



BESTIARY

We'd thought the island deserted—except for perhaps a few gaudily plumed birds—and so set into the marshy interior without fear, in search of the fresh water we so desperately needed.

Damarco fell first, swept away in a rustle of undergrowth. Ignavari died where she stood, the tatters of her throat tracing the path of a claw that moved too swiftly to see. Their deaths sent the rest of us clambering for the safety of the beach—exactly where their hunters had intended.

The seas have their fangs, which are not always content to stay below water.

—First Mate Balvpulo,
Log of the *Thirsty Dog*

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Varied denizens of the tropical seas and beyond fill out this month's entry into the Pathfinder bestiary. From the balmy Shackles coasts prowl ambush hunters like the elusive canopy creeper, but also familiar foes like sahuagin mutants and the sea cat.

SHIPS, SAILORS, AND OTHER VICTIMS

Numerous vessels might cross the PCs' path as they ply the Fever Sea, some easy prey for piracy, others death ships in disguise. GMs seeking an appropriately nautical random encounter might have any of the following vessels appear on the horizon. Each of these ship entries lists where GMs can find the stats for their crews, whether they be monsters from various Bestiaries or repurposed NPC stat blocks from the *Pathfinder RPG GameMastery Guide*. GMs looking for more tools to help them conduct their boarding raids and shipboard battles should also be sure to check out *GameMastery Flip-Map: Pirate Ship* or *GameMastery Map Pack: Ship's Cabins*.

Honey Snake: Once owned and crewed by the Aspis Consortium, the *Honey Snake* is rumored to have been lost on a mission up the Vanji River. Its existence officially disavowed by the Consortium and forgotten by the few who knew of it, the ship reappeared years later floating at the edge of the Eye of Abendego. While the ship appears to be abandoned, few have dared board it, and those who have decline to speak of it. Tall tales of the ghostly spirits and unnatural creatures that the *Honey Snake* brought back from the Mwangi Expanse can be heard in ports throughout the Inner Sea region. Unsettling and atmospheric as well as lethal, the denizens of the *Honey Snake* include a poltergeist (*Pathfinder RPG Bestiary* 2 211), a draugr pirate (*Pathfinder Campaign Setting: Isles of the Shackles* 62), and a wight (*Pathfinder RPG Bestiary* 276).

The Red Mariah: Captained by the notoriously volatile Aspogar Astian, the *Red Mariah* is the flagship of a swift and reckless pirate flotilla. Nicknamed "the Switch of the North" for his abrupt mood swings, Captain Astian is as likely to free his captives as he is to lethally torture them, depending on his mood. This unpredictability makes all sailors, including other pirates, leery of his fleet. Known to prey on ships from Desperation Bay all the way to Conqueror's Bay, the *Red Mariah* is crewed by 15 shipmates (use the stats for a drunkard on page 303 of the *GameMastery Guide*), 2 bodyguards (use the stats for a slaver on page 266 of the *GameMastery Guide*), and the Switch (use the stats for a pirate captain on page 56 of the *Isles of the Shackles*). Only the bodyguards, the Switch, and 1d6 of the shipmates are sober enough to fight, making this a CR 7 encounter.

Rule of Law: The *Rule of Law* was originally crewed by silk merchants from Rahadoum. Unfortunately for them, however, they ran afoul of a band of sahuagin, who swiftly ate them and commandeered their vessel. The *Rule of Law*

MID-LEVEL OCEAN ENCOUNTERS

%	Result	Avg. CR	Source
1–5	1d6 dolphins	2	<i>Bestiary</i> 88
6–9	1 incutilis	2	<i>Pathfinder</i> #55 84
10–13	1 tidepool dragon	3	<i>Pathfinder</i> #55 82
14–18	1d4 reefclaws	3	<i>Bestiary</i> 2 234
19–22	1 seaweed leshy	3	<i>Bestiary</i> 3 180
23–27	1 draugr captain	4	<i>Isles of the Shackles</i> 62
28–32	1d4 tritons	4	<i>Bestiary</i> 2 270
33–35	1 kelpie	4	<i>Bestiary</i> 2 172
36–39	1 archelon	5	<i>Bestiary</i> 3 192
40–46	1d6 pirate smugglers	5	<i>Isles of the Shackles</i> 57
47–50	1 cecaelia	5	<i>Bestiary</i> 3 49
51–53	1 giant moray eel	5	<i>Bestiary</i> 119
54–59	1d6 weresharks	6	<i>Isles of the Shackles</i> 54
60–63	1 darkforest anemone	6	<i>Bestiary</i> 3 238
64–69	1d6 adaros	6	<i>Bestiary</i> 3 7
70–74	1 sea scourge	6	<i>Isles of the Shackles</i> 58
75–78	1 giant sea snake	7	<i>Isles of the Shackles</i> 59
79–83	1d6 devilfish	7	<i>Bestiary</i> 2 88
84–88	1 shark-eating crab	7	<i>Bestiary</i> 50
89–92	1 giant octopus	8	<i>Bestiary</i> 219
93–97	2d4 saltwater merrows	8	<i>Bestiary</i> 2 189
98–100	1 young sea dragon	8	<i>Bestiary</i> 3 96

is now essentially a floating outpost for the normally deep-sea-dwelling sahuagin. The ship is not so much crewed as garrisoned, by both the aquatic raiders and the sharks that patrol the nearby waters. The run-down vessel also acts as bait for opportunistic passers-by, and several crews have been lost attempting to board the *Rule*, thinking it abandoned or disabled. If a party should be lured into the waters near the wallowing ship, it will likely meet 2d4 sahuagin (*Bestiary* 239), 2 sharks (*Bestiary* 247), and a sahuagin lieutenant (advanced sahuagin; *Bestiary* 239, 294), making this a CR 8 encounter.

