

Council of Thieves




BESTIARY SYMBOLS

Creature Type

-  Aberration
-  Animal
-  Construct
-  Dragon
-  Fey
-  Humanoid
-  Magical Beast
-  Monstrous Humanoid
-  Ooze
-  Outsider
-  Plant
-  Undead
-  Vermin

Climate

-  Cold
-  Extrplanar
-  Temperate
-  Tropical

Environment

-  Desert
-  Forest/Jungle
-  Hill
-  Mountain
-  Plain
-  Ruins
-  Swamp
-  Sky
-  Underground
-  Urban
-  Water

Bestiary

Rest quiet, dear child, for you lie beneath the wings of peace, where sleepers dream fair and love falls like shade. Let no worry cloud your mind, for here the light is warm, waters calm, and winds cool. On the Lady's breath sing the hymns of eagles and thrum the choruses of stars. In her Heavens, friends remembered and her shining guard stand watchful, no wrong escaping their sight, no foul deed going unpunished, no hurt escaping balm. And with the Lady's blessing, justice reigns throughout the spheres and no wickedness contests her invincible truth.

—The Birth of Light and Truth,
"Prayer for Children and Fools"

Bestiary

The terrors of this month's Bestiary preside over the end of the Council of Thieves Adventure Path, and perhaps all things. Titans of corruption and devastation, these monstrous tyrants each herald their own breed of ruin, whether it be the soul-ending depravity of the advodaza—the primordial conclusion in our campaign-long run of new devils—or the temptations of the seductive, dragon-like vouivre. Dreadful new depths also yawn open with the introduction of a dangerous new race of planar giants, the gigas, as well as further insights into the sadistic shadows where kytons of unknowable form yet unanimously cruel intentions lie in vicious wait. With the end of the immediate threat in Westcrown, any of these terrors stands ready to bring fresh peril to adventurers ready for new and deadly challenges.

WANDERING MONSTERS

With a *well of many worlds* in their possession, Chammady and Ecardian Drovenge break the boundaries between Golarion and Hell itself, opening a portal linking Westcrown and Erebus, the third layer of the Pit. From the vaults of Hell spill shadows darker and deeper than any Cheliox has ever known, along with infernal wanderers eager for slaughter, souls, or footholds on the mortal plane. This link allows for a fearful menagerie of hellspawn and wayward souls to wander into the midst of Westcrown, further complicating the city's plight. While the gate lies open, any of the listed creatures might appear, some little more than rampaging monsters, others more insidious threats looking for nothing more than shadows to watch from.

Although this month's random encounter table focuses on infernal invaders, this is not meant to imply that Westcrown finds itself in the grips of an all-out diabolical assault. GMs might add all manners of more mundane encounters with cityfolk, rogue guardsmen, beleaguered Hellknights, and any other more natural threats that might arise as the city rushes toward the brink of chaos. Feel free to draw statistics from the adventure for such characters. The Bestiary from *Pathfinder Adventure Path* volume #28 also includes a number of encounters that PCs might face in regions of the city given over to anarchy. Particularly insidious GMs might also imperil NPCs using several of the dangers from this month's "Catastrophe!" article (see page 56), giving the PCs an opportunity to prove themselves heroes against threats merely swinging swords and slinging spells won't solve.

ALL HELL BREAKS LOOSE!

Although "The Twice-Damned Prince" leads PCs to seal the gate to Erebus, doing so potentially leaves them in control of the *well of many worlds*, and there's nothing preventing GMs seeking to continue their campaigns

Random Encounters in Erebus

d%	Encounter	Avg. EL	Source
1–2	1 lemure	1	<i>Bestiary</i> 79
3–4	1 imp	2	<i>Bestiary</i> 78
5–7	1 ochre jelly	4	<i>Bestiary</i> 218
8–11	2d8 lemures	6	<i>Bestiary</i> 79
12–15	1d6 lesser host devils	6	BotD 58*
16–18	1d4 mimics	6	<i>Bestiary</i> 205
19–22	1 salikotal	7	<i>Pathfinder</i> #26 82
23–24	1 black pudding	7	<i>Bestiary</i> 35
25–28	1d6 gray oozes	7	<i>Bestiary</i> 166
29–31	1d4 lesser possession devils	8	<i>Pathfinder</i> #29 82
32–35	1d12 shadows	8	<i>Bestiary</i> 245
36–38	1d8 bearded devils	9	<i>Bestiary</i> 73
39–41	1 bone devil	9	<i>Bestiary</i> 74
42–44	2d6 imps	9	<i>Bestiary</i> 78
45–48	1d4 warmonger devils	9	BotD 60*
49–51	2d8 shadows	9	<i>Bestiary</i> 245
52–54	2d6 bearded devils	10	<i>Bestiary</i> 73
55–56	1d4 erinyes	10	<i>Bestiary</i> 75
57–60	1d4 spectres	10	<i>Bestiary</i> 256
61–65	1d6 animate hoards	11	see page 68
66–67	1d8 salikotals	11	<i>Pathfinder</i> #26 82
68–70	1 stone golem	11	<i>Bestiary</i> 163
71–72	1d6 greater shadows	11	<i>Bestiary</i> 245
73–74	1d4 cabal devils	12	<i>Pathfinder</i> #28 86
75–78	1d4 barbed devils	12	<i>Bestiary</i> 72
79–80	1 ice devil	13	<i>Bestiary</i> 77
81–83	1 iron golem	13	<i>Bestiary</i> 162
84–87	1d6 barbed devils	14	<i>Bestiary</i> 72
88–90	1d6 stone golems	14	<i>Bestiary</i> 163
91–92	1 greater possession devil	15	<i>Pathfinder</i> #29 83
93–95	1 horned devil	16	<i>Bestiary</i> 76
96–97	1 apostate devil	17	BotD 54*
98–99	1d4 horned devils	18	<i>Bestiary</i> 76
100	1 pit fiend	20	<i>Bestiary</i> 80

*From *Princes of Darkness: Book of the Damned*, Vol. 1

from leading the characters into Hell itself—and to all the fantastic wealth promised by the realm of Mammon. Whether as additional opportunity in this month's adventure or creative fodder for future epics, the gates of Erebus stand open, offering both unparalleled adventure and impossible riches. As this is the final adventure in this Adventure Path, GMs interested in making use of nearly any of the creatures from previous Council of Thieves Bestiaries (or nearly any other diabolical source, for that matter) might unleash them during this adventure, as far more than merely devils lurk within the depths of Hell.

