communicate with rodents.
AC 19; **Fort** +6, **Ref** +10, **Will** +8
HP 45; **Weaknesses** silver 5
Nimble Dodge ↷ **Trigger** A creature targets the wererat with an attack and the wererat can see the attacker; **Effect** The wererat gains a +2 circumstance bonus to AC against the triggering attack.
Speed 25 feet
Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Melee ❖ claw +10 (agile, finesse), **Damage** 1d6+2 slashing
Melee ❖ jaws +10 (finesse), **Damage** 1d8+2 piercing plus curse of the wererat
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing
Change Shape ❖ (concentrate, polymorph, primal) Human with fist +10 for 1d4+2 bludgeoning, or Small rat with Speed 30 feet, climb 10 feet (page 358).
Curse of the Wererat (curse, primal) **Saving Throw** DC 15 Fortitude
Moon Frenzy (polymorph, primal)
Sneak Attack The wererat deals 1d6 extra precision damage to off-guard creatures.

WOLFSBANE

Wolfsbane (*GM Core* 250) is a poisonous plant that can cure the curse of the werecreature. If the creature survives wolfsbane's effects without using magic to aid in surviving, the creature can attempt a new saving throw against the curse of the werecreature. On a success, the creature is cured.



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Other Werecreatures

In theory, any animal could form the basis for a new type of werecreature, provided the animal in question is at least omnivorous—herbivorous werecreatures are all but unheard of. Werecreatures that arise from insects, arachnids, and similar invertebrate animals are particularly unsettling, though they are much rarer than werecreatures of vertebrate animals.

Werewolf

The curse of the werewolf—known as lycanthropy to many—instills in its carriers the hungry bloodlust and predatory instincts of the wolf. Werewolves tend to dwell on the fringes of society or in small settlements where, in their humanoid forms, they work as laborers, hunters, farmers, or trappers. At night, however, these same villagers transform into violent killers and sadistic stalkers who prey on their neighbors. Werewolves are the quintessential werecreature, and the first that comes to mind when most people speak of such beings.

Although most werewolves hide their curse by adopting solitary lifestyles, some retain the pack mentality of true wolves. A small group of such werewolves typically forms a family-like pack, with the eldest or most powerful werewolf serving as the leader. New pack mates are hand-chosen and inculcated into the family as its influence grows.

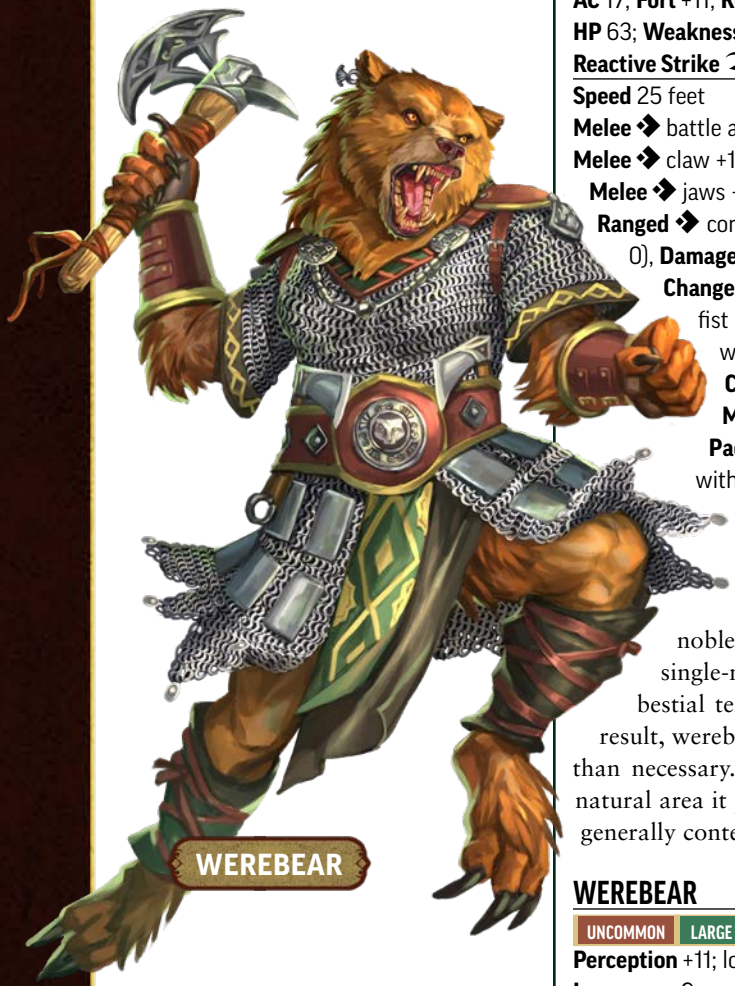
WEREWOLF — CREATURE 3

MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Perception +9; low-light vision, scent (imprecise) 30 feet
Languages Common; wolf empathy
Skills Acrobatics +7, Athletics +9, Survival +10
Str +4, **Dex** +2, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
Items battle axe, composite shortbow (20 arrows), studded leather armor
Wolf Empathy The werewolf can communicate with canine creatures.

AC 17; **Fort** +11, **Ref** +9, **Will** +7
HP 63; **Weaknesses** silver 5
Reactive Strike ↻ (page 359)

Speed 25 feet
Melee ❖ battle axe +11 (sweep), **Damage** 1d8+8 slashing
Melee ❖ claw +11 (agile), **Damage** 1d6+8 slashing
Melee ❖ jaws +11, **Damage** 1d8+8 piercing plus curse of the werewolf
Ranged ❖ composite shortbow +9 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing
Change Shape ❖ (concentrate, polymorph, primal) (page 358) Human with fist +11 for 1d4+8 bludgeoning, or wolf with Speed 40 feet and jaws with Knockdown (page 359).
Curse of the Werewolf (curse, primal) **Saving Throw** DC 17 Fortitude
Moon Frenzy (polymorph, primal)
Pack Attack The werewolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the werewolf's allies.



WEREBEAR

Werebear

Unwavering conviction fills a werebear during their transformations. This can drive them zealously into noble causes, but it can also make them ruthless, violent, and single-minded. Alliances can fall from a werebear's mind as their bestial temper overcomes them and their goal overwhelms all. As a result, werebears are loners, rarely even living together as families longer than necessary. As long as there is nothing around to threaten it or the natural area it protects (typically a forest), a werebear in its animal form is generally content to forage and sleep away the night.

WEREBEAR — CREATURE 4

UNCOMMON LARGE BEAST HUMAN HUMANOID WERECREATURE

Perception +11; low-light vision, scent (imprecise) 30 feet
Languages Common; bear empathy
Skills Athletics +12, Medicine +9, Nature +11, Stealth +11, Survival +11

Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** –1
Items chain shirt, greataxe, hatchet (8)
Bear Empathy The werebear can communicate with ursine creatures.

AC 23; **Fort** +12, **Ref** +10, **Will** +10
HP 75; **Weaknesses** silver 5

Speed 25 feet
Melee ❖ claw +13 (agile, reach 10 feet), **Damage** 1d10+7 slashing plus Grab (page 359)
Melee ❖ greataxe +13 (reach 10 feet, sweep), **Damage** 1d12+7 slashing
Melee ❖ hatchet +13 (agile, sweep), **Damage** 1d6+7 slashing
Melee ❖ jaws +13 (reach 10 feet), **Damage** 1d12+7 piercing plus curse of the werebear
Ranged ❖ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing
Change Shape ❖ (concentrate, polymorph, primal) Medium human with fist +13 for 1d4+7 bludgeoning, or grizzly bear with Speed 35 feet (page 358).
Curse of the Werebear (curse, primal) **Saving Throw** DC 18 Fortitude
Hunt Prey ❖ (concentrate) The werebear designates a single creature they can see and hear, or one they're Tracking, as their prey. The werebear gains a +2 circumstance bonus to Perception checks when they Seek their prey and to Survival checks when they Track their prey. The first time the werebear hits the designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the werebear uses Hunt Prey again.
Mauler The werebear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed.
Moon Frenzy (polymorph, primal)

Weretiger

These ferocious werecreatures stalk prey with the cunning and skill of a true apex predator. Weretigers typically view all life as a potential meal. Powerful nocturnal hunters with excellent senses that help them ambush prey, weretigers are adaptable to an extreme range of environments. However, weretigers living in densely populated cities (potentially as courtesans, assassins, or guild leaders) often struggle to suppress their killer instincts, becoming overwhelmed by the urge to hunt.