Sea Lash: Once a Chelish slaving ship, the *Sea Lash* recently changed hands during a slave uprising. The ex-slaves—a mishmash of halflings, tieflings, jinx eaters, and humans—now form the motley crew. The *Sea Lash* has since been converted into a raiding ship, and its vengeful halfling leader, Captain Slip, specializes in terrorizing slavers on the Arcadian Ocean and Inner Sea. The crew of the *Sea Lash* prefers to avoid combat with non-slavers, but will fight to the last hand if assailed. In combat, the *Sea Lash* fields two jinx eaters (*Isles of the Shackles* 50), one prisoner (*GameMastery Guide* 270), 1d6 tieflings (*Bestiary* 264), and Captain Slip (use the stats for a wanderer on page 290 of the *GameMastery Guide*). This makes the *Sea Lash* a CR 6 encounter.



CANOPY CREEPER

What at first appeared to be nothing more than a tangle of thick, twisted vines growing among the canopy of the trees suddenly coils itself into a large mass dangling high above. A large beaklike maw emerges from the center of the fecund mass, numerous thick, grasping vines whipping through the air.

CANOPY CREEPER

CR 8



XP 4,800

N Huge plant

Init +7; Senses low-light vision, scent; Perception +13

DEFENSE

AC 23, touch 11, flat-footed 20 (+3 Dex, +12 natural, -2 size)

hp 150 (12d8+96); fast healing 2

Fort +12, Ref +9, Will +8

Immune electricity, plant traits; Resist fire 10

Weaknesses cold

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +16 (2d6+12)

Ranged 4 vine tendrils +10 (grab plus feed and pull)

Space 15 ft.; Reach 10 ft. (100 ft. with vine tendrils)

Special Attacks aerial attack, pull (vine tendril, 30 feet)

STATISTICS

Str 26, Dex 16, Con 26, Int 2, Wis 10, Cha 10

Base Atk +9; CMB +19 (+23 grapple); CMD 32 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Initiative,

Lightning Reflexes, Multiattack, Skill Focus (Climb)

Skills Climb +19, Perception +13, Stealth +4 (+20 in forests);

Racial Modifiers +4 Perception, +16 Stealth in forests

SQ camouflage, vine tendrils

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aerial Attack (Ex) A canopy creeper gains a +2 bonus on attack rolls when battling a creature that is not touching the ground or otherwise braced on a solid surface (such as a ship's deck). This bonus applies on combat maneuver checks and to CMD.

Camouflage (Ex) Because a canopy creeper blends in with the foliage that is its natural habitat, a DC 20 Perception check (modified for distance) is required to notice it before it attacks for the first time. Any creature with ranks in Survival or Knowledge (nature) can use either of those skills (also modified for distance) instead of Perception to notice the plant.

Feed (Ex) When a canopy creeper grapples a creature with its tendrils, it begins to drain the creature's bodily fluids through the target's pores or other body orifices with its tendrils. This feeding deals 1d8 points of damage and 1 point of Strength damage to the target. If the vine tendril is

severed or the target breaks the grapple, this feeding ceases until a new grapple is established.

Vine Tendrils (Ex) A canopy creeper can take control of any network of vines it has attached itself to and use up to four of those vines as weapons to strike out at targets up to 100 feet away. The vine tendrils have 10 hit points, DR 5/slashing, and a Break DC of 21. If one of these vines is destroyed, the canopy creeper can assume control of another vine as a move action to bring it to bear in combat.

A little-known menace of the jungles and forests of uncharted southern Garund, the canopy creeper is a semi-sentient plant that blends in with the foliage of the forest canopy and makes use of the flora's own outgrowth to trap and feed upon its prey. The canopy creeper resembles a mass of thickly knotted and twisted jungle vines that correspond to the colors and varieties of its native habitat. It has a larger knot of this tangle at its center mass, which also conceals a large, beaklike maw. The canopy creeper can spread itself over a broad area to resemble little more than this network of vines, or it can draw itself up into a large, coiled mass with its beak exposed.

The actual vines that coil together to form the canopy creeper are hundreds of feet long altogether in an adult specimen. When spread out, these tangles of vine cover an area 20 feet in diameter. They congregate into a mass approximately 10 feet in diameter when drawn in together. The mass of a canopy creeper weighs about 3,000 pounds in total. A canopy creeper can live for hundreds of years in a hospitable climate if sufficient sunlight and food sources are available.

ECOLOGY

Canopy creepers are plants naturally evolved to take advantage of their surroundings. They grow amid the lush foliage of jungles or rain forests where a diverse array of vine plants proliferates. The canopy creeper climbs up among the tree tops and intertwines its own vine-grown body with those that grow naturally, enabling it to gain control over the naturally occurring network of vines to use as a source of both defense and sustenance. While a canopy creeper does gain food and energy from photosynthesis, it cannot maintain its active metabolism when relying only on the nutrients gleaned from sun and rain. For maximum efficiency, it uses the vine tendrils that it gains control of to detect by scent, to entrap, and to draw prey toward itself. It is also able to use these vine tendrils to procure food as they draw the nutrient-rich fluids from creatures entangled within their embrace, which are then conveyed back to the controlling canopy creeper.

While the canopy creeper's primary method of attack is through its vine tendrils, it does have a large beak mouth composed of a hard, hornlike material. This beak

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is normally concealed within the center of its vine mass, but when creatures approach that prove able to resist its vine tendrils attacks, the canopy creeper tries to draw them in close enough so that it can attack with its beak as well. It can consume prey with this mouth, but this is not its preferred method of feeding as most of the prey's fluids are lost as the beak tears the creature apart, resulting in fewer nutrients than if it were to feed solely through the vine tendrils.