Council of Thieves

BEHEMOTH, RAVENER

The ground quakes as a colossal, elephantine beast of rocky, armored plates presses forward. Elaborate horns crown its head, and multiple rock-encrusted tusks jut from its toothy maw. With a bellowing roar, the creature shakes its massive head in challenge, then paws the ground and charges.

BEHEMOTH, RAVENER CR 18



XP 153,600

N Colossal magical beast

Init -2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent; **Perception** +17

DEFENSE

AC 35, touch 0, flat-footed 35 (-2 Dex, +35 natural, -8 size)

hp 337 (25d10+200); regeneration 15 (electricity)

Fort +22, **Ref** +12, **Will** +12

DR 15/adamantine; **Immune** acid, curse effects, disease, mind-affecting effects, paralysis, poison, sonic; **Resist** cold 20, fire 20; **SR** 29

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +33 (4d6+16 plus snatch), gore +33 (4d6+16), 2 stomps +28 (2d8+8)

Ranged rock +16 (2d8+24)

Space 30 ft.; **Reach** 20 ft.

Special Attacks demolishing attack, mighty roar, rock hurling (120 ft.), shock wave, swallow whole (4d6+24 bludgeoning damage, AC 27, hp 33), trample (2d8+24, DC 38)

STATISTICS

Str 42, **Dex** 6, **Con** 26, **Int** 6, **Wis** 14, **Cha** 14

Base Atk +25; **CMB** +49; **CMD** 57 (61 vs. trip)

Feats Awesome Blow, Cleave, Great Cleave, Greater Bull Rush, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Lunge, Power Attack, Snatch

Skills Perception +17, Survival +14, Swim +28

SQ camouflage

ECOLOGY

Environment any forest, hill, jungle, or plains

Organization solitary or pair

Treasure Value standard

SPECIAL ABILITIES

Camouflage (Ex) A ravener behemoth looks like a rocky hillside or small mountain when at rest. It takes a DC 20 Perception check to notice it before it attacks.

Demolishing Attack (Ex) A ravener behemoth that makes a full attack against an object or structure deals double damage.

Mighty Roar (Su) Every 1d4 rounds, as a standard action, a ravener behemoth can issue a mighty roar in a 60-foot cone that duplicates the effects of *greater shout*. This attack deals 10d6 points of sonic damage (or 20d6 against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6

rounds. Creatures exposed to the sonic attack can negate the stunning and halve both the damage and duration of the deafness with a successful Fortitude save (DC 30). The save DC is Constitution-based.

Rock Hurling (Ex) Because of their immense hunger, ravener behemoths often ingest ore-laced rocks to fill their stomachs with longer-lasting sustenance. When faced with dangerous opponents outside its reach, a behemoth may regurgitate these rocks and grind them into smaller shards with its hardened teeth. It then spits forth these shards one at a time as boulders weighing between 60 to 80 pounds. A ravener usually carries enough rocks in its stomachs to make up to 4d6 boulders in this manner.

Shock Wave (Ex) As a full-round action, a ravener behemoth can hammer the ground with its feet and generate a localized tremor that rips the ground, knocking down smaller creatures and creating difficult terrain in a 100-foot radius centered on the behemoth. This shock wave lasts for 1 round, during which time creatures in the affected area cannot move or attack. They must also succeed on a DC 38 Reflex save or fall prone. Any spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The save DC is Strength-based.

Swallow Whole (Ex) A ravener behemoth can swallow a snatched opponent of Huge size or smaller with its bite attack by making a successful grapple check. Once swallowed, a victim suffers 4d6+24 points of bludgeoning damage per round from one of the behemoth's 5 stomachs. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 33 points of damage to a stomach (AC 27). Once the creature exits, that stomach regenerates 15 hit points per round. A ravener behemoth may gorge itself upon multiple creatures, shunting each victim to a different stomach each time. Each of a behemoth's 5 stomachs can hold 1 Huge, 4 Large, 16 Medium, 64 Small, 256 Tiny, or over 1,000 Diminutive or smaller creatures.

Ravener behemoths walk the land as the ultimate consumers of all things. This includes every manner of beast, plant, and mineral caught in their path. They indiscriminately fill their five ever-hungry stomachs by cutting wide swaths through tangled jungles, digging through mountains for precious ores, and razing settlements and strongholds to get at those sheltering inside. Sometimes they even ply shallow coastal waters, capsizing ships to feast upon their crews and any other predators drawn by the smell of blood in the water.

Monstrously massive, a ravener behemoth stands nearly 60 feet tall on four thick, trunk-like legs and measures up to 80 feet long. Multiple horns and tusks sprout from its face and head, helping it root through even the hardest soil and rocks in search of food. It quickly reduces anything stronger into rubble with its earth-shattering roar and stomping feet. A rocky hide grown from the many minerals

Bestiary

it routinely consumes protects it from harm even as lichen, small plants, and trees take root along its back, out of reach of its ravenous mouth. Divine blessings bequeathed by the gods ensure only the most powerful spells or adamantite weapons can lay a behemoth low. As a result, the ravener behemoth fears nothing and eats everything.

Ecology

Behemoths have existed since the birth of the First World, where they served the gods as work beasts, intelligently shaping and transforming the land to a divine plan. However, when such work ended, some gods sought to put down their creations, hunting them to near-extinction. Others simply forgot them or left them to die as the First World faded away. But many behemoths stubbornly refused to abandon their life's purpose and crossed into the greater world, migrating in an effort to stay close to their creators. Unfortunately, as part of the journey, or because they lost the divine sponsorship of the gods, many behemoths devolved, losing their sentience and becoming nothing more than monstrous animals and creatures of legend.

The ravener behemoth exists as one such example. Driven mad by the inattention of the gods and filled with anger over their abandonment, the raveners found a new purpose. Desperately hungry, these multi-stomached behemoths wholly devoted themselves to feasting upon the bounty of all the gods had created, gorging themselves in an effort to fill the void left by their masters and attract the gods' attention once again. Unfortunately, because of their lowered intelligence, most raveners can no longer answer when such attention finally comes, lacking the will or ability to communicate with their creators, and consumed by an all-encompassing hunger instead. The gods mostly leave such behemoths alone, ashamed and reluctant to fully extinguish their enduring spirits. More often, the gods challenge their mortal champions by directing them to deal with such creatures in their stead.