WERETIGER CREATURE 4

LARGE BEAST HUMAN HUMANOID WERECREATURE

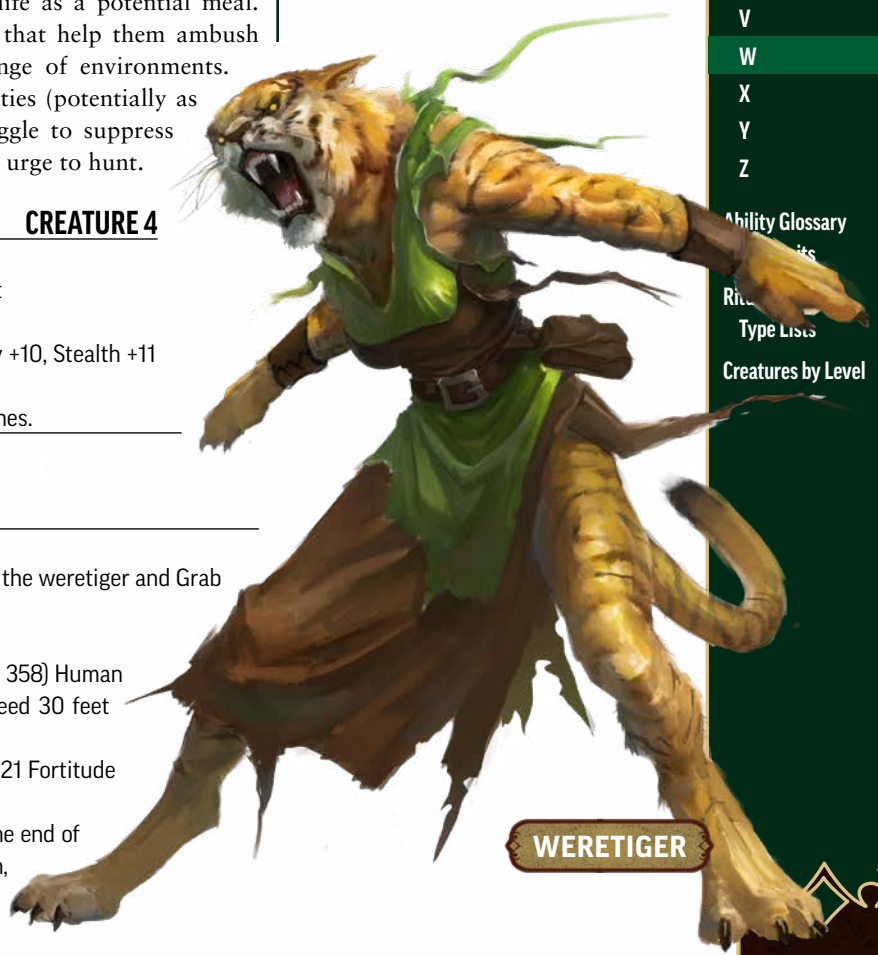
Perception +11; low-light vision, scent (imprecise) 30 feet
Languages Common; tiger empathy
Skills Acrobatics +11, Athletics +12, Deception +7, Society +10, Stealth +11
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +3, **Cha** –1
Tiger Empathy The weretiger can communicate with felines.

AC 21; **Fort** +11, **Ref** +13, **Will** +9
HP 75; **Weaknesses** silver 5
Reactive Strike ↻ (page 359)

Speed 25 feet
Melee ❖ jaws +14, **Damage** 2d6+7 piercing plus curse of the weretiger and Grab (page 359)
Melee ❖ claw +14 (agile), **Damage** 2d4+7 slashing
Change Shape ❖ (concentrate, polymorph, primal) (page 358) Human with fist +14 for 1d4+7 bludgeoning, or tiger with Speed 30 feet and Wrestle (page 51).
Curse of the Weretiger (curse, primal); **Saving Throw** DC 21 Fortitude
Moon Frenzy (polymorph, primal)
Pounce ❖ The weretiger Strides and makes a Strike at the end of that movement. If the weretiger began this action hidden, they remain hidden until after this ability's Strike.
Rend ❖ claw (page 360)

LYCANTHROPY

Many scholars refer to the curse of the werecreature as "lycanthropy," but technically this is correct only when speaking of werewolves. Nevertheless, the word has gained traction in certain circles, and as a result, it's not uncommon to hear the whispers of locals who fear lycanthropes even when a ravenous weretiger is the real threat. Naturally, the werecreatures themselves don't take this ignorance lightly, and tend to see being equated with a werewolf as a great insult. Unless, of course, the werecreature is a werewolf!



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Barrow Arsenals

In addition to the wight presented here, many other varieties exist. For example, the covetous cairn wight—ritually created to eternally guard its own wealth or that of its master—haunts barrows, ossuaries, and mausoleums. Hunter wights arm themselves with bows and create arrowheads from bone shards snapped off their own ribs.

Wight

Wights are intelligent undead spawned through inescapable cycles of spite. This spite might come from their own malevolent will in life, or can be instilled by necromantic rituals, typically involving the desecration of burial sites. Wights usually haunt burial grounds, catacombs, or other places of the dead. Their hunger is targeted toward the living—those whose pumping hearts and ruddy warmth inspire visceral hatred.

As many types of wights exist as types of people from which they might be created. Hulking brutes, skittering sneaks, and cunning tinkers all make for different wights with different niches to fill. The environment, too, plays a part in determining a wight's special abilities and defenses. Frost wights, for instance, can be found in parts of the world where exposure is a common end and the resentment of being left alone in the wild is a common source of spite. Durable and sustained by void energy, wights can last in harsh environments without decaying the way some lesser undead do.

A single wight can wreak significant havoc if it is compelled to rise from its tomb. Because creatures slain under a wight's curse can become wights as well, all it takes is a single wight and a handful of unlucky graveyard visitors to create a veritable horde of these undead. Thus, canny priests and adventurers know that the best solution to a wight problem is swift and total eradication. Care must be taken, though, to destroy wight spawn before attempting to destroy the parent wight, for spawn without a master gain the ability to create spawn of their own.

Wight — Creature 3

MEDIUM UNDEAD UNHOLY WIGHT

Perception +10; darkvision
Languages Common, Necril
Skills Athletics +10, Intimidation +9, Stealth +8
Str +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Items dagger

Grave Weapon (divine) The wight is bound to a dagger it was buried with. Other wights can be bound to different weapons.

AC 18; **Fort** +11, **Ref** +6, **Will** +10

HP 40, fueled by spite, void healing (page 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

Final Spite ↷ **Trigger** The wight is reduced to 0 Hit Points; **Effect** The wight makes a Strike before being destroyed. This Strike can inflict corrupting spite, but fueled by spite doesn't apply.

Fueled by Spite Each time a creature loses Hit Points due to a corrupting spite curse the wight inflicted, the wight gains 3 temporary Hit Points.

Speed 25 feet

Melee ❖ dagger +12 (agile, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

Melee ❖ claw +12 (agile), **Damage** 1d4+6 slashing plus corrupting spite

Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

Corrupting Spite (curse, divine, void) The wight's unarmed attacks and bound weapons inflict a curse that makes a creature grow weak and spiteful. If a wight inflicts corrupting spite on a creature already afflicted by it, the victim attempts a new save, ignoring the result if it's better than a failure. A living humanoid that dies while under the curse rises as a wight after 1d4 rounds, controlled by the wight that killed it. The wight spawn can't inflict corrupting spite and is clumsy 2. If its creator dies or after roughly a month of existence, the new wight becomes autonomous and turns into a normal wight; **Saving Throw** DC 17 Fortitude; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 and doesn't treat any creatures as allies (1 round); **Stage 3** As stage 2, except drained 3 (1 round); **Stage 4** As stage 2, except drained 4 (1 round).



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Will-o'-Wisp

Malevolent balls of colored light, will-o'-wisps haunt lonely marshes and forests, where they lure unsuspecting travelers into danger. Will-o'-wisps can vary the color and illumination they shed, and delight in mimicking bobbing lanterns or distant fires to draw lost or disoriented travelers off of safe trails. They can extinguish their illumination entirely to become invisible, and they enjoy doing so once their victims are wholly lost and have realized that the bobbing light in the distance isn't, in fact, leading them to safety. Even invisible, however, a will-o'-wisp rarely ventures far from its target, as it feasts upon the panic and dread felt by its victims.