A canopy creeper naturally mimics the appearance and growth of the types of vines that grow in its environment, so when one is concealed among the vine-tangled foliage above, it is difficult for even an experienced outdoorsman to detect. This is further exacerbated by the fact that it is usually hanging about 100 feet above the ground, making its appearance even more difficult to discern. Canopy creepers' preferred prey is Medium or larger creatures since these tend to hold more of the nutrient-rich fluids that the creepers feed upon; meanwhile, Small and smaller creatures—such as small monkeys—can often be seen cavorting around and even suspended from a canopy creeper, oblivious to its presence. However, during starvation conditions when the creeper is forced to rely upon photosynthesis for its survival, it readily preys upon such smaller creatures as well. The result of this preference, however, is that the canopy creature typically focuses its attacks on opponents of at least Medium size.

Canopy creepers store a great deal of moisture from their normally wet habitat in their vine structures, making them difficult to burn. However, this fact, as well as their adaptation to warm climates, makes them particularly susceptible to cold attacks, which cause them to become brittle and prone to fractures in their vine structures.

HABITAT & SOCIETY

A canopy creeper out of its habitat is a canopy creeper in serious trouble. The creature relies on the prolific presence of other vine growths to camouflage its presence and to provide an aerial habitat from which it can feed safely above most creatures that might prey upon it. As a result, if a canopy creeper is caught on the ground away from screening foliage, it flies into a berserk frenzy, lashing out with its beak as it attempts to make for the nearest tree or high ground to escape.



A well-fed canopy creeper buds once every 4 or 5 years and drops dozens of small seedlings to the ground. Most of these shrivel up and die from lack of sustenance, but one or two usually manage to survive on rats and other vermin until they grow large and strong enough to become mobile, a process that usually takes about a month. These seedlings then instinctively begin looking for a new hunting area away from their parents and siblings, since the plants are naturally solitary and avoid encroaching on each other's hunting territory. A successful seedling reaches full size in 2–3 years if it finds a location with suitable prey to feed upon. During the time when the plants are seedlings, opportunistic horticulturists have been known to contain and transport canopy creepers, transplanting them elsewhere and raising them as potent guardian plant creatures.



FISH

Deadly, wolflike teeth fill the mouth of this brawny fish.

TIGER FISH CR 1

XP 400
 N Medium animal (aquatic)
Init +2; **Senses** low-light vision; Perception +8

DEFENSE
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 16 (3d8+3)
Fort +4, **Ref** +5, **Will** +2

OFFENSE
Speed swim 50 ft.
Melee bite +4 (1d6+3)
Special Attacks interlocking bite

STATISTICS
Str 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16
Feats Skill Focus (Perception), Skill Focus (Swim)
Skills Perception +8, Stealth +6, Swim +17

ECOLOGY
Environment warm rivers or swamps
Organization solitary, pair, group (3–5), or school (5–20)
Treasure none

SPECIAL ABILITIES

Interlocking Bite (Ex) A tiger fish gains a +2 bonus on all drag combat maneuvers and can initiate a drag combat maneuver whenever it scores a successful bite attack against a target. A tiger fish does not provoke attacks of opportunity when initiating a drag maneuver.

Tiger fish roam tropical waterways, their long, streamlined bodies built for speed. They can grow to lengths of up to 6 feet and weigh as much as 150 pounds.



A mouth like a lamprey's gnashes curved teeth at one end of this slimy, eel-like fish.

VARISIAN HAGFISH CR 1

XP 400
 N Tiny animal (aquatic)
Init +2; **Senses** low-light vision; Perception +1

DEFENSE
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 17 (2d8+8)
Fort +7, **Ref** +7, **Will** +1

OFFENSE
Speed 30 ft., swim 30 ft.
Melee bite +4 (1d3+1)

STATISTICS
Str 12, **Dex** 15, **Con** 18, **Int** 1, **Wis** 12, **Cha** 11
Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 12 (can't be tripped)
Feats Lightning Reflexes
Skills Escape Artist +6, Swim +14; **Racial Modifiers** +4
 Escape Artist
SQ slime cloud

ECOLOGY
Environment temperate water
Organization solitary, pair, or group (3–5)
Treasure none

SPECIAL ABILITIES

Slime Cloud (Ex) While underwater, as a free action, a Varisian hagfish can secrete slime that transforms a 5-foot cube of water into a transparent cloud of viscous slime. This slime is the aquatic equivalent of rough terrain, and creatures swimming through it expend 2 squares of movement. The slime cloud remains for 10 rounds before dissipating. Hagfish are unaffected by these slime clouds. The slime also grants the hagfish a +4 bonus on grapple checks.

These cousins to normal hagfish most commonly appear in the Varisian Gulf. They can reach lengths of 4 feet and weigh up to 15 pounds.

A proud fin flares along the spine of this large, sleek fish, its head coming to a spearlike point.

SWORDFISH CR 2

XP 600
 N Large animal (aquatic)
Init +2; **Senses** low-light vision; Perception +10

DEFENSE
AC 14, touch 11, flat-footed 12 (+3 armor, +2 Dex, –1 size)
hp 22 (4d8+4)
Fort +5, **Ref** +6, **Will** +2

OFFENSE
Speed swim 70 ft.

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Melee gore +5 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks piercing rush

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +6; **CMD** 18
Feats Skill Focus (Swim), Weapon Focus (gore)
Skills Perception +10, Swim +18; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any ocean
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Piercing Rush (Ex) When a swordfish uses its gore attack after swimming at least 10 feet, including on a charge, it adds two times its strength bonus on damage rolls.

Swordfish are among the fastest and most efficient predators in the sea, and can grow to lengths of almost 15 feet and weigh up to 1,500 pounds.

A blowfish the size of a horse drifts through the water, its quills the size of spears.