Habitat & Society

Most ravener behemoths live solitary lives, as their insatiable appetites cause too much strain on a single ecosystem to support more of their kind. Inevitably, when their paths do cross, two possible outcomes emerge. The beasts either do battle to establish dominance over one another, or every 50 years, certain hormones in female raveners can invoke a natural mating instinct

between the behemoths instead. A pregnant ravener may produce up to 1d3 offspring per mating cycle, but it then drives off its mate to ensure enough food remains in the area to raise each cub to young adulthood. Raveners may live up to 1,000 years while food sources remain, and frequently migrate when famine strikes.

Behemoths of Legend

Some ancient raveners retain a measure of their original sentience, occasionally renewing their relationships with the gods to serve as avatars or guardians. Others choose to remain aloof, pursuing their own goals independent of those who created them. These more potent behemoths sustain themselves through divine rituals learned when they served the gods and passed down from one generation to the next. They use their spell-like abilities to enhance the land and better support their enormous appetites. To replicate these more intelligent and independent raveners, add the following abilities to the standard behemoth. A ravener with these abilities is CR 19 and has Int 14, Wis 18, and Cha 18. It speaks Celestial, Sylvan, and Terran.

Spell-Like Abilities (CL 15th): Always active—*nondetection*; At will—*create water, detect animals or plants, purify food and drink, soften earth and stone*; 3/day—*cure critical wounds, heroes' feast, move earth, plant growth*; 1/day—*find the path, restoration*



Council of Thieves

DEVIL, ADVODAZA

The rending, thunderous clangor of rushing claws heralds the charge of this fire-eyed ruin, a terror of flame-seared hide and saber-like spines shaped in a monstrosity muscled centauric form. The true terrible ferocity of the thing lies hidden, restrained beneath armor and wings of crumbling stone carved with icons as ancient as they are undeniable and profane.

DEVIL, ADVODAZA

CR 18



XP 153,600

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

Init +11; **Senses** darkvision 60 ft., see in darkness; **Perception** +28

DEFENSE

AC 35, touch 15, flat-footed 28 (+6 armor, +7 Dex, +14 natural, -2 size)

hp 297 (18d10+198)

Fort +21, **Ref** +18, **Will** +15

Defensive Abilities idol armor; **DR** 10/good and silver; **Immune** cold, dismissal, electricity, fire, poison, sonic; **Resist** acid 10; **SR** 29

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee bite +28 (2d6+12), 2 claws +28 (1d8+12 plus infernal wound), 2 hooves +26 (1d8+6), tail +26 (2d6+6)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tail)

Spell-Like Abilities (CL 16th; concentration +23)

At will—*gaseous form*, *greater invisibility* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *scorching ray*, *whispering wind*

3/day—*blasphemy* (DC 24), *dispel magic*, *ethereal jaunt*, *harm* (DC 23), *heal* (DC 23), *hold monster* (DC 22), *wall of stone*

1/day—*scrying* (DC 22), *summon* (level 7, horned devil, 60%), *unhallow*

STATISTICS

Str 34, **Dex** 25, **Con** 30, **Int** 23, **Wis** 25, **Cha** 24

Base Atk +18; **CMB** +32; **CMD** 49 (53 vs. trip)

Feats Awesome Blow, Flyby Attack, Greater Bull Rush, Hover, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack, Toughness

Skills Bluff +28, Diplomacy +28, Escape Artist +25, Fly +24, Intimidate +28, Knowledge (arcana) +27, Knowledge (planes) +27, Knowledge (religion) +27, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +20

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ devil mark, false divinity

ECOLOGY

Environment any (Hell)

Organization solitary or pantheon (2–5)

Treasure double

SPECIAL ABILITIES

Devil Mark (Su) An advodaza can grant worthy servants a measure of its power. As a full-round action, an advodaza can touch a willing adjacent creature, marking it with a unique symbol similar to an *arcane mark*. This symbol can be either visible

or invisible, as the devil chooses. For as long as the target possesses the mark, it gains a spell-like ability it can use once per day. This spell-like ability comes from the advodaza's chosen domain (see the false divinity ability). The target also gains the ability to telepathically communicate with the advodaza over any distance as long as the two creatures are on the same plane. An advodaza can mark multiple creatures, up to an amount equaling its Hit Dice (typically 18). An advodaza can dispel its mark as a standard action, no matter where the bearer is. It can also, as a standard action, deal pain to a mark bearer that causes 6d6 points of damage with no saving throw. An advodaza's mark cannot be removed physically, but a *dispel magic* or *erase* spell that succeeds on a dispel check or caster level check of DC 30 removes the effect.

False Divinity (Su) Advodazas possess areas of concern as deities do, but on a far smaller scale. Each advodaza chooses one cleric domain and gains the domain spells (up to 5th level) of that domain as spell-like abilities, each of which it can use 3 times per day. The advodaza does not gain any of the domain's granted powers. Most advodazas possess powers from the Evil, Fire, Law, War, or Weather domains, though any domain is possible.

Evil Domain: *align weapon* (evil only), *dispel good*, *magic circle against good*, *protection from good*, *unholy blight*

Fire Domain: *burning hands*, *fire shield*, *fireball*, *produce flame*, *wall of fire*

Law Domain: *align weapon* (law only), *dispel chaos*, *magic circle against chaos*, *order's wrath*, *protection from chaos*

War Domain: *divine power*, *flame strike*, *magic vestment*, *magic weapon*, *spiritual weapon*

Weather Domain: *call lightning*, *fog cloud*, *ice storm*, *obscuring mist*, *sleet storm*

Idol Armor (Su) Advodazas armor themselves in their fallen idols and ornaments of devotion. This armor grants an advodaza a +6 armor bonus to AC and immunity to cold, electricity, and sonic damage, as well as immunity to the spell *dismissal*. The spells *chaos hammer*, *holy smite*, *holy word*, and *word of chaos* destroy this armor, removing the devil's armor bonus to AC and immunities (its cold immunity decreases to its normal resistance 10). If uninterrupted for 1 hour, an advodaza can summon new armor to replace its destroyed protection.

Infernal Wound (Su) The damage an advodaza deals with its claws causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to stanch—a DC 30 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 30 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects. The Heal check and caster level DC are Constitution-based.