Beneath its glow, a will-o'-wisp's body is a spongy ball approximately 1 foot in diameter and weighing less than 5 pounds. Although most will-o'-wisps are merely translucent, featureless orbs, gaining definition only in the shifting illumination they create, a few have dark mottling that makes them resemble a skull when viewed closely. Will-o'-wisps have no need for mundane nourishment, and in fact, lack the ability to consume matter of any kind; they find all the sustenance they need in the terror of nearby creatures. For this reason, they like to work alongside undead that produce terror in their victims. Will-o'-wisps are long-lived, if not effectively immortal, and they have good memories. A cowed or defeated will-o'-wisp can be a good source of lore and information, though acquiring such cooperation from such a sinister monster is no easy feat.

Will-o'-wisps inhabit desolate swamps and forests and are generally active at twilight and after dark. They are therefore reluctant to lead victims into immediately fatal areas such as deadfalls, but instead prefer hazards where their victims suffer over a long time, such as pockets of stale or poisonous air, patches of quicksand, and dens of bigger monsters. According to will-o'-wisps, different types of fear have subtle differences in flavor. The lurking dread in the pit of the stomach that gnaws at those who slowly become aware of the fact that they're lost produces a much different taste than the sudden, stark terror of imminent death in the face of a towering monster. Because of this, will-o'-wisps try to vary the ways in which they induce terror in their prey, to ensure they don't tire of certain flavors of fear.

WILL-O'-WISP — CREATURE 6

SMALL ABERRATION AIR

Perception +16; darkvision
Languages Aklo, Common
Skills Acrobatics +18, Deception +12, Intimidation +12, Stealth +16
Str –5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 27; **Fort** +10, **Ref** +16, **Will** +14
HP 50; **Immunities** magic
Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.
Magic Immunity A will-o'-wisp is immune to all spells except *force barrage*, *quandary*, and *revealing light*.

Speed fly 50 feet
Melee ❖ shock +17 (electricity, magical), **Damage** 2d8+4 electricity
Feed on Fear ❖ (concentrate) **Frequency** once per round; **Requirements** An enemy within 15 feet is under a fear effect or dying; **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites.
Go Dark ❖ (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

EYES OF THE DEAD

The elder goddess Nhimbaloth, the so-called "Empty Death," is said by many to be the source of all will-o'-wisps. Cultists of Nhimbaloth claim she has no true form but is merely a presence that can be felt by all in danger of a pointless and futile death. These same cultists maintain that all will-o'-wisps are Nhimbaloth's eyes, and it's through these fear-devouring creatures that she looks upon all worlds from an eldritch realm beyond even the very concept of death.





Wolf Territories

Wolf packs claim and defend large swaths of territory, which they regularly patrol in search of both prey and competitors. It takes a pack roughly 10 days to cover the entire breadth of its territory, which can stretch for miles in any direction but usually adheres to natural terrain. Wolves maintain their claim over their territories by marking trees with their scent and howling to keep other packs away. If these warnings prove insufficient to drive off potential competitors, the pack attacks the intruders directly.

Wolf

Wolves roam forests, hills, and other wild lands, where they hunt in packs to beleaguer and surround their prey before going in for the kill. Like most predatory animals, wolves prefer to attack the weakest or most vulnerable prey they can find.

Wolf

Wolves live and hunt in packs, which, contrary to popular belief, are not led by the strongest in the group, but typically consist of a mated pair, their pups, and juvenile offspring from previous mating seasons. Offspring generally leave their parents' pack upon reaching maturity, at which point they seek out mates of their own to form their own packs elsewhere.

Humanoids are not traditionally viewed as prey animals by wolves, but extraordinary circumstances can lead these animals to attack people, especially in winter months and other situations where traditional prey (deer and elk mainly) is scarce. Some beings, such as powerful vampires, can call upon wolves to aid them in combat.

WOLF — CREATURE 1

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +6, Stealth +7, Survival +7
Str +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +2, **Cha** –2

AC 15; **Fort** +6, **Ref** +9, **Will** +5
HP 24

Speed 35 feet
Melee ❖ jaws +9, **Damage** 1d6+2 piercing plus Knockdown (page 359)
Pack Attack The wolf's Strikes deal 1d4 extra damage to creatures within reach of at least two of the wolf's allies.

Dire Wolf

Much larger and more foul-tempered than their common cousins, dire wolves haunt primeval lands that accommodate their massive size and proportionately large hunting grounds and appetites. Orcs are fond of using dire wolves as mounts, finding their vicious tempers perfect for hunting and warfare. Dire wolves are far more likely to prey on humanoids than ordinary wolves, considering them nothing but another kind of smaller, nutritious animal.



DIRE WOLF — CREATURE 3

LARGE ANIMAL

Perception +10; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +10, Stealth +8, Survival +10
Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +3, **Cha** –2

AC 18; **Fort** +11, **Ref** +8, **Will** +8
HP 50
Buck ↷ DC 20 (page 358)

Speed 35 feet
Melee ❖ jaws +12 (reach 10 feet), **Damage** 1d10+5 piercing plus Grab (page 359) or Knockdown (page 359)
Pack Attack The dire wolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wolf's allies.
Worry ❖ (attack) **Requirements** The dire wolf has a creature grabbed or restrained in its jaws; **Effect** The dire wolf fiercely shakes the creature with its teeth, dealing 1d10+2 damage with a DC 20 basic Fortitude save.

Wraith

Wraiths are malevolent undead who drain life and shun light. Their shadowy forms are covered by insubstantial robes that they wear like a badge of office and marked with peering eyes that reflect their judgment of the living. A wraith can be created by foul magic or direct exposure to the Void, but more often they are the result of death on a tragic scale. When a tragedy is too great for even reality to witness, a temporary manifestation of the Void can leave behind countless wraiths in a horde of darkness. A wraith's existence is one of emptiness and need, with a desire to call others to the same emptiness exemplified by the Void.

Wraiths can haunt any location where they can safely interact with the living, looking for those worthy to become new wraiths and disposing of the rest, though their vulnerability to sunlight confines them to the shadowy places of the world—places where they can blend in seamlessly with their dark surroundings before silently engulfing their prey. Wraiths' opinions on who is worthy vary, but they typically choose those closest to the Void already, whether from a metaphysical connection or exposure to countless deaths. A new wraith created this way carries these aspects, with the rest of their personality warped or scoured away by exposure to the Void.

Wraiths gather with others of their kind in places where death and mayhem are commonplace—countrysides ravaged by war, metropolitan underworlds run by criminal overlords, or sites of fiendish rituals. In these places, the living do well to keep to the light. Wraiths are smart enough to take advantage of their incorporeality in combat, so they keep to tortuous caverns or structures with hallways, and avoid open areas.

Wraith — Creature 6

MEDIUM | INCORPOREAL | UNDEAD | UNHOLY | WRAITH

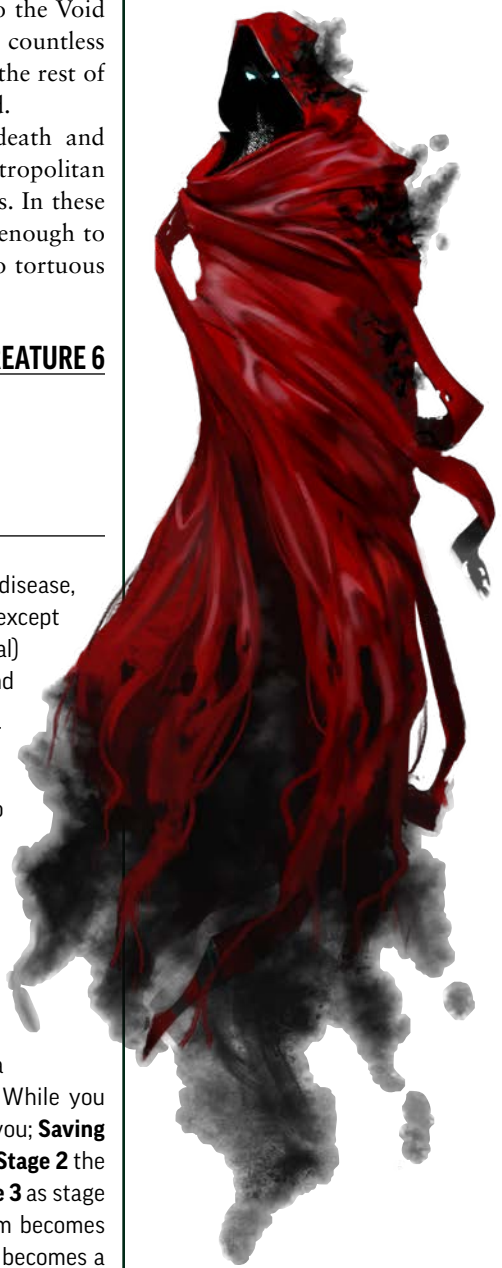
Perception +14; darkvision, lifesense 60 feet (page 359)
Languages Common, Necril
Skills Acrobatics +12, Diplomacy +13, Intimidation +15, Stealth +16
Str –5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +5

AC 24; **Fort** +8, **Ref** +14, **Will** +14
HP 80, void healing (page 360); **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)
Sunlight Powerlessness While in sunlight, a wraith is blinded and slowed 2.