GIANT BLOWFISH

CR 5



XP 1,600

N Large animal (aquatic)
Init +5; **Senses** low-light vision; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 17 (+8 armor, +1 Dex, -1 size)
hp 52 (7d8+21)
Fort +10, **Ref** +6, **Will** +4
Defensive Abilities quills

OFFENSE

Speed 30 ft.; swim 30 ft.
Melee 1 slam +9 (1d8+4 plus poison)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 18, **Dex** 13, **Con** 17, **Int** 1, **Wis** 14, **Cha** 12
Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)
Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Weapon Focus (slam)
Skills Perception +5, Swim +14

ECOLOGY

Environment warm oceans
Organization solitary, pair, or school (3–9)
Treasure none

SPECIAL ABILITIES

Poison (Ex) Giant blowfish venom causes violent seizing of the muscles. Any non-aquatic creature affected must immediately begin making Constitution checks to continue holding its breath (see page 445 of the *Core Rulebook*). The save DC is Constitution-based.

Slam and quills—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex, prevents breath holding; *cure* 1 save.

Quills (Ex) Any creature attacking a giant blowfish with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d8 points of piercing damage. A creature that grapples a giant blowfish takes 2d6 points of piercing damage each round it does so. Creatures damaged by a giant blowfish's quills must also save or be poisoned.

These gigantic cousins of common blowfish, covered in poisonous spearlike quills, can reach up to 10 feet in size, and nearly double that when fully inflated.

A gigantic, prehistoric fish cuts through the water, its head like a snapping turtle, complete with sharp, toothlike plates.

DUNKLEOSTEUS

CR 6



XP 2,400

N Huge animal (aquatic)
Init +6; **Senses** low-light vision; Perception +15

DEFENSE

AC 19, touch 10, flat-footed 17 (+9 armor, +2 Dex, -2 size)
hp 75 (10d8+30)
Fort +10, **Ref** +9, **Will** +4

OFFENSE

Speed swim 60 ft.
Melee bite +16 (3d8+15/19–20 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks siphoning bite, swallow whole (1d10 acid damage, AC 10, 6 hp)

STATISTICS

Str 30, **Dex** 14, **Con** 17, **Int** 1, **Wis** 12, **Cha** 6
Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 31
Feats Improved Critical (bite), Improved Initiative, Skill Focus (Perception), Skill Focus (Swim), Weapon Focus (bite)
Skills Perception +15, Swim +30; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any ocean
Organization solitary
Treasure none

SPECIAL ABILITIES

Siphoning Bite (Ex) A dunkleosteus can open its giant mouth in a fraction of a second, creating a vortex that draws a target in. When underwater, a dunkleosteus gains an additional 5 feet of reach with its bite attack and a +2 bonus on combat maneuver checks when grappling.

A dunkleosteus is a massive fish with a bony head, armor plating, and a beaklike maw capable of creating a vortex that siphons in its prey. Despite growing to over 30 feet in length and weighing 8,000 pounds, dunkleosteuses are agile swimmers.



SAHUAGIN MUTANTS

A predatory gleam glints in the eyes of this stern-looking aquatic elf.

SAHUAGIN MUTANT, MALENTI CR 2



XP 600

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 15 (2d10+4)

Fort +4, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 1 spear +4 (1d8+3/x3)

Ranged 1 light crossbow +5 (1d8/19–20)

Special Attacks blood frenzy

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*command* (only works on creatures with the aquatic subtype; DC 13)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 14, **Wis** 13, **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 17

Feats Deceitful^B, Great Fortitude, Skill Focus (Bluff)^B

Skills Bluff +6, Disguise +3, Handle Animal +3, Perception +6, Ride +8, Stealth +8, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

ECOLOGY

Environment temperate or warm oceans

Organization solitary, pair, or ambush (1 plus 2–12 sahuagin and 1–4 sharks)

Treasure NPC gear (light crossbow, spear, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a malenti that takes damage in combat can fly into a frenzy in the following round. It gains a +2 bonus to its Constitution and Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A malenti can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

This burly humanoid has sharp scales and fins like some predatory fish. As if its maw full of serrated teeth were not intimidating enough, the monstrosity clenches deadly claws at the ends of four powerful arms.

SAHUAGIN MUTANT, FOUR-ARMED CR 3



XP 800

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 18 (2d10+7)

Fort +4, **Ref** +4, **Will** +4

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee trident +4 (1d8+2), bite +2 (1d4+1), 2 claws +4 (1d4+2) or bite +4 (1d4+1), 4 claws +4 (1d4+2)

Special Attacks blood frenzy

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 15

Feats Great Fortitude, Multiattack^B, Toughness^B

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

ECOLOGY

Environment temperate or warm ocean

Organization solitary, pair, unit (1 plus 3–18 sahuagin), royal guard (2–8 plus 1 sahuagin chieftain of 4th level)

Treasure NPC gear (trident, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a four-armed sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains a +2 bonus to its Constitution and Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Multiweapon Mastery (Ex) A four-armed sahuagin never takes penalties on attack rolls when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Speak with Sharks (Su) A four-armed sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

The unpredictability and viciousness of the sahuagin race isn’t just an aspect of their sharklike temperament—it seems to be inherent in their very beings. The unusual and typically deadly mutants common to the race attest to this, their forms altering and becoming more deadly based either on the needs of the community or ambiguous environmental factors. Whatever the case, sahuagin mutants often rise to positions of respect and influence in sahuagin communities, their innate advantages instantly placing them among their people’s rulers. Of these mutants, four-armed sahuagin brutes and malenti—sahuagin with the appearances of sea elves—arise most commonly, though these are in no way the only sahuagin mutants known to the savage seas.

SAHUAGIN ALTERATIONS

Both the four-armed sahuagin and the malenti use the stats presented on page 239 of the *Bestiary* as their

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foundations, with the following alterations. As sahuagin are such common menaces over the course of the Skull & Shackles Adventure Path, their variants are included here to make encounters with the shark people even more unpredictable and deadly.