False gods, fallen demagogues, nemesis devils—the fiends known collectively as advodazas survive from dark ages past, when mortals offered worship to base things and unwholesome spirits masqueraded as baleful gods. Although

Bestiary

time and faith have turned against these beings, the most tenacious of their kind have refused to fade into oblivion, and to these obstinate corruptors and one-time deities the gates of Hell swing wide and welcoming. These lords of cults and masters of forgotten mysteries find renewed vigor in the depths of the Pit, and those seeking to renew their power and lordship over mortalkind undergo terrible indoctrinations and binding rites that transform them over the ages into true devils. What emerge are eidolons of half-remembered demigods, fallen princes seeking to claim their subjects anew, devils of faith, and fiends of blasphemy—the idol-clad advodazas.

No two advodazas look exactly alike, each embodying the powers and concerns that saw it worshiped in ages past and subsequently anthropomorphized as a monstrous being. Typically, this results in quadrupedal, half-bestial shapes bristling with terrible wings, hooves, claws, and fangs. Universally, though, they bear the broken remnants of their fallen faith, usually in the form of cracked idols worn like armor, profane talismans crafted into jewelry, or fearful totems wielded like massive weapons. Despite their range of appearances, all advodazas possess the same core abilities, though some particularly ancient or powerful fiends possess unique abilities. Most advodazas stand 18 feet tall and weigh nearly 9 tons.

Ecology

Fantastically old beings, advodazas rose from spirits worshiped by mortals in distant ages. While humanoids still huddled in crude shelters, begging any power that would listen for protection from storms, beasts, enemies, hunger, and countless other fears, the spirits of the land, sky, and animals were the first to give heed. Not deities, but elusive influences, these forces heard these early prayers and worked what appeared to be miracles in return for sacrifices and adoration. Slowly, these formless vestiges took shape as idols, fetishes, palladiums, and all manner of cult images. Yet, as knowledge of true deities and the powers they offered worshipers spread, the old spirits were forgotten or demonized and rooted out. While most simply faded into the ethers of time, the bitterest demi-deities of countless worlds found their way to Hell and Asmodeus, who welcomed them and offered them a chance for renewed power and worship, as well

as a chance to avenge themselves against the deities and mortals who had snubbed them. Honing their hatreds through ages of flame, these beings emerged from the Pit as advodazas. One of the few breeds of devilkind not forged wholly by Hell itself, advodazas prove exceedingly rare compared to other fiends.

Habitat & Society

All advodazas seek to return to the Material Plane, where they might tempt new followers to serve, sacrifice, and raise idols to their names. While merciless, advodazas appeal to many mortal servants due to the directness of their interaction and their willingness to grant power or violently smite enemies for a seemingly paltry price. In death, however, their servants find no divine realm nor glory seated beside some grand deity. For when they die, there is only Hell.



Council of Thieves

EBON ACOLYTUS

A chilling statue strands behind a dark altar, both smeared with evidence of grisly sacrifices. The monstrous statue, sculpted as a perverse amalgam of both man and beast, raises a wickedly curved sacrificial dagger above its head, its bejeweled eyes seeming to glint with murderous zeal.

EBON ACOLYTUS

CR 7



3,200 XP

N Large construct

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

DEFENSE

AC 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

Fort +3, **Ref** +2, **Will** +3

Immune construct traits

OFFENSE

Speed 30 ft.

Melee dagger +14 (1d6+9/19-20) or

2 slams +14 (1d6+6)

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

Special Attacks prostration, sacrifice

STATISTICS

Str 22, **Dex** 8, **Con** 10, **Int** 10, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +16; **CMD** 25

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Prostration (Ex) As a standard action, an ebon acolytus can attempt to force any creature it is currently grappling into a sacrificial position. The construct must make an additional combat maneuver check against its target to reposition it into an advantageous position. If it succeeds, and the victim remains grappled at the beginning of the construct's next round, the ebon acolytus may make use of its sacrifice ability. An ebon acolytus gains a +2 bonus on its CMB for the purposes of making this check if it is adjacent to an altar or similar site of ceremonial bloodletting.

Sacrifice (Su) As a full-round action, an ebon acolytus may make a coup de grace attack with its dagger against any target currently grappled into place using its prostration ability. The target is affected by the coup de grace attack and must make a Fortitude saving throw (DC 10 + damage dealt) or die as normal. If the target is killed by this attack, his soul is sent straight to the plane of the being to which the altar is dedicated, regardless of alignment, and cannot be raised from the dead except by a cleric sworn to the same deity or by a *miracle* or *wish* spell. A creature under the effects of a *protection from evil* spell—or similar spell that opposes the alignment of the god the ebon acolytus is crafted to serve—may be resurrected as normal.

Dedicated to dark gods, fiends hungry for the souls of innocents, and even more monstrous beings, ebon acolyti—sometimes called altar golems—are terrifying constructs, for they are not designed merely to kill, but to aid in the often bloody work required in the service of foul divinities. Carved from a single block of stone or other sturdy material, these constructs resemble towering statues, crafted to appear as servants of specific deities and often etched with icons sacred to their worship. In addition to its fearful body, an ebon acolytus is typically crafted with a companion altar, upon which it might aid its master or an unholy congregation in dark rites and ritual bloodletting.

The exact height and weight of an ebon acolytus varies, largely depending on the shape of its body and the quality of the stone used in its creation, though most rise to around 14 feet tall and weigh around 2,500 pounds. Some carry Large sacrificial weapons other than daggers, but these prove rare and vary between faiths.

Ecology

As artificial creations, ebon acolyti have no bodily needs or functions. This allows them to perform well as both grim altar attendants and as defenders of unholy sites. Clandestine cults often go to great lengths to create ebon acolyti just for this reason, as such groups' survivals rely upon the secretiveness of their worship. In some rare instances, especially old and well-used ebon acolyti have been known to defy their creators, but only when such masters have defied the will or tenets of their deity. Religious figures claim such rarities are not a sign of devotion from the constructs themselves, though, but instead a manifestation of a deities' will operating through a convenient medium.

Habitat & Society

Altar golems are typically found in places of dark worship, from the expected locations like depraved dungeons and temples consecrated in the name of sinister gods to hidden shrines under the homes of supposedly reputable neighbors or secret mountain hollows. Wherever the perverse will of foul deities takes root, there ebon acolyti might be found.