Speed fly 40 feet
Melee ❖ wraith touch +17 (agile, divine, finesse, void), **Damage** 3d8 void
Grip of Fear ❖❖ (emotion, fear, mental, nonlethal) The wraith reaches into an adjacent creature's chest, gripping their heart. The target takes 6d6 mental damage with a DC 24 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 its 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 you have this curse, you bypass the resistance of the wraith that cursed you; **Saving Throw** DC 24 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, its body crumbling to ash

Wraiths in Civilization

Wraiths are among the ruling class of Geb, functioning as diplomats, spies, and assassins. They are also welcomed with open arms by the church of Urgathoa and the Whispering Way, both groups seeing the void's embrace as a great blessing. In other areas, like Ustalav, even groups of wraiths stick to graveyards and misty side paths.



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Rudimentary Gear

Xulgath society has sharply declined under demon rule. They mostly rely on stone tools and weapons scavenged from the surface, which can replicate most simple and a few martial melee weapons, as well as simple thrown ranged weapons. An advanced clutch of xulgaths might be able to craft low-level magical talismans, such as a *potency crystal* or a *savior spike*.

Xulgath

Reptilian humanoids who live in the uppermost reaches of the Darklands, xulgaths (known as troglodytes to many surface-dwelling folk) often attack intruders in their territory on sight. They live in simple familial communities called clutches, battling rival groups and other aggressive Darklands inhabitants in order to survive. They occasionally raid surface settlements, usually at the behest of cruel, bloodthirsty leaders who are often themselves in the thrall of more powerful creatures like nagas or demons. A typical xulgath has dull gray, dark gray, or ashen scales, with a long tail and bony protrusions that run the length of their spine. A typical xulgath is 5 feet tall and weighs 150 pounds.

Although today the xulgaths are brutal and scattered, they were one of the first intelligent humanoids to rise in the primeval world, once ruling over a mighty empire that stretched throughout the Darklands. Today, all that remains of this era are ruins of massive stone ziggurats and crumbling cities found within some of the larger caverns. Some groups of xulgaths continue to live among these ruins, venerating their ancestors' accomplishments, while others consider these areas taboo and leave them to become infested with Darklands vermin. Sages don't agree on why the ancient xulgath civilization fell. Some suspect it was the result of losing several wars waged against serpentfolk, while others suggest that the corruptive influence of demon worship rotted their culture from within.

Certainly, many xulgath settlements continue to worship demons to this day, paying homage and offering live sacrifices to demons or other terrible creatures from the Outer Rifts. Occasionally, a xulgath mystic can call forth and bind a lesser demon to help serve the group, but one who delves too deep into occultism might summon a more powerful fiend that either tears the xulgaths to pieces or seizes control of the settlement.



Xulgath Warrior

Xulgath warriors strike with fury and eager cruelty, always ready for the next fight. The taking of prizes from battle—including weapons and items stolen from defeated foes along with grislier trophies harvested from fallen victims' flesh—is a popular pursuit among these vicious reptiles, and those whose armor and scales are most adorned are awarded the greatest respect (and perhaps fear) from their kin.

XULGATH WARRIOR **CREATURE 1**

MEDIUM HUMANOID XULGATH

Perception +6; darkvision
Languages Draconic, Sakvroth
Skills Athletics +7, Stealth +5
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
Items club, javelin (3)

AC 14; **Fort** +8, **Ref** +7, **Will** +4
HP 21
Stench (aura, olfactory) 30 feet, DC 16 (page 360)

Speed 25 feet
Melee ❖ club +9, **Damage** 1d6+4 bludgeoning
Melee ❖ jaws +9, **Damage** 1d6+4 piercing
Melee ❖ claw +9 (agile), **Damage** 1d4+4 slashing
Ranged ❖ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning
Ranged ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+4 piercing

Xulgath Skulker

Xulgath warrens are patrolled—some might say "haunted"—by the community's skulkers. These xulgaths specialize in stealth, striking swiftly from the shadows and otherwise ambushing foes.

XULGATH SKULKER — CREATURE 2

MEDIUM HUMANOID XULGATH

Perception +7; darkvision
Languages Draconic, Sakvroth
Skills Acrobatics +8, Stealth +8, Thievery +8
Str +3, **Dex** +4, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items dagger (4)

AC 17; **Fort** +8, **Ref** +10, **Will** +5
HP 28
Stench (aura, olfactory) 30 feet, DC 16 (page 360)

Speed 25 feet
Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+3 piercing
Melee ❖ jaws +9, **Damage** 1d6+3 piercing
Melee ❖ claw +10 (agile, finesse), **Damage** 1d4+3 slashing
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing
Hidden Movement If a xulgath skulker starts their turn undetected by a creature or merely hidden from it, that creature is off-guard against the skulker's attacks until the end of the skulker's turn.
Mask Stench ❖ The stalker masks their stench with curated herbs, suppressing their stench aura. The skulker can resume their stench aura as a free action.
Sneak Attack A xulgath skulker deals an additional 1d6 precision damage to off-guard creatures.

Xulgath Leader

Xulgath leaders are usually the strongest, most violent members of a community—although in some cases, particularly in larger groups, xulgath clutches are led by powerful demon cultists or other monsters who seek to use the xulgaths as servants or sacrifices.

XULGATH LEADER — CREATURE 3

MEDIUM HUMANOID XULGATH

Perception +9; darkvision
Languages Draconic, Sakvroth
Skills Athletics +11, Intimidation +6, Stealth +6
Str +4, **Dex** +1, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
Items breastplate, greataxe, javelin (4)

AC 18; **Fort** +9, **Ref** +6, **Will** +9
HP 44
Stench (aura, olfactory) 30 feet, DC 19 (page 360)

Speed 25 feet
Melee ❖ greataxe +11 (sweep), **Damage** 1d10+6 slashing
Melee ❖ jaws +11, **Damage** 1d6+6 piercing plus weakening strike
Melee ❖ claw +11 (agile), **Damage** 1d4+6 slashing plus weakening strike
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Weakening Strike A creature hit by a xulgath leader's jaws or claw Strike is enfeebled 1 (or enfeebled 2 on a critical hit) for 1 round.

XULGATH SOCIETY

Xulgaths respect strength, and the leader of a clutch is usually the strongest of all of them. The leader's dominance is rarely questioned until a potentially stronger xulgath believes it's time for a change in rulership. The two xulgaths then face off in a fight to the death, with the victor claiming rule.



XULGATH SKULKER

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Yeti Crafts

Lone exiles of yeti clans have little use for treasure and leave the gear of their slain victims behind, where it is quickly covered by snowfall. Clan-based yetis, on the other hand, create beautifully carved stonework, some of which they shape into protective talismans of rare beauty.

Yeti

Nearly a myth, a yeti is rarely seen—and even when it is, it is often too late. Yetis dwell amid the highest, most remote peaks of the world, coming down from their snowy mountain holds to raid, steal livestock, and sometimes feed their insatiable urges for slaughter and destruction. Those folks who live at the foot of a yeti-ruled mountain warn of the "abominable snowmen": monstrous, fur-covered humanoids who leave strange and bloody tracks in the snow.

In actuality, most yetis protect the world rather than hunt its other denizens, guarding eldritch portals that link the mortal Universe and other, much stranger dimensions of reality. From within these snow-covered arches and ancient stone doorways, aliens, living nightmares, fiends, and worse can emerge into the world. Yetis who guard these portals sometimes succumb to the horrors within, taking on the bloodthirsty urges and horrific behaviors of the very monsters they strive to guard against. Driven out of their clans and forced to wander alone, they give rise to the myth of the abominable snowman. These exiled yetis often fully embrace the corrupting elements that caused their exile in the first place, growing more powerful and more deadly.