Four-Armed Sahuagin: These mutants gain Multiattack and Toughness as bonus feats and the multiweapon mastery ability. These changes do not include an increase in such a mutant's Hit Dice, but do increase its CR to 3. Despite the advantages these additions give the creature, its hit points are on the low side for a CR 3 monster. GMs should consider giving four-armed sahuagin armor considerably better than that usually worn by CR 3 monsters to make up for this relative glass jaw. Giving the creature leather armor (or an aquatic equivalent, such as shark leather armor) grants it a +2 armor bonus, increasing its AC to 18—above the average for its CR, but a considered benefit to help balance out its weakness. Four-armed sahuagin excel as barbarians, fighters, rangers, and warriors.

Malenti: These mutants gain a +4 bonus to Dexterity and Charisma, Deceitful and Skill Focus (Bluff) as bonus feats, and *command* as a spell-like ability (representing increased telepathic influence over aquatic creatures). Additionally, a malenti's natural armor bonus decreases to +2 and the malenti loses its light blindness and natural weapons. The benefits a malenti gains largely offset those it loses, resulting in no change to the creature's CR. Malenti excel as bards, oracles, rogues, and wizards.

OTHER SAHUAGIN MUTANTS

Although four-armed sahuagin and malenti are the most common sahuagin mutants, they are not the only abnormalities to arise from sahuagin stock. The following mutants are also sometimes found in sahuagin societies. While rarer than other mutants, they too quickly garner the respect and fear of their piscine brethren.

Prehistoric Sahuagin: Also known as adacthys, these sahuagin mutants are throwbacks to some even more savage epoch; they are Large, have a +7 natural armor bonus, and can speak with aquatic dinosaurs and megafauna in addition to sharks. They are usually found in the same waters as prehistoric creatures or waters that are somehow strangely affected by the flow of time.

Shark-Blooded Sahuagin: These sahuagin mutants have overly large maws filled with rows of sharklike teeth, and the fins and tail of an oversized thresher shark (or other local variety). These abnormalities give them

the appearance of monstrous merfolk, a swim speed of 80 feet, and a bite attack that deals 1d6 points of damage. Shark-blooded sahuagin are most typically found in sahuagin communities with unusually high numbers of shark guardians and near shark breeding grounds.

Spined Sahuagin: Covered in hundreds of needle-like spines, these sahuagin can raise these piercing protrusions to impale creatures that attempt to grab or consume them. Any creature that grapples a spined sahuagin takes 1d4 points of piercing damage. Additionally, these mutants gain Defensive Combat Training as a bonus feat. Spined sahuagin most commonly appear in depths that also serve as the hunting grounds of sea serpents, thalassic behemoths, or other massive aquatic predators.





SEA CAT

This fierce creature has the forebody of a great cat, with two powerful, clawed legs under a threatening mouth of sharp claws. Colorful fins cover its back and torso, leading to a sleek tail, like that of a great fish.

SEA CAT

CR 4



XP 1,200

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +6, **Will** +5

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +9 (1d8+4), 2 claws +9 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rend (1d6+6)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 22

Feats Endurance, Iron Will, Skill Focus (Perception)

Skills Perception +10, Swim +18

SQ hold breath

ECOLOGY

Environment any water

Organization solitary, pair, or pride (3–15)

Treasure none

The feral sea cat (sometimes referred to as the sea lion, sea tiger, or sea leopard) is among the most vicious and ubiquitous of coastal predators in the world's tropical oceans. The upper body of a sea cat is that of a typical large cat—be it a lion, tiger, leopard, or cheetah—complete with a pair of clawed paws capable of rending the flesh from its prey. In place of back legs, however, the sea cat has a sleek and powerful tail that allows it to move quickly and silently through the water. While only the back half of a sea cat looks fishlike, its entire body from the neck down is covered in fine scales and fins, making it a formidable swimmer. Among individual sea cats, these scales vary greatly in color and pattern, often influenced by the primary habitat of a given specimen; most sea cats, however, have bright coloration in striped or spotted patterns. The typical sea cat is 12 feet long and weighs upward of 800 pounds.

ECOLOGY

Unlike many aquatic animals, sea cats can survive in both fresh and salt water and in any subarctic climate, though they prefer warm seas to temperate lakes or rivers. Sea cats rely on speed and ferocity in the hunt, and are thus not built to withstand extreme cold, as they lack fur or fat to insulate them in frigid waters. Most sea cats live in the ocean, where the diversity of life allows for a varied and consistent supply of food, though prides of sea cats and particularly adventurous individuals of the species have been known to follow prey into river deltas and beyond to inland lakes if pickings become slim in the sea.

A sea cat's diet consists of small fish, crustaceans, and aquatic mammals such as seals and otters, but the creature's overpowering predatory and territorial



BESTIARY

instincts often lead it to attack ocean birds, humanoids, and even other aquatic predators such as sharks and crocodiles. Coastal fishermen in areas where sea cats are known to dwell vigilantly look out for the predators, because the beasts have learned that netted or hooked prey is easier to kill and steal from the line, using less energy. As if the theft of a hard-earned catch weren't enough to keep anglers on guard, a sea cat that finds itself unsated by a net of fish or a trapped crab will often turn its sights on the other end of the fishing line and attack the very fisherman who helped it gain its meal.

When not hunting, sea cats can be found on coastal rocks, coral islands, or even isolated beaches sunning themselves and digesting their most recent meals. When in a state of rest, sea cats are typically less alert and more vulnerable, and thus often lounge in pairs or larger groups so that one can act as lookout. This is especially true of mothers rearing cubs, which have been known to stay awake for as long as a week straight to allow their young rest in their most vulnerable time of life.