An ebon acolytus's most feared ability is its power to sacrifice living creatures to the dark entity to whom it is devoted. This foul capability rises from a series of profane rites conducted as part of the construct's creation, during which it is bound to a specific patron. A ebon acolytus cannot be reconsecrated to a different deity, and those it sacrifices always appear in the same extraplanar realm. The being an ebon acolytus is created to serve must be of at least deity-level power, and all attempts to create servants that direct souls to a lesser or more vague source fail. Thus, ebon acolyti are typically found dedicated to evil gods, demon lords, archdevils, one of the four horsemen, or similar beings.

Bestiary

Those killed by an ebon acolytus prove exceedingly difficult to recover, except by the power of those devoted to the deity to whom the victim was sacrificed. As such, foul priests often employ ebon acolyti to gain bargaining chips, having their construct minion sacrifice a being and demanding some service should the victim's loved ones wish him returned. Alternately, worshipers of notorious deities often face worldly retribution, but might escape tenacious pursuers by sacrificing themselves to their deity, their sacrificial deaths allowing them to forever elude the magic and vengeance of their foes. Occasionally, there are those who seek to track down and reclaim souls wrongfully slain by ebon acolyti. Many quests to unholy realms have been undertaken in the attempt to rescue such damned souls, though few meet with any success.

Although most discussion of ebon acolyti connects them with foul deities, such need not be the case. Tools first and foremost, these constructs might serve non-evil gods, though in most cases their murderous aptitudes are ill suited to such worship. In some cases, particularly in the instances of exotic and little-known deities who prove both benevolent and bloodthirsty, ebon acolyti might be found in the service of goodly faiths, though such instances are exceedingly rare.

Construction

An ebon acolytus is chiseled from a single block of dark stone, often black granite or marble, jade, or some other lustrous material, and weighing at least 4,000 pounds. The stone must be of exceptional quality and costs at least 6,000 gp.

EBON ACOLYTUS

CL 11th; Price 24,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects, desecrate, trap the soul*, creator must be caster level 11th; **Skill** Craft (sculpting) or Craft (stonemasonry) DC 16; **Cost** 12,000 gp

Ebon Acolyti on Golarion

Though rare, ebon acolyti have been found throughout Golarion, consecrated to a host of foul patrons. While many watch over temples and holy sites of Rovagug, Lamashtu, and Asmodeus—and peripheral shines to his archdevils—they are more commonly found in squalid holes where demon and daemon worshipers enact their blasphemous ceremonies. Below are two particularly infamous ebon acolyti.

The Altar of Angazhan: Deep in the Mwangi Expanse lies an ebon acolytus dedicated to the demon lord Angazhan, the Ravener King and Lord of Apes. Carved from obsidian, the altar resembles Angazhan himself, a brutish ape with savage tusks and six long, slender fingers. Unlike other altar golems, the Altar of Angazhan speaks through the Voice of Angazhan, the animated and endlessly furious skull of a massive gorilla that serves as the construct's head. Although the skull possesses only the intellect of an average ape, it "leads" a pack of charau-ka that worships it as their god. The tribe's shamans interpret their lord's will in his endless grunts and howls, directing their people to scour the Expanse for food, riches, and sacrificial victims.

The Midnight Temple of Egorian: Found in Chelixa's infernal capital, this massive, marble-carved ebon acolytus is known as the Black Altar. Shaped into the likeness of a humanoid devil with sweeping horns and monstrous wings, the Black Altar seems to be carved straight from the layers of Hell itself. At the stroke of midnight on the first day of every ninth week, nine slaves are sacrificed here to the God Fiend, the Black Altar absorbing their blood and sending their souls screaming to

Asmodeus. When the altar prepares to kill its victims, its great wings close so none can see the final blow, and when they open again, nothing of the sacrifice remains.



Council of Thieves

GIGAS, HELL

A giant like a mountain of corpses thunders into view. Armor crafted from the twisted bones of a hundred gigantic victims girds a twisted humanoid body covered in angry red burns and the jagged scars of crippling battles. Despite its wounds, the surviving figure exerts a terrible strength, hefting its grisly armor with ease.

HELL GIGAS

CR 15



XP 51,200

LE Gargantuan humanoid (evil, extraplanar, giant, lawful)

Init +7; Senses darkvision 60 ft.; Perception +29

DEFENSE

AC 29, touch 9, flat-footed 26 (+6 armor, +3 Dex, +14 natural, -4 size)

hp 237 (19d8+152)

Fort +19, Ref +11, Will +12

Defensive Abilities rock catching; DR 10/chaotic; Immune fire;

Resist acid 10, cold 10, electricity 10, sonic 10

OFFENSE

Speed 60 ft.

Melee mwk raneur +24/+19/+14 (4d6+19)

Ranged rock +14 (2d6+19 plus 6d6 fire)

Space 20 ft.; Reach 20 ft.

Special Attacks hurl fireball, rock throwing (140 ft.)

Spell-Like Abilities (CL 15th; concentration +17)

At will—*disguise self*, *levitate*, *major image* (DC 15), *pyrotechnics* 3/day—*animate dead*, *dispel magic*, *unholy blight* (DC 16), *wall of fire*

STATISTICS

Str 37, Dex 16, Con 26, Int 20, Wis 22, Cha 15

Base Atk +14; CMB +31; CMD 44

Feats Alertness, Awesome Blow, Catch Off-Guard, Combat Reflexes,

Improved Bull Rush, Improved Initiative, Improvised Weapon

Mastery, Lightning Reflexes, Power Attack, Throw Anything

Skills Climb +35, Knowledge (planes) +21, Perception +29, Sense

Motive +0, Stealth +0, Survival +28

Languages Common, Giant, Infernal

SQ planar empowerment

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or gang (3–7)

Treasure standard (mwk breastplate, mwk raneur, other treasure)

SPECIAL ABILITIES

Hurl Fireball (Su) Hell gigas charge any rocks they throw with explosive energy. Wherever a rock thrown by a Hell gigas lands, it explodes in a 30-foot burst of flame that deals 1d6 points of fire damage for every three Hit Dice the gigas possesses (Reflex DC 27 for half). This is in addition to any damage caused by the thrown rock. The save DC is Constitution-based.

Planar Empowerment (Su) While on the plane of Hell, a Hell gigas gains access to *earthquake* (DC 25), *firestorm* (DC 25), and *unholy aura* as spell-like abilities, each usable once per day. If the gigas ventures onto another plane, it cannot make use of these

abilities (though its other spell-like abilities remain available).