Yeti — Creature 5

UNCOMMON LARGE HUMANOID

Perception +15; darkvision, scent (imprecise) 30 feet
Languages Aklo
Skills Athletics +14, Stealth +12 (+15 in snow), Survival +11
Str +5, **Dex** +2, **Con** +4, **Int** –1, **Wis** +4, **Cha** –1
Snowblind When Hiding, the yeti is concealed by any snowfall, even if it's not thick enough to make other creatures concealed.

AC 21; **Fort** +15, **Ref** +11, **Will** +13; +4 status to all saves vs. fear and dreams
HP 115; **Immunities** cold; **Weaknesses** fire 10

Nightmare Guardian Yetis gain a +4 status bonus to saves against fear and against spells and abilities that affect dreams. A yeti who falls prey to a supernatural nightmare loses this ability and becomes permanently enraged, gaining a +1 status bonus to attack and damage rolls and a –1 status penalty to AC.

Vanish ↷ **Trigger** The yeti is hidden or undetected while not in combat, and a creature would observe it; **Effect** The yeti Strides or Climbs up to half its Speed to a location where it can Hide, then Hides. If its new Stealth check result meets or exceeds the triggering creature's Perception DC, the yeti remains hidden.

Speed 35 feet, climb 20 feet; arctic passage
Melee ❖ claw +15, **Damage** 2d10+5 slashing
Arctic Passage The yeti ignores difficult terrain caused by ice or snow.
Grisly Arrival ❖ (emotion, fear, mental) **Trigger** The yeti hits a creature in the first round of combat and the yeti was hidden from that creature at the start of combat; **Effect** Each enemy within 30 feet that witnesses the attack (including the target of the attack) must attempt a DC 23 Will save. On a failure, the creature is frightened 2; on a critical failure, it's frightened 4.
Rend ❖ claw (page 360)



Zecui

These chitinous entities can only grow to adulthood within a host creature, usually a humanoid or larger animal. When such hosts are particularly plentiful, zecuis can multiply at a horrifying rate, sealing hosts in subterranean chambers until their larvae grow to adulthood. However, during lean times, zecui adults will sate their hunger by eating those hosts along with any unlucky larvae gestating within, unable to be infested by their own young.

Between periods of wakefulness, zecuis hibernate for decades in burrows or buried within the soil. Sometimes an unincubated larva will be buried this way, waiting for a living host to come in contact with it. Once a zecui larva has gestated long enough to take control of its host, it may seek out larger and more powerful entities to devour the host, transferring themselves to a more plentiful source of food.

Zecui — Creature 6

UNCOMMON MEDIUM ABERRATION

Perception +14; darkvision
Languages Aklo
Skills Acrobatics +17, Athletics +15, Crafting +12, Medicine +14, Stealth +17
Str +3, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
Items shortsword (2)

AC 23; **Fort** +14, **Ref** +17, **Will** +12
HP 110

Preserve Prey ↻ (healing, manipulate, occult, vitality) **Trigger** A living creature within 30 feet is reduced to 0 Hit Points; **Effect** The zecui channels corrupt vitality into the triggering creature, which still goes unconscious but does not gain the dying condition. While that creature is unconscious, the residual energy attempts to counteract any vitality spell healing that creature with a +15 counteract modifier.

Speed 30 feet, burrow 20 feet, climb 20 feet
Melee ❖ mandibles +15, **Damage** 2d8+7 piercing
Melee ❖ shortsword +17 (agile, finesse, versatile S), **Damage** 2d6+7 piercing
Melee ❖ claws +17 (agile, finesse), **Damage** 2d4+7 slashing plus Grab (page 359)
Ranged ❖ spit +17 (range 30 feet), **Effect** spit mucus
Dual Stab ❖ **Frequency** once per round; **Effect** The zecui makes two shortsword Strikes against an immobilized or off-guard target. These strikes count towards the zecui's multiple attack penalty, but it doesn't increase until after the second attack.
Harden Chitin ❖ The zecui fuses much of their chitin into a black metallic shell. They gain resistance 5 to all damage (except mental and spirit) until they next take a move action.
Spit Mucus A creature hit by the zecui's spit attack is immobilized by the larva-infested mucus and stuck to the nearest surface until it Escapes (DC 25). While that creature is immobilized, it is exposed to zecui larvae at the end of each of its turns.
Zecui Larvae (disease) **Saving Throw** DC 25 Fortitude; **Stage 1** visible lumps as the larvae move but no ill effect (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day); **Stage 4** drained 3 and controlled by the zecui larva (1 day); **Stage 5** the creature dies and the adult zecui can emerge from the corpse as an Interact action



The Dark Brood

Although zecuis generally operate in personal nests, a coalition of zecui thrives in the Valashmai Jungle of Tian Xia, nesting in the ruins of the ancient empire that attempted to control their ancestors. Recently, the brood has turned its gaze outwards, building up numbers to begin a great expansion.

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Creating Zombies

To create a zombie creature, start with a zombie of the appropriate size. Then add any Strikes, Speeds, or other abilities it would gain from its shape. To create a Gargantuan zombie, begin with the zombie hulk, apply the elite adjustments (page 6), change its size to Gargantuan, and increase its reach by 5 feet.

Zombie

A zombie's only desire is to consume the living. Unthinking and ever-shambling harbingers of death, zombies stop only when they're destroyed.

Zombie Abilities

You can modify zombies with the following zombie abilities. Most zombies have one of these abilities; if you give a zombie more, you might want to increase its level and adjust its statistics.

Disgusting Pustules (disease) The zombie is covered in pustules that rupture when it takes any piercing damage or any critical hit. Adjacent creatures are hit with vile fluid, causing them to become sickened 1 unless they succeed at a Fortitude save against the moderate spell DC for the zombie's level (*GM Core* 121).

Feast ❖❖ (manipulate) If the zombie is adjacent to a restrained or unconscious creature, or a corpse that died in the past hour, the zombie can feast upon its flesh. This restores an amount of Hit Points equal to the zombie's level. If the creature is alive, the zombie deals damage equal to its jaws, fist, or claw damage.

Plague-Ridden (disease) The zombie carries a plague that can create more of its own kind. This functions as the plague zombie's zombie rot, except at stage 5, the victim rises as another of the zombie's type, rather than a plague zombie. Use the high spell DC for the zombie's level (*GM Core* 121).

Rotting Aura (aura, disease, void) The zombie emits an aura of rot and disease that causes wounds to fester. Any living creature that starts its turn within 10 feet of the zombie and is not at full Hit Points takes 1d6 void damage. This damage increases by 1d6 for every 6 levels the zombie has.

Unkillable This zombie is nigh unkillable. The zombie loses its weakness to slashing and gains resistance against all damage equal to its level (minimum 3), and it gains weakness equal to twice its level (minimum 6) to critical hits. Increase the zombie's level by 1 if you give it this ability.

Zombie Shambler

A zombie shambler is a slow-moving horror dangerous in larger groups.



ZOMBIE SHAMBLER

Zombie Shambler — Creature -1

MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Perception +0; darkvision

Skills Athletics +7

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 20, void healing (page 360); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 5, vitality 5

Speed 25 feet

Melee ❖ fist +7, **Damage** 1d6+3 bludgeoning plus Grab (page 359)

Zombie Bite ❖ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

Plague Zombie

Plague zombies are infested with horrible contagions.

Plague Zombie — Creature 1

MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Perception +3; darkvision

Skills Athletics +9

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

Slow As zombie shambler.

AC 13; **Fort** +6, **Ref** +3, **Will** +4
HP 50, void healing (page 360); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Speed 25 feet
Melee ❖ fist +9, **Damage** 1d8+4 bludgeoning plus Grab (page 359) and zombie rot
Zombie Bite ❖ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.
Zombie Rot (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

Zombie Brute

Necromantic augmentations grant this zombie giant increased power.

ZOMBIE BRUTE — CREATURE 2

LARGE MINDLESS UNDEAD UNHOLY ZOMBIE

Perception +4; darkvision
Skills Athletics +11
Str +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2
Slow As zombie shambler.

AC 15; **Fort** +10, **Ref** +3, **Will** +6
HP 70, void healing (page 360); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Speed 25 feet
Melee ❖ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet (page 359)

Zombie Hulk

These towering horrors rise from monstrous, gigantic corpses.

ZOMBIE HULK — CREATURE 6

HUGE MINDLESS UNDEAD UNHOLY ZOMBIE

Perception +8; darkvision
Skills Athletics +18
Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2
Slow As zombie shambler.