Sea cats are ferocious hunters and when taken by the primal urge to fight, do so to the death, with little regard for anything but their prey. Whether hunting or protecting its territory, a sea cat generally attacks immediately upon discovering a target, even when faced with a much larger or more dangerous foe. A sea cat uses its claws and bite frantically, only ceasing its assault when the target is dead. If faced with multiple opponents, a sea cat attacks the nearest target and single-mindedly fights until that creature is dead. Pairs or prides of sea cats use pack tactics when hunting or defending their territories, wearing opponents down until a single beast can dispatch it, often allowing those of the larger group to escape while the entire pack focuses on a single target.

A sea cat's physical characteristics are as much a product of the animal's environment as they are a result of genetics, and a sea cat's coloration often directly mimics its habitat. Sea cats living among colorful coral or particularly vibrant vegetation are often marked with spots and stripes of vivid red, orange, violet, and yellow, while those specimens on rocky or sandy beaches take on more earthy tones and mottled patterns.

HABITAT & SOCIETY

Sea cats are born in litters of between one and six cubs, and mothers raise their young in isolation from the rest of a pride until the young are between 6 and 9 months in age. During this time, the mother teaches the young to hunt, mark their territory, and defend themselves against intruders. When a litter of sea cats reaches maturity, their sea cat mother simply abandons them and returns to her pride, leaving the young to fend for themselves. Some

young find their way back to the pride and are quickly assimilated into the group, while others form new prides centered around the location where their mothers abandoned them.

A pride typically consists of a single male (called a bull) and as many as a dozen mature females who do a majority of the hunting and defending of the territory. Males without a pride of their own remain solitary hunters and are called stags. Each year, at mating season, stags approach a pride's territory and attempt to lure females away from the rest of the group as the females keep vigil over the pride's territory. When a male has a single female isolated, the two battle with all the ferocity of their species. Whichever sea cat has the upper hand relents in the last moment before killing its foe as a sign of acceptance of the mating offer, and if the other sea cat remains peaceful and does not use the moment of hesitation as an opportunity for counterstrike, the courtship dance is considered a success.

Occasionally, a particularly willful stag encroaches on a bull's territory in an attempt to wrest his pride from him. In these cases, all females abandon the males to their duel, returning the following day and taking up loyalty to whichever male remains alive. The typical pride changes leaders once or twice a year, while more volatile prides see a change in leadership as often as five or six times annually.

A sea cat's territory generally extends between 2 and 5 miles from its den, though most sea cats patrol only as far as a mile or two from the shore. Since a sea cat can't breathe water and must come up for air, only the bravest or most foolhardy sea cats venture farther than 2 miles from land, meaning a creature wishing to bypass a sea cat's territory can often go around it by traveling farther out to sea than the cat itself is willing to swim to protect its realm. A sea cat releases a powerful pheromone into the water to mark the boundaries of its territory, and thus must trace the borders every day or two in order to maintain them, as the constant flow of water dilutes the scent to the point of ineffectuality within 4 days depending on the strength of currents and tidal and weather conditions.

The sea cat's generally low intelligence and high level of ferocity makes it incredibly difficult to train or domesticate, but merfolk, aquatic elves, locathahs, and even surface-dwelling pirates and sailors have occasionally been known to take a cub and raise it as a pet. Whether these are simply legends meant to frighten away potential enemies or true accounts of taming a sea cat are not widely known, but the sea cat's natural territorial instincts make it a formidable guardian if properly trained. Additionally, some pirate ports are known for capturing sea cats and pitting them against one another for sport.



SEA URCHINS, GIANT

The spines of this sizable sea urchin bristle, revealing a strange, multipart beak gnashing in their midst.

BLACK SPOT

CR 1/2



XP 200

NE Tiny magical beast (aquatic)

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

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +3, **Will** +0

Defensive Abilities stability; **Immune** mind-affecting effects;

Resist cold 5

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +4 (1d3–5), spines –2 (1d2–5 plus curse)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks leaping charge

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 10, **Cha** 15

Base Atk +1; **CMB** +0; **CMD** 5 (13 vs. bull rush or trip)

Feats Weapon Finesse

Skills Acrobatics +9, Swim +3; **Racial Modifiers** +8 Acrobatics

Languages none

SQ amphibious

ECOLOGY

Environment temperate or warm oceans or coastlines

Organization solitary, pair, or cluster (2–5)

Treasure none

SPECIAL ABILITIES

Curse (Su) Instead of poison, the spines of black spots bear what is for some a minor annoyance, but for sailors nearly a death sentence. The save DC is Charisma-based.

Spines—*injury*; *save* Fort DC 13; *onset* 1 round; *frequency* constant; *effect* target takes a –10 penalty on Swim checks and cannot hold its breath. If forced underwater, the target must save each round (*Core Rulebook* 445) or drown.

Leaping Charge (Ex) A black spot ignores rough terrain and gaps less than 10 feet wide when charging. Additionally, its charges do not provoke attacks of opportunity.

Spines (Ex) A black spot's spines can swivel to face any approaching creature. Any creature that attacks a black spot urchin with an unarmed strike or a natural attack is automatically attacked by the black spot's spines as an immediate action. If the spines hit, they can curse the target as well.

Stability (Ex) All giant urchins and similar creatures—like black spots—receive a +8 bonus to CMD when resisting a bull rush or trip attempt.

Though not actually intelligent, black spots are terrifyingly adept at locating prey and potential threats, leaping forth from tide pools in great bounds to skewer their victims. However, the true danger of a black spot urchin comes not from its gnashing, star-shaped beak or its needle-pointed spines, but rather from its weird magical nature.