The save DC for the spell-like abilities is Charisma-based and includes a +5 racial bonus.

The giants of the Pit, Hell gigas roam the hinterlands of Hell, stalking forth from ruined, millennia-old fortresses to enslave those who slip through the grasp of devilkind. Called “phyriphlegeians” by titans and some of the other elder races of the multiverse, these arrogant and most ancient of giants care only for their own tyrannies, petty schemes made abominable by their masters’ scale, strength, and disregard for the survival of all other beings. More than capable of personally ruining most of their own foes physically, Hell gigas prefer campaigns of fear and pain, expending legions of slaves before bringing their own monstrous might to bear upon thoroughly defeated foes—though their rage often provokes them to forgo more satisfying climaxes in favor of immediate destruction.

The typical Hell gigas stands well over 50 feet tall and weighs upward of 20 tons, in addition to the weight of its armor of bone and metal.

Ecology

Exceptionally rare creatures, even on their native plane and compared to others of the waning gigas races, Hell gigas bear the crushing weight of beings that have endured millennia of life in Hell. Most appear as wasted giants bearing the scars of countless skirmishes and hardships, many armored over in half-living suits of exposed muscle, knotty bone, and grisly iron. Even with such second skins, the gigas radiate auras of infernal heat, which, along with their incredible strength, allow them to sculpt stone and iron into grim structures and vicious weapons.

Habitat & Society

Most Hell gigas live on the infernal layers of Avernus, Dis (beyond the city), and Phlegethon, keeping to the mountains and masterless expanses beyond the interests of devils and the damned. In some such realms lie the rare, crumbled ruins of fortresses even larger than the gigas’ power to craft. Within these ruins and the lava-soaked catacombs below, the Hell gigas make their homes, living as despots apart from others of their kind, ruling over stray fiends, hellspawn, and wayward souls. Few Hell gigas care to venture forth from the infernal realm, finding other planes uncomfortably cold. When they do, they universally hold a special hatred for fire giants, loathing the giants yet at the same time delighting in enslaving them and forcing them to do their will.

Hell gigas attempt to avoid devils as much as possible. While a gigas can easily crush most devils, those who

Bestiary

slight greater devils or members of the diabolical nobility risk destruction or enslavement by the easily offended lords of Hell.

The First Giants

Scholars of the unfathomable eons that mark the immortal tides of extraplanar history have long debated by what means the inhabitants of the Material Plane took their varied—yet in many ways similar—forms. Many adhere to the assumption that creator deities designed each mortal race, creating what they deemed as right or desirable in miniature multitudes. Others, however, claim it began with the titans.

Mighty beings, not unlike gods themselves in many ways, titans possess power beyond most races and a history stretching back before even the oldest mortal races. Although the titan race has diminished, now inhabiting only the most remote corners of Elysium and the Thanatotic realms of the Abyss, their forms have persisted throughout the millennia, and their ancient progeny and myriad inheritors now range where titans once ruled. After ages of life upon the disparate planes of existence, the true titans gave rise to scions imbued with the powers of those strange realms, beings known as gigas, which were less than their progenitors but still mighty beyond reason. Distinctive to each realm the titans trod, the gigas rose as servants and emissaries of their lords and ancestors, carving out dominions among the natives of the planes that so shaped them. As countless ages passed and gates opened, allowing passage to the Material Plane, both titans and gigas found their way to new realms. While most titans cared little for these small, mundane worlds, the gigas found places where they could, for the first time, be masters in their own right. And as the gigas were born of both titankind and the planes, so were the gigas' spawn, the giants. Within the lands the gigas settled arose new beings, whole races specially adapted to life within their specific environs.

With the march of countless epochs the titans waned, and so did their children, and their children's children. Today, titans remain rare, little-known even among the planes, declining as they suffer from the wounds of an ages-old conflict. The gigas, too, stand distant, removing to the frontiers of realms they once mastered—Hell gigas picking across the ruins of mountain fastnesses, Maelstrom gigas coasting ether storms upon islands of reality, Nirvana gigas crafting and dominating new dominions of dreams, and countless more withdrawing in the face of extinction. Even on the mortal plane, the age of giants has

passed on most worlds, with the great beings of ancient times retreating in the face of countless lesser races, devoid of the giants' might yet powerful in numbers. Some draw a connection between humans (as well as some other races) and giants suggestive of a heritage similar to that of giants, gigas, and the titans before them, yet from the limited vantage of mortal lives, few definite corollaries can be made. Perhaps in future eons the truth of such conjecture might make itself apparent to the inheritors of humankind.



Council of Thieves

KYTON, EPHIALTES

Amid a roiling cloud of deepest dark, the rattle of chains and heavy footfalls announce a being of immense size. An infernal, gasping hiss draws the darkness back, revealing a tortured, four-legged fiend of exposed bone and ragged flesh draped in chains. Barbs and hooks hang from these wrought iron bands, matching the fiend's tail as they writhe like snakes in search of prey.

KYTON, EPHIALTES

CR 16



XP 76,800

LE Huge outsider (evil, extraplanar, kyton, lawful)

Init +6; **Senses** darkvision 60 ft.; Perception +24

Aura frightful presence (30 ft., DC 22)

DEFENSE

AC 30, touch 10, flat-footed 28 (+8 armor, +2 Dex, +12 natural, -2 size)

hp 243 (18d10+144); regeneration 5 (good weapons and spells, silver weapons)

Fort +14, **Ref** +13, **Will** +14

Defensive Abilities chain armor; **DR** 10/silver or good; **Immune** cold, fear, poison; **Resist** acid 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft.