AC 21; **Fort** +16, **Ref** +9, **Will** +12
HP 160, void healing (page 360); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Speed 25 feet
Melee ❖ hunk of meat +17 (reach 15 feet), **Damage** 2d10+9 bludgeoning
Ranged ❖ corpse +17 (brutal, range increment 30 feet), **Damage** 2d6+9 bludgeoning
Corpse Throwing A zombie hulk can throw Medium or smaller corpses at foes. They can also throw Medium or smaller zombies for this purpose, who take just as much damage as the target they hit. A zombie that survives being thrown falls prone.
Wide Swing ❖ The zombie hulk makes two hunk of meat Strikes against different targets within its reach.

RISEN FROM THE GRAVE

Zombies are often created using unwholesome necromantic rituals. Among the living dead, zombies are most often used as fodder, wearing down defenses and consuming resources before more powerful undead arrive to deal the killing blow. Zombies cannot speak or even truly think for themselves, but they can be commanded by other allied undead and powerful necromancers.



ZOMBIE HULK

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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 within 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.

Buck ↷ Most monsters that serve as mounts can attempt to buck off unwanted or annoying riders, but most mounts won't use this reaction against a trusted creature unless they're spooked or mistreated; **Trigger** A creature Mounts or uses the Command an Animal action while riding the monster; **Effect** The triggering creature must succeed at a Reflex saving throw against the listed DC or fall off the creature and land prone. If the save is a critical failure, the triggering creature also takes 1d6 bludgeoning damage in addition to the normal damage for the fall.

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.

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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-level 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.

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 is 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 is 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.

Poison When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions.

Pull ❖ **Requirements** The monster's last action was a success with a Strike that lists Pull in its damage entry; **Effect** The monster attempts to Reposition the creature, moving it closer to the monster. This attempt neither applies nor counts toward the monster's multiple attack penalty. If Pull lists a distance, change the distance the creature is pulled on a success to that distance.

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.

Stench (aura, olfactory) A creature entering the aura or starting its turn in the area must succeed at a Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). A creature that succeeds at its save or recovers from being sickened is temporarily immune to all stench auras for 1 minute.

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 is 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 is 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.

Void Healing A creature with void healing draws health from void energy rather than vitality energy. It is damaged by vitality damage and is not healed by healing vitality effects. It does not take void damage, and it is 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.

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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 are tall, or 15 feet if they are 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, forms, and interests, and communicate via a telepathic sensory hodgepodge called envisioning. Axiomites and their creations are aeons but don't share all the characteristics of traditional aeons.

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.

aiuvarin Aiuvarins are of mixed ancestry that includes elves or other aiuvarins, typically with humans.

alchemical Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura. Alchemical creatures are partially powered by alchemical reactions.

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 are messengers and warriors. 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 magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

archon Members of this family of celestials are the protectors of Heaven and are typically holy. They have darkvision and a weakness to unholy.

astral Astral creatures are native to the Astral Plane. They can survive the basic environmental effects of the Astral Plane.

athamaru Athamarus are fishlike aquatic humanoids.

azarketi Azarketi are an offshoot of humans adapted to live in aquatic communities. They have gills, webbed digits, and small fins, and they can survive in or out of water.

azata This family of celestials is native to Elysium. They are 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.

boggard Boggards are frog-like humanoids. They typically have darkvision.

bugbear A creature with this trait is a furry, stealthy goblinoid. Bugbears tend to have darkvision.

caligni These subterranean people have darkvision, and some have powers to create darkness.

catfolk Catfolk are humanoids with feline features.

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.



centaur Centaurs have humanoid upper bodies and equine lower bodies.

changeling A creature with this trait has the changeling versatile heritage. Changelings are the children of hags and members of other humanoid ancestries.

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 are immune to bleed, death effects, disease, healing, nonlethal attacks, poison, spirit, vitality, void, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they may 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.

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.

dero This family of humanoids are the descendants of fey creatures that fell into darkness and confusion after being abandoned in the Darklands. They are immune to confusion and vulnerable to sunlight.

devil A family of fiends from Hell, most devils are irredeemably unholy. They typically have greater darkvision, immunity to fire, telepathy, and weakness to holy.

dhampir A creature with this trait has the dhampir versatile heritage. These humanoids are the offspring of vampires and members of other ancestries.

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. A creature with this trait is primarily constituted of or has a strong connection to divine magic.

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.

duskwalker A creature with this trait has the duskwalker versatile heritage. Duskwalkers are planar scions infused with the supernatural energy of psychopomps.

dwarf Dwarves are stout folk who often live underground and typically have darkvision.

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.

elemental Creatures directly tied to an element and native to the elemental planes. Elementals don't need to breathe.

elf Elves are mysterious people with rich traditions of magic and scholarship who typically have low-light vision.

ethereal Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.

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 are distinct from normal fungi.

genie The diverse families of genies hold positions of prominence on the elemental planes. They have powerful magical abilities.

ghost Lost souls that haunt the world as incorporeal undead are called ghosts.

ghoul Ghouls are vile undead creatures that feast on flesh.

giant Giants are massive humanoid creatures.

gnome Gnomes are small people skilled at magic who seek out new experiences and usually have low-light vision.

goblin A creature with this trait is a small, frantic goblinoid. Goblins tend to have darkvision.

gremlin Cruel and mischievous fey, gremlins have acclimated to life in the Universe.

hag These malevolent spellcasters form covens.

halfling A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers considered to be lucky.

hobgoblin A creature with this trait is a tall, militaristic goblinoid. Hobgoblins tend to have darkvision.

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.

hryngar Subterranean kin of the dwarves, hryngars typically have darkvision, resist poison, and recoil from bright light.

human A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability.

humanoid Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

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

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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.

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.

kholo Kholos are humanoids that resemble hyenas.

kobold A creature with this trait is a member of the kobold ancestry. Kobolds are reptilian humanoids who are usually Small and typically have darkvision.

leshy A creature with this trait is a member of the leshy ancestry. These small plant or fungus creatures are humanoid in form.

lizardfolk Lizardfolk are a family of reptilian humanoids.

merfolk These aquatic humanoids have an upper body similar to a human and a lower body similar to a fish.

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 are 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.

mummy A mummy is an undead creature created from a preserved corpse.

mutant The monster has mutated or evolved, granting it unusual benefits, drawbacks, or both.

nephilim A creature with this trait has the nephilim versatile heritage. Nephilim are planar scions descended from immortal beings from other planes.

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.

oni Oni are a family of brutal, shapechanging giants who were once kami.

ooze Oozes are creatures with simple anatomies. They tend to have low mental attribute modifiers and immunity to mental effects and precision damage.

orc These green-skinned people tend to have darkvision.

phantom A phantom is soul that has diverged from the River of Souls on the Ethereal Plane before being judged. They typically retain memories of their life before death but are not undead.

plant Vegetable creatures have the plant trait. They are 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 are immune to death effects.

qlippoth A family of fiends hailing from the Outer Rifts, most qlippoth are unholy. Their appearance affects the minds of non-qlippoth that view them.

rakshasa Rakshasas are divine spirits who exemplify the profane. They can typically Change Shape and have a weakness to holy.

ratfolk Ratfolk are humanoids who resemble rats.

sedacthy Ocean-dwelling humanoids who communicate with sea life and usually have darkvision and wavesense.

serpentfolk Serpentfolk are a family of serpentine humanoids.

skeleton This undead is made by animating a dead creature's skeleton with void energy.

soulbound These constructs are mentally augmented by a fragment of a once-living creature's soul.

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.

sprite A family of diminutive winged fey with a strong connection to primal magic.

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.

Tane The Tane are powerful creatures created eons ago by the Eldest of the First World. All of the Tane treat whatever plane they happen to be on as their home plane.

tengu Tengus are humanoids who resemble crows.

troll Trolls are giant, brutish creatures and are well known for transforming into inanimate materials.

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.

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.

vampire Undead creatures who thirst for blood, vampires are notoriously versatile and hard to destroy.

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.

werecreature These shapechanging creatures can shift between animal, humanoid, and hybrid forms.

wight A wight is an undead creature that drains life and stands vigil over a burial site.

wraith A wraith is an incorporeal undead creature infused with void energy and driven by a hatred of all life.

xulgath These subterranean reptilian creatures tend to have darkvision and smell awful.

zombie These undead are mindless rotting corpses that hunger for living flesh.



GREATER NIGHTMARE

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.

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.

ANGELIC MESSENGER — RITUAL 1

UNCOMMON

Cast 1 day

Primary Check Religion (expert; you must be an angel)

You transport yourself to either a celestial plane or a world in the Universe where worshippers of your patron can be found. You must be of no higher level than double *angelic messenger*'s spell rank.