Instead of simply poisoning those it punctures, a black spot urchin in fact curses them, inhibiting their ability to swim. How exactly black spots came by such a strange ability and what they gain from drowning their victims days or even years after first encountering them are anyone's guess, but sailors stung by one of the beasts often refuse to go to sea again for fear of their lives.

A black spot urchin is typically several feet in diameter, but is mostly made of its long spines and so weighs only a few pounds.



BESTIARY

A wave of swift-moving spines rushes forward—a roiling tide of dangerously fast sea urchins.

RAVENOUS URCHIN SWARM

CR 2



XP 600

NE Tiny vermin (aquatic, swarm)

Init +1; **Senses** darkvision 60 ft., scent; Perception +1

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 18 (4d8)

Fort +4, **Ref** +2, **Will** +2

Immune mind-affecting effects, **Resist** cold 5

OFFENSE

Speed 10 ft., swim 20 ft.

Melee swarm +6 (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), jet, underfoot

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +2; **CMD** 7 (can't be tripped)

Feats Weapon Finesse^B

Skills Acrobatics +9, Swim +3; **Racial Modifiers** Acrobatics +8,

SQ amphibious

ECOLOGY

Environment any coastlines or water

Organization solitary, pool (2–5), or red tide (11–20)

Treasure none

SPECIAL ABILITIES

Jet (Ex) While underwater, a ravenous urchin swarm can jet as a full-round action at a speed of 70 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Poison (Ex) The venom of ravenous urchin swarms stiffens muscles and locks joints into painful configurations. The save DC is Constitution-based.

Swarm—**injury**; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex and reduce movement speed by 10 feet (to a minimum of 5 feet); *cure* 1 save.

Underfoot (Ex) Each time a creature moves through a space occupied by a ravenous urchin swarm or starts its movement in such a space, it runs the risk of a ravenous urchin moving underfoot. The creature must succeed at a DC 13 Reflex save or take 1 point of damage plus poison. Additionally, the affected creature's movement speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a ravenous urchin. Any creature moving at half its speed or slower can pick its way through a tidal pool of ravenous urchins (but not a ravenous urchin swarm) with no trouble. The save DC is Constitution-based.

Unlike most urchins, the creatures that make up the infamous urchin swarms are capable of propelling themselves beneath the waves at furious speeds, creating a dangerous threat to pearl divers and other aquatic creatures—often one that's dismissed as a myth until it's far too late.

Thick spines like the flanges of a royal crown bristle all across the surface of this strangely large golden sea urchin.

GREAT DIADEM URCHIN

CR 5



XP 1,600

N Medium vermin (aquatic)

Init –4; **Senses** all-around vision, low-light vision, scent, tremorsense 30 ft.; Perception +1

DEFENSE

AC 20, touch 6, flat-footed 20 (–4 Dex, +14 natural)

hp 57 (6d8+30); regeneration 3 (fire, acid)

Fort +10, **Ref** –2, **Will** +3

Defensive Abilities stability; **Immune** mind-affecting effects

OFFENSE

Speed 10 ft.

Melee 3 spines +9 (1d8+5 plus poison)

Special Attacks spines

STATISTICS

Str 21, **Dex** 3, **Con** 20, **Int** —, **Wis** 13, **Cha** 2

Base Atk +4; **CMB** +9; **CMD** 15 (23 vs. bull rush or trip)

Skills Perception +5; **Racial Modifiers** +4 Perception

SQ amphibious

ECOLOGY

Environment temperate or warm oceans or coastlines

Organization solitary, pair, cluster (2–5)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Great diadem urchin venom is shockingly painful and feels acidic at the moment of contact—though the worst of the pain fades after a moment. The save DC is Constitution-based.

Spines—**injury**; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Con and stunned for 1 round; *cure* 1 save.

Spines (Ex) A great diadem urchin's spines can swivel to face any approaching creature. Any creature that attacks a great diadem urchin with an unarmed strike or a natural attack, or any Large or smaller creature that attacks with a one-handed weapon or light weapon, is automatically attacked by the hunter urchin's spines as an immediate action. If the spines hit, they can poison the target as well.

Enormous and brilliantly colored diadem urchins are often sought after by terrestrial collectors or aquatic creatures seeking to simultaneously decorate and defend their throne rooms, yet such beasts are never truly trainable, and attack anyone who comes close.



TIBEROLITH

A bizarre thrum echoes from somewhere deep within this towering stone hulk, the ground roiling beneath the monolithic creature's stony feet as blue liquid runs down its shuddering body.

TIBEROLITH

CR 10



XP 9,600

N Huge construct

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 10, flat-footed 24**hp** 101 (13d10+30)**Fort** +4, **Ref** +4, **Will** +3**Defensive Abilities** spell trap; **DR** 10/adamantine and bludgeoning; **Immune** acid, construct traits; **SR** 24

OFFENSE

Speed 30 ft.**Melee** 2 slams +19 (3d8+7)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** corrosive strikes, shockwave

STATISTICS

Str 26, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +13; **CMB** +23; **CMD** 33

ECOLOGY

Environment any coastlines or water**Organization** solitary, pair, or squad (3–4)**Treasure** standard

SPECIAL ABILITIES

Corrosive Strikes (Ex) When a tiberolith becomes heavily damaged, the caustic fluid that gives it its glow begins to leak, dealing extra damage to creatures it strikes. A tiberolith with 30 hit points or fewer remaining deals an additional 1d6 points of acid damage with each successful slam.

Shockwave (Su) Three times per day, as a standard action, a tiberolith can harness the energy powering it and unleash a burst of electricity. This blast deals 12d6 points of electricity damage to all creatures within 30 feet (Reflex DC 16 for half). The save is Constitution-based.