Melee bite +24 (2d6+8), 2 chains +25 (2d8+8/19-20), 2 claws +24 (1d8+8), tail +19 (1d8+4)

Space 15 ft.; **Reach** 15 ft. (30 ft. with chains)

Special Attacks breath weapon (50-ft. cone, 2d8+8 piercing damage plus grab, Reflex DC 27 for half, usable every 1d4 rounds) dancing chains, entrapping chains, pull (breath weapon, 10 feet), rend (2 chains, 2d8+12)

Spell-Like Abilities (CL 16th)

At will—*blur* (self only), *dimensional anchor*

3/day—*deeper darkness*, *shadow walk* (DC 19), *silence* (DC 15)

1/day—*discern location*

STATISTICS

Str 26, **Dex** 14, **Con** 26, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +18; **CMB** +28 (+32 grapple or pull); **CMD** 40 (44 vs. trip)

Feats Alertness, Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (chains), Improved Initiative, Iron Will, Stand Still, Weapon Focus (chains)

Skills Bluff +12, Climb +15, Escape Artist +13, Intimidate +24, Knowledge (planes) +13, Perception +24, Sense Motive +18, Stealth +15, Survival +22

Languages Infernal

ECOLOGY

Environment any (Shadow Plane)

Organization solitary or team (2-8)

Treasure Value standard

SPECIAL ABILITIES

Breath Weapon (Su) As a full-round action, an ephialtes kyton may exhale a spread of barbed, grappling chains anchored within its massive maw, targeting up to six creatures in a 50-foot cone. Those failing a DC 27 Reflex save suffer 2d8+8

points of piercing damage and the kyton may make a combat maneuver check as an immediate action to grapple each victim with the animate chains. A successful save cuts the damage in half and avoids the grapple opportunity. Those successfully grappled by the chains become subject to the kyton's pull ability. A kyton cannot use its breath weapon again while it is grappling or pulling creatures with its breath weapon chains. Otherwise, it may use the breath weapon once every 1d4 rounds. The save DC is Constitution-based.

An ephialtes kyton's chains (hardness 10, hp 10, Break DC 26) can be broken, or attacked by making a sunder attempt. If the chain is currently grappling a target, the attacker gains a +4 circumstance bonus on the CMB check to sunder. Severing a chain deals no damage to a kyton.

Chain Armor (Ex) The chains that adorn an ephialtes kyton grant it a +8 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) An ephialtes kyton can control up to four chains within 30 feet as a standard action, making the chains dance or move as it wishes. In addition, the kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-sharp barbs. The chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 22 Will save to break the ephialtes kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the other creature's possession. An ephialtes kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Entrapping Chains (Su) With a successful combat maneuver check, an ephialtes kyton may transfer an adjacent creature grappled by the kyton's breath weapon chains to the chains adorning its body, giving the target the pinned condition while the kyton deals with remaining foes. The kyton does not retain the grappled condition while pinning such creatures. Pinned victims can free themselves with a combat maneuver check to break the pin or an Escape Artist check. Other creatures can attempt to free pinned victims by making a sunder attempt (hardness 10, hp 10). An ephialtes kyton may entrap 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Pull (Ex) An ephialtes kyton has a +4 racial bonus on CMB checks made using its pull special attack.

Sadistic hunters and tormentors of all living souls, ephialtes kytons usually roam the planes in service to the lords of Hell and Shadow, but occasionally in pursuit of their own fell interests. They ruthlessly abduct the innocent and retrieve the damned, dragging their victims into the fires of Hell or the gnashing, wailing dark of the Plane of Shadow. They have no fear, tracking

Bestiary

their chosen prey regardless of distance or challenge, and shackle dragons, giants, and humanoids alike for their eternal torturous rewards.

Ephialtes kytons travel in silent grace while cloaked in darkness, but drop their stealthy veils when ready to intimidate those they've come to collect or punish. Then, their frightening gaze matches the deadly intent of the chains piercing their flesh. These animated, wrought iron bands serve as protection and weapons in the hands or claws of all kytons, but may also bind and lash their victims to the ephialtes' ever-bleeding hide to carry them into the Great Beyond. A typical ephialtes stands 25 feet tall and weighs over 15 tons with the combined burden of their deadly chains.

Ecology

An ephialtes kyton results from the ritual transformation of a lesser kyton which has slain or bound 999 mortal victims in the soulless dark of the Shadow Plane. Thereafter, it gains the ability to shadow walk and expand its access to other planes without waiting for summoners to request its services. Eternally vigilant and opportunistic, ephialtes kytons hunt for further victims for young kytons to practice upon. Because of their honed expertise in capturing and tormenting souls, ephialtes are highly useful to the diabolical elite—both mortals and the immortal lords of Hell—who seek out ephialtes kytons as fell servants. Some kytons willingly align themselves with the rulers of Hell, taking further delight in the various torments available in that realm.

Habitat & Society

Ephialtes kytons shepherd and rule over the entirety of kyton society. Though not especially cunning compared to other fiends, they still possess a fierce loyalty to their own kind and adhere to a rigid hierarchy of power and achievement. Their homes within the Plane of Shadow remain eternally hidden, with the sounds of flesh-flensing chains providing the only insight into their torturous methods. Few outsiders understand the purpose of these elaborate torments, though rumors suggest they further empower the ephialtes to ever-greater transformations.

Summoning Ephialtes Kytons

As long as a conjurer doesn't interrupt an ongoing hunt, most ephialtes kytons relish being summoned, looking forward to the sport of chasing down newly assigned prey or punishing those who fail to properly bind them. Any Charisma check made as part of the *greater planar binding* spell to convince an ephialtes kyton to undertake a mission other than the murder, abduction, or torture of specific victims suffers a -2 penalty.

Once an ephialtes kyton accepts an assignment, it demands 1,000 gp paid in black onyx or opals for every Hit Die its target possesses. If the summoner cannot pay the price in the required gems, the kyton only partially carries out the requested service—maiming instead of murdering, abducting for only a limited time (typically $1d4+3$ days), or only torturing a victim until it answers a single question as part of an interrogation. If a summoner tries to force an ephialtes kyton to perform a different type of service or accept a different form of payment, the kyton takes offense and all of the summoner's future Charisma-related interactions with the ephialtes suffer a -2 penalty.

Once an ephialtes kyton has agreed to a task, only its assigned prey interests it. Ephialtes kytons always offer to dispose of such victims by taking them to the Shadow Plane so they can help lesser kytons obtain the necessary number of souls to become ephialtes.



Council of Thieves

VOUIVRE

This bizarre, two-headed monster is a perverse combination of beautiful maiden and menacing dragon, joined by a slithering, snake-like body. Appearing as a seductive female humanoid from the waist up, a powerful serpentine body with clawed arms and ragged wings twists below, ending in a draconic head set with glowing ruby eyes and a mouth full of curved fangs.

VOUIVRE

CR 12



XP 19,200

CE Large monstrous humanoid (aquatic)

Init +5; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 152 (16d10+64)

Fort +11, Ref +11, Will +14; +4 vs. mind-affecting effects

Defensive Abilities unwavering mind; Immune cold; Resist fire 10, sonic 10

OFFENSE

Speed 30 ft., fly 40 ft. (poor), swim 50 ft.