Critical Success As success, but if you've never visited that plane or world before, you appear right in front of the message's intended recipient.

Success You arrive on the target plane or world at the last location you visited on that plane or world, or to a random location within 10d10 miles of your message's intended recipient if you've never visited that plane or world before.

Failure You don't travel.

Critical Failure You accidentally travel to the wrong plane, possibly a dangerous plane.

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 you call by 1 for each option.

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 on the Uncommon Languages table.

Uncommon Languages

Language	Speakers
Alghollthu	Alghollthu, thralls, and enemies
Amurrun	Catfolk
Arboreal	Arboreals and other plant creatures
Boggard	Boggards
Caligni	Calignis and associated creatures
Cyclops	Cyclopes
Daemonic	Daemons and those who buy souls
Kholo	Kholos and pugwampis
Iruxi	Lizardfolk
Muan	Wood elemental creatures
Protean	Proteans and related creatures
Requian	Psychopomps and related creatures
Sphinx	Sphinxes
Talican	Metal elemental creatures
Tengu	Tengus
Utopian	Aeons, archons, coatls, and allies

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 0 grindylow; **Level 1** reefclaw; **Level 2** sinspawn; **Level 3** grothlut; **Level 4** larval ofalth, ugothol; **Level 5** bogwid; **Level 6** rhu-chalik[U], will-o'-wisp, zecui[U]; **Level 8** jah-tohl[U], xoarian[U]; **Level 9** irnakurse; **Level 10** nilith, ofalth; **Level 11** gosreg[U]; **Level 12** gogiteth; **Level 14** grikkitog, vidileth[R]; **Level 15** quelaunt

Animal

Level –1 compsognathus, eagle, flash beetle, giant centipede, giant rat, guard dog, viper; **Level 0** bottlenose dolphin, riding pony, spider swarm; **Level 1** electric eel, giant gecko, goblin dog, hippocampus, hunting spider, hyena, python, rat swarm, riding dog, riding horse, vampire bat swarm, velociraptor, war pony, wolf; **Level 2** boar, crocodile, deinonychus, giant ant, giant bat, giant monitor lizard, giant viper, hippogriff, leopard, pteranodon, slurk, war horse; **Level 3** ankhrav, centipede swarm, dire wolf, giant mantis, giant scorpion, giant wasp, gorilla, grizzly bear, hyaenodon, lion, pachycephalosaurus; **Level 4** daeodon, giant stag beetle, great white shark, griffon, hadrosaurid, rhinoceros, scorpion swarm, tiger, wasp swarm; **Level 5** army ant swarm, giant frilled lizard, giant moray eel, orca; **Level 6** ankylosaurus, cave bear, giant tarantula, smilodon, woolly rhinoceros; **Level 7** con rit, elephant, quetzalcoatlus, stegosaurus; **Level 8** ankhrav hive mother[U], giant anaconda, giant hippocampus, giant octopus, krooth, megaprimatus, triceratops; **Level 9** deinosuchus, megalodon, roc; **Level 10** brontosaurus, mammoth, tyrannosaurus; **Level 11** deadly mantis, goliath spider; **Level 12** sea serpent; **Level 13** cave worm; **Level 15** benthic worm; **Level 18** magma worm[R]

Astral

Level 12 shining child

Beast

Level 2 pipefox, warg; **Level 3** centaur herbalist, chupacabra, cockatrice, giant eagle, pegasus, unicorn; **Level 4** barghest, gargoyle, minotaur hunter, poracha[U]; **Level 5** basilisk, harpy, witchwarg; **Level 6** hydra, lamia, manticore; **Level 7** smaranava[U]; **Level 8** chimera[U], lamia matriarch, sphinx; **Level 10** quetz coatl[U], vicharamuni[U]; **Level 12** cauthooj, shuln[U]; **Level 13** quai dau to; **Level 15** mukradi, phoenix; **Level 18** kraken[U]

Celestial

Level 1 cassisian, lyrakien, zoaem; **Level 4** gancanagh, qarna; **Level 6** choral; **Level 7** aesra, kanya; **Level 8** balisse; **Level 10** rekhep; **Level 12** aeolaeka; **Level 14** tabellia; **Level 16** giylea[R]

Construct

Level –1 animated broom; **Level 0** homunculus; **Level 2** animated armor, soulbound doll; **Level 3** animated statue; **Level 4** scarecrow; **Level 7** giant animated statue; **Level 8** charnel creation[U]; **Level 9** noxious needler[U]; **Level 10** clay effigy[U]; **Level 11** stone bulwark[U]; **Level 12** paleohemoth[R]; **Level 13** iron warden[U]; **Level 18** aolaz[R]; **Level 19** guthallath[R]

Dragon

Level 2 fey dragonet[U]; **Level 3** river drake; **Level 5** flame drake; **Level 6** jungle drake, wyvern; **Level 7** frost drake, young omen dragon; **Level 8** desert drake, young conspirator dragon, young horned dragon; **Level 9** dragon turtle, young adamantine dragon, young mirage dragon; **Level 10** young empyreal dragon, young fortune dragon; **Level 11** adult omen dragon, young diabolic dragon; **Level 12** adult conspirator dragon, adult horned dragon; **Level 13** adult adamantine dragon, adult mirage dragon; **Level 14** adult empyreal dragon, adult fortune

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dragon, crag linnorm[U]; **Level 15** adult diabolic dragon; **Level 16** ancient omen dragon[U]; **Level 17** ancient conspirator dragon[U], ancient horned dragon[U], ice linnorm[U]; **Level 18** ancient adamantine dragon[U], ancient mirage dragon[U]; **Level 19** ancient empyreal dragon[U], ancient fortune dragon[U]; **Level 20** ancient diabolic dragon[U], tarn linnorm[U]; **Level 21** tor linnorm[U]

Elemental

Level 1 air scamp, earth scamp, fire scamp, water scamp; **Level 3** brine shark, cinder rat, sod hound, zephyr hawk; **Level 4** jann; **Level 5** jaathoom, living landslide, living waterfall, living whirlwind, living wildfire; **Level 7** jabali, phade, quatoid; **Level 9** faydhaan, firewyrm, ifrit, stone mauler; **Level 11** elemental avalanche, elemental hurricane, elemental inferno, elemental tsunami

Fey

Level –1 mitflit, sprigjack, sprite, tooth fairy; **Level 0** pugwampi; **Level 1** jinkin, naiad; **Level 3** draxie, dryad, tooth fairy swarm, twigjack, unicorn; **Level 4** pixie, satyr; **Level 5** redcap; **Level 6** elananx; **Level 7** naiad queen[U], pukwudgie; **Level 9** nuckelavee; **Level 12** gimmerling; **Level 13** dryad queen[U]; **Level 16** vilderavn[R]; **Level 20** norn[R]

Fiend

Level 0 ort; **Level 1** cacodaemon, cythnigot[U], imp; **Level 2** pusk; **Level 3** hell hound; **Level 5** brimorak, venedaemon, vescavor swarm, vordine; **Level 6** nightmare; **Level 7** coarti, succubus[U]; **Level 8** sarglagon; **Level 9** greater hell hound, leukodaemon, vescavor queen; **Level 10** phistophilus; **Level 11** gongorinan[U], greater nightmare; **Level 12** omox; **Level 14** augnagar[U], gylou; **Level 15** seraptis; **Level 16** astradaemon, shemhazian; **Level 18** thulgant[U]; **Level 20** nessari, vrolikai; **Level 25** Treerazer[Uq]

Fungus

Level 2 fungus leshy; **Level 19** terotricus[R]

Giant

Level 3 ogre warrior; **Level 4** ogre glutton; **Level 5** cyclops[U], forest troll; **Level 7** ogre boss; **Level 8** marsh giant, mountain oni, stone giant; **Level 9** frost giant; **Level 10** fire giant, troll warleader; **Level 11** cloud giant; **Level 12** great cyclops[U]; **Level 13** shadow giant, snow oni; **Level 14** caldera oni; **Level 16** rune giant[U]; **Level 17** island oni