Spell Trap (Su) Anytime a tiberolith is targeted by a spell that allows spell resistance, it may attempt to resist that spell as normal. If it fails, the spell still does not affect it, instead becoming trapped within the runes on its body. If another spell is cast upon the tiberolith that overcomes its spell resistance, that spell becomes trapped within its runes and the first spell immediately affects the tiberolith. Any spell caught within a tiberolith's runes dissipates after 24 hours. A tiberolith's runes can only trap one spell at any given time.

Eerie animate ruins thought by many to be remnants of the long-vanished Ghol-Gan civilization, tiberoliths were created to protect their vicious masters' villages and citadels. Found among isolated or submerged

ruins, these ancient defenders are hewn from great slabs of stone and held together with mysterious, sinewy materials that sometimes look frighteningly like human flesh. Even more sinister, though, is the mysterious technology imbued within these terrifying sentinels. When disturbed, tiberoliths transform from monolithic watchers to glowing avengers, wreaking destruction on all in their paths.

Because of their painstaking fabrication process, no two tiberoliths look exactly alike. Each individual's body is covered in a unique pattern of markings—often depicting horrific, cannibalistic rituals—that blaze azure when the guard activates. Genderless, bare-fisted warriors, the creatures often display features meant to further strike fear into the hearts of intruders, such as enormous tusks, a lion-shaped head, or a crown of spears. With fists the size of boulders, tiberoliths typically stand 18 feet tall and weigh 7,000 pounds.

ECOLOGY

Nearly as old as the land and seas themselves, tiberoliths have been the subject of countless native myths. Some insist that in fervent devotion to their dark religion, the Ghol-Gan created tiberoliths as playthings for their gods. Others claim the ancient people sacrificed entire villages of souls to a powerful, bloodthirsty deity in exchange for the tiberoliths' protective technology. Most scholars, however, believe the Ghol-Gan spent centuries building tiberoliths to serve as the guardians of their most treasured assets. It still remains unclear, however, why these mighty defenders have survived while their creators did not.

Though quite rare, tiberoliths have been the focus of much obsession among those few who know of their existence, primarily because of the enigmas that continue to surround them. Some who live near one of the ancient colossi believe the blue fluid flowing within an activated tiberolith acts as a panacea, or is otherwise a magical agent. However, those seekers lucky enough to have defeated one of the guardians invariably find themselves disappointed. Far from mystical, the fluid exhibits no magic whatsoever, and is as caustic as any acid, burning through flesh as easily as through fabric. Given the combination of both acid and electricity inside the tiberoliths, some alchemists have posited that the tiberoliths are powered by enormous techno-magical batteries. Perhaps more terrifying is the thought that the tiberoliths might actually *be* batteries, meant to be gathered together for some great magical undertaking, in which case the greatest treasure a tiberolith guards may be the tiberolith itself.

For some industrious adventurers, especially those of an arcane or alchemical bent, a tiberolith represents an opportunity to cultivate a powerful, forgotten technology—yet such experimentation rarely succeeds,

more often resulting in the pulverized or acid-eaten corpse of the would-be scholar. While tiberoliths' limbs all bear hollows securing puzzlebox-like devices, modern scholars have yet to determine the exact nature of the apparatuses, and how they relate to the constructs' operation. Based on reports of tiberoliths' unpredictability in battle, both historical and recent, it seems the Ghol-Gan never quite perfected the technology, either.

Over the years, adventurers traversing former Ghol-Gan strongholds have recorded numerous sightings of these rare creations. Tiberoliths do not patrol their homelands, however. When undisturbed, they resemble frightful statues resting in ruined cities, standing outside crumbling ziggurats, or breaking the canopy of thick jungles. It's only when uninvited humanoids venture past that these hulking statues come to life, oblivious to the fact that those they once served have long since vanished from this world.

HABITAT & SOCIETY

Tiberoliths are typically found alone among Ghol-Gan ruins, particularly those located in the Isles of the Shackles. It's said tiberoliths are most numerous on islands such as the horrifying Cannibal Isles, the eerie Devil's Arches, the haunted Yoha's Graveyard, and the intrepid Ushinawa Isles, despite the efforts of the latter's samurai inhabitants to eradicate the behemoths.

On rare occasions, tiberoliths are found slumbering in squads of three or four, usually positioned to protect the ruined entrances of their lost creators' most sacred structures. Whether alone or in groups, many tiberoliths have been inactive so long they've become obscured by overgrowth or claimed by rising sea levels. They might nearly blend in with the environment, but the sound tiberoliths make when activated—a high-pitched whirring not unlike the shriek of an eagle—is unmistakable.

Although tiberoliths are generally considered unintelligent servants of their vanished masters, an ancient legend speaks of an uncharted island in the Shackles where tiberoliths appear to have gained some measure of sentience. This tale states that, within the hollow of an inactive volcano, a terrifying number of whirring tiberoliths go through the motions of the most heinous Ghol-Gan rituals in a ghostly tribute to their lost masters. However, because of the story's dubious origins—and the sheer unlikelihood of its claims—most people regard this as little more than a fireside tale.

CONSTRUCTION

A tiberolith is created from three to four slabs of naturally occurring stone such as

limestone, typically weighing 2,000 to 2,500 pounds each. These slabs must be bound with vegetative- or sinew-based lashing materials treated with rare unguents costing at least 7,000 gp.

The processes by which tiberoliths are created are exceptionally rare, and most of the secrets to doing so were lost with the fall of Ghol-Gan. Certain explorers, scholars, and magic-users from the Shackles might possess these secrets and be willing to share them, but they could cost upward of 10,000 gp.

TIBEROLITH

CL 12th; Price 48,000

CONSTRUCTION

Requirements Craft Construct, *acid fog*, *limited wish*, *stone shape*, creator must be at least caster level 11th; **Skill** Craft (sculptures) or Craft (stonemasonry) DC 18; **Cost** 24,000 gp