Melee bite +19 (2d6+4 plus grab), 2 claws +20 (1d8+4/19-20), 2 wings +14 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (30-ft. cone, 8d6 fire damage, Reflex DC 22 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 13th)

At will—charm person (DC 15), comprehend languages, ghost sound (DC 14)

1/day—shout (DC 18), song of discord (DC 19)

STATISTICS

Str 19, Dex 13, Con 18, Int 11, Wis 14, Cha 18

Base Atk +16; CMB +21 (+25 grapple); CMD 32 (can't be tripped)

Feats Critical Focus, Deafening Critical, Great Fortitude, Improved Critical (claw), Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (claw)

Skills Bluff +19, Fly +6, Intimidate +19, Perception +19, Sense Motive +14, Stealth +16, Swim +20; Racial Modifiers +2 Perception

Languages Common, Sylvan

SQ amphibious

ECOLOGY

Environment temperate forests, lakes, and rivers

Organization solitary or harem (1 vouivre and 4-10 snakes)

Treasure standard

SPECIAL ABILITIES

Unwavering Mind (Ex) A vouivre possesses a natural gift for guile and persuasion. This mastery allows the creature to defend against similar tactics. A vouivre receives a +4 racial bonus on saving throws to resist mind-affecting effects.

Often mistaken for an offshoot of all manner of bizarre creatures from nagas to lamias, or the hybridized result of magical experimentation, vouivres are a unique

race that breeds true. Reclusive and strange creatures, vouivres prey on hapless travelers who stumble upon their choice bathing spots or unfortunate explorers who venture too close to their lairs. A vouivre always appears as an attractive woman from the waist up, but the curve of her hips leads to a thick, reptilian body ending in a dragon's head. While variations exist between individual creatures, a vouivre usually has fair skin and dark hair, at least on its humanoid portion. The draconic half of one of these strange monsters always possesses green-hued scales, gradually shifting from dull olive to radiant emerald shades as the creature ages. A typical vouivre is over 12 feet long from head to head, and weighs about 500 pounds.

Ecology

Vouivres make their homes in small caves near slow-moving rivers, placid lakes, and gurgling streams. There they keep their treasured items and frequently bathe in the soothing waters, preying on anyone who strays too close to the water's edge. Vouivres prefer to capture and eat humanoid males, but will feed on any available warm-blooded prey when hungry. Rarely, a vouivre selects humanoid females as its primary prey, usually frequent bathers or washerwomen visiting a nearby brook. After devouring a humanoid, a vouivre can forgo a meal for 2 months before needing to feed again.

Vouivres breed in a unique manner. Living as celibates, these creatures reproduce asexually, only producing a new specimen after death. This bizarre process is more akin to a form of cloning than actual reproduction, leading some scholars to conjecture that only a fixed number of these creatures exist in the world simultaneously. After a vouivre dies, its dragon head disgorges a glassy, ruby-tinted sphere that serves as an egg of sorts. Beginning 1 week after death, this egg begins growing, eventually reaching a diameter of 2 feet, while its gleaming luster dims to a clouded, dull red. After 6 weeks, the gem splits, giving birth to a vouivre hatchling that must find a suitable secluded sanctuary and begin feeding itself from nearby resources.

This immature form remains hidden for years, slithering through obscuring muck and feeding on waterfowl and swimming rodents, until it reaches adult size, fully grown and ready to hunt its favorite prey. While not a complete replica of its mother, a vouivre inherits traits and characteristics of its parent's meals throughout its lifetime. A vouivre understands this and thus seeks out handsome and formidable targets for its meals, hoping to pass down the best possible traits to its eventual offspring. A vouivre lives for roughly 200 years, barring any violent end, and matures from hatchling to adult in 7 years.

All vouivres have a singular relationship with sound. As it desires, and especially when slithering seductively toward a victim, a vouivre can vibrate its scales, producing a haunting hum that excites the water around it in a strange, rippling harmony. A vouivre uses this sound as the basis for many of its spell-like abilities, accompanying the effects with song and seductive oratory. When a vouivre grows agitated, this low drone can reach a crescendo of ear-shattering noise, or become an insinuating resonance that turns trusted companions against each other.

Habitat and Society

Solitary almost to the point of xenophobia, vouivres rarely meet. These creatures make their lairs far away from one another, and considering their unique style of reproduction, a single lineage can prey upon a particular region for centuries.

Although vouivres live in isolation from other intelligent creatures, they possess an affinity for serpents. Snakes of all kinds find themselves drawn to vouivres, with vipers and constrictors frequently found slithering among the scattered treasure in a vouivre's lair. Those fortunate few who have survived an encounter with a vouivre often report snakes assisting in the attack. Sages speculate that the delicate vibrations produced by a vouivre's scales enchant the serpents into this service.

Vouivres get along well with evil fey living near their lairs and sometimes even go so far as to share trinkets and gems from their hoards in return for mutual protection and companionship. Nefarious nixies, sinister selkies, and other waterborne fey particularly find places within a powerful vouivre's entourage. While they all have their own diverse hunting grounds, these companions meet regularly to share stories and even meals.

Though savage and bestial, vouivres have a love for material items. Gold jewelry, loose coins, finely cut gems, lavish decorations, and fine silks lie about their lairs. Vouivres covet this treasure and arrange the glittering goods in pleasing configurations, whimsically shifting the items around and redecorating as they please. These creatures constantly barter and trade, and demand payment from victims who beg for their lives.

Frequently, vouivres use their treasure as a way to lure unsuspecting travelers close, placing the bait among the reeds near the water's edge to catch the glint of the sun. As victims come to claim their found prize, the vouivre reveals its humanoid half while its dragon head lies unseen in the water below.

Vouivres prefer intelligent humanoids as prey, to hunt, toy with, and eventually eat. Adept at charm, deception, and trickery, vouivres rarely attack their prey directly, instead preferring to engage their victims in conversation before attacking unexpectedly. In combat, a vouivre's dragon head begins by roaring forth with a gout of flame before biting foes. With prey in its mouth, the dragon head can lock its jaws in place, holding a creature fast in its backward-curving teeth as the vouivre swims to deeper waters to drown its victim before bringing it back to its treasure-strewn cave for a satisfying meal.