Humanoid

Level –1 goblin warrior, halfling street watcher, kobold warrior; **Level 0** azarketi crab catcher, hryngar sharpshooter, orc scrapper; **Level 1** boggard scout, caligni dancer, catfolk pouncer, dwarf warrior, elf ranger, gnome bard, goblin commando, goblin pyro, goblin war chanter, halfling troublemaker, hobgoblin soldier, hryngar bombardier, kobold scout, lizardfolk defender, lizardfolk scout, merfolk warrior, orc veteran, umbral gnome scout, xulgath warrior; **Level 2** aiuvarin elementalist, boggard warrior, bugbear prowler, caligni skulker, dero stalker, dhampir wizard, dromaar mountaineer, hryngar taskmaster, kholo hunter, kobold cavern mage, lizardfolk stargazer, merfolk wavecaller, orc commander, sedacthy scout, tengu sneak, umbral gnome warrior, wererat, xulgath skulker, zyss serpentfolk[U]; **Level 3** aapoph serpentfolk, athamaru hunter, boggard swampseer, bugbear tormentor, centaur herbalist, changeling exile[U], dero strangler, kholo bonekeeper, ogre warrior, pitborn adept[U], sea hag, werewolf, xulgath leader; **Level 4** caligni hunter, coil spy[U], duskwalker ghost hunter[U], dwarf stonecaster, hobgoblin archer, kholo sergeant, minotaur hunter, ogre glutton, ratfolk grenadier, sedacthy marauder, sweet hag, werebear[U], weretiger; **Level 5** cyclops[U], dero magister[U], forest troll, harpy, lawbringer warpriest[U], umbral gnome rockwarden, yeti[U]; **Level 6** aapoph granitescale, hobgoblin general, iron hag, lamia, sedacthy speaker; **Level 7** azarketi tide tamer, medusa, ogre boss; **Level 8** bone prophet[U], lamia matriarch, marsh giant, mountain oni, sphinx, stone giant; **Level 9** cuckoo hag, frost giant; **Level 10** fire giant, troll warleader; **Level 11** cloud giant; **Level 12** great cyclops[U]; **Level 13** shadow giant, snow oni; **Level 14** caldera oni; **Level 16** rune giant[U]; **Level 17** island oni

Monitor

Level 1 arbiter, nosoi, voidworm; **Level 5** azuretzi; **Level 7** vanth; **Level 8** axiomite; **Level 12** akhana; **Level 15** morrigna; **Level 17** keketar; **Level 20** pleroma, yamaraj[U]

Ooze

Level 1 sewer ooze; **Level 3** string slime; **Level 5** globster, tomb jelly; **Level 7** living tar

Plant

Level –1 sprigjack; **Level 0** leaf leshy; **Level 1** gourd leshy; **Level 3** snapping flytrap, twigjack; **Level 4** arboreal warden; **Level 6** awakened tree, sargassum heap; **Level 8** arboreal regent; **Level 9** doldrums heap; **Level 10** dezullon, giant flytrap

Spirit

Level 1 raktavarna; **Level 4** ghost commoner, phantom knight[U]; **Level 5** poltergeist; **Level 8** phantom beast[U]; **Level 10** ghost mage, raja-krodha; **Level 15** dybbuk[U]; **Level 17** banshee[U]

Tane

Level 17 Bandersnatch[R]

Undead

Level –1 crawling hand, skeleton guard, zombie shambler; **Level 1** ghoul stalker, plague zombie; **Level 2** ghoul soldier, herexen[U], skeletal champion, skeletal horse, zombie brute; **Level 3** skeletal giant, wight; **Level 4** ghost commoner, shadow, vampire servitor; **Level 5** giant crawling hand, poltergeist; **Level 6** mummy guardian, revenant, vampire count[U], wraith, zombie hulk; **Level 7** dullahan[U], greater shadow, skeletal hulk; **Level 9** mummy pharaoh[R], vampire mastermind[R]; **Level 10** ghost mage, graveknight; **Level 12** lich[R]; **Level 15** dybbuk[U]; **Level 16** lesser death[R], warsworn[U]; **Level 17** banshee[U]; **Level 18** skulltaker[U]; **Level 21** Grim Reaper[Uq]

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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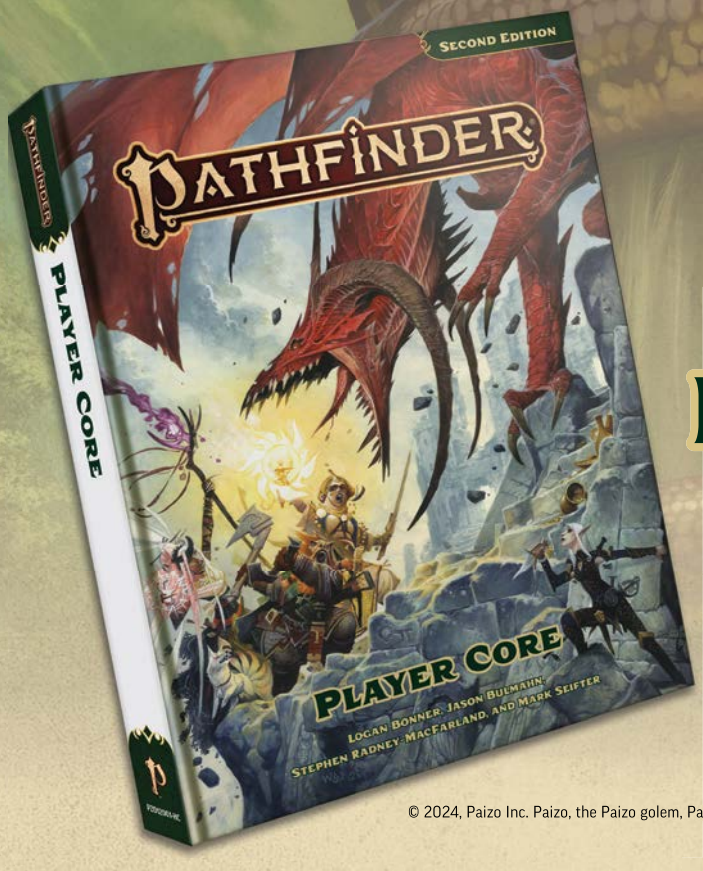
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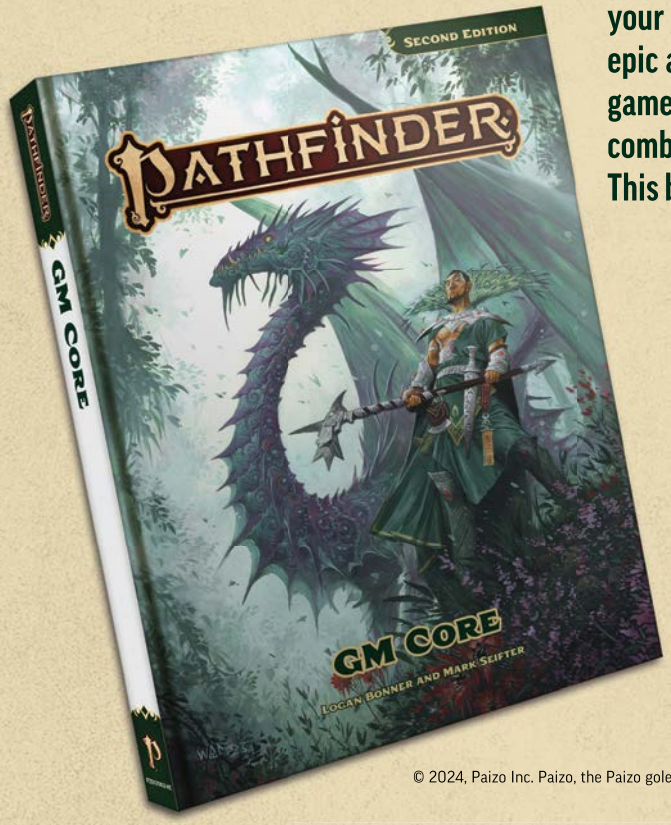
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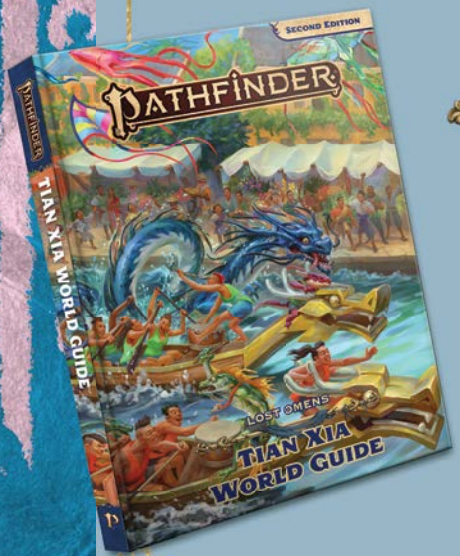
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