



BESTIARY

“Full sails, captains! Fulfill your oaths to me!” Mad Captain Yspane’s manic bellow reverberated off the timbers of the curio-crammed cabin. My cutlass still leveled at his chest, I started to repeat my demand for surrender when something struck the blade’s length, ricocheting with a sound clang. About me, more than a dozen miniature, bottle-bound vessels—knickknacks I’d taken for another of the madman’s obsessions—had sailed from their shelves, plying invisible waves of open air. Upon each, tiny figures scampered across timbers like toothpicks, training toy weapons upon me, loosing volleys of stinging bolts in time with the mad captain’s mocking laughter.”

—Confession of the Rabid Gull

BESTIARY

All manner of unnatural beings and storied sea creatures fill this month's entry into the Pathfinder Bestiary.

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 the ship entries below 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*.

Curio: Less a pirate ship than a floating emporium, the *Curio* stays anchored on the western edge of the Eye of Abendego. This ex-cargo vessel acts as the hub for a small cadre of buccaneers who specialize in well-coordinated nautical heists rather than the typical smash-and-grab jobs favored by most of their compatriots. The otherworldly mercane who captains the *Curio* is a reliable and well-paying fence for all manner of stolen magical items, making him a popular figure among sagacious privateers. Known simply as Big Blue, this outsider is more of an extralegal entrepreneur than a pirate. Guarded only by a few mephit servants and the abjurations granted by his inventory, the strange mercane relies predominantly on his girth and mysterious reputation to deter would-be assailants. If attacked, Big Blue (*Bestiary* 2 188) and 1d4 water mephits (*Bestiary* 203) defend the *Curio*—a CR 7 encounter.

Red Wish: Once a small-time operation with a poor reputation, the crew of the *Red Wish* has recently enjoyed a significant run of luck in the Shackles. The catalyst was little more than an accident, though the upstart crew may boast otherwise. While out on the Arcadian Ocean, preying on their usual diet of whaling ships and hard-luck merchant vessels, the crew of the *Red Wish* happened upon a well-equipped ship named the *Cockatrice* floundering in the aftermath of a brine dragon attack. The pirate crew eagerly seized the opportunity for an easy score, and quickly overwhelmed the still-reeling sailors. Among the contents of the *Cockatrice's* cargo was an incredible find for the pirates: a set of four strange Azlanti statues, discovered upon some nameless ruin-littered island. The crew of the *Red Wish* have sequestered these metallic sculptures in their hold and are on their way to Corentyn to sell them. If attacked, the *Red Wish* fields 2d4 shipmates (*GameMastery Guide* 294) as well as the captain (use the stats for a guard on page 260 of the *GameMastery Guide*). During the battle, though, something awakens 1d4 of

PORT PERIL
RANDOM ENCOUNTERS

d%	Result	Avg. CR	Source
1–5	1 raider	5	GMG* 280
6–10	1 barkeep, 1d4 drunkards	5	GMG 303
11–13	2d4 wererats	6	<i>Bestiary</i> 197
14–20	2d6 rabid riding dogs	6	<i>Bestiary</i> 87
21–24	2 turnkeys, 1d6 prisoners	7	GMG 271, 270
25–29	1d10 cockroach swarms	7	<i>Bestiary</i> 2 58
30–35	1 sellsword	7	GMG 283
36–38	1 soucouyant	8	<i>Isles of the Shackles</i> 61
39–45	1d6 traveling merchants	8	GMG 285
46–51	1 priest	8	GMG 305
52–57	1d4 tupilaqs	9	<i>Bestiary</i> 3 275
58–63	1 merchant prince	9	GMG 285
64–68	1 alchemical golem	9	<i>Bestiary</i> 2 135
69–73	1 coral golem	9	<i>Isles of the Shackles</i> 47
74–80	2 first mates	10	GMG 295
81–85	1d6 duppies	10	<i>Isles of the Shackles</i> 48
86–90	1 guild master	10	GMG 267
91–95	1 pirate captain	11	GMG 281
96–99	1 bandit lord	11	GMG 259
100	1 athach	12	<i>Bestiary</i> 2 33

* *Pathfinder RPG GameMastery Guide*

statues, which function as clockwork servants (*Bestiary* 3 56). This is a CR 6 encounter.

Sea Jackal: Most other pirates gladly avoid the *Sea Jackal*, which is well-known throughout the Shackles for its gruesomely disfigured and fanatically sadistic crew. Scuttlebutt has it that the ship's captain, Kassim ibn Sayyir, was a prosperous Ketapeshi slaver who left his home port one day with a ship full of slaves and never returned. He resurfaced over a year later, having repurposed his ship as a raiding vessel and his former slaves as buccaneers. Worshipers of Lamashtu, the pirates aboard the *Jackal* are known to practice elaborate forms of self-mutilation, and inflict the same upon their captives. Lamashtu's blessings for the crew's grisly perversions are evidenced by the yeth hound padding constantly at its captain's side. Captain ibn Sayyir (use the stats for a torturer on page 278 of the *GameMastery Guide*), his yeth hound (*Bestiary* 286), and 1d4 cultists (*GameMastery Guide* 271) eagerly attack any ship they encounter, demanding flesh-bound tributes to Lamashtu, while the less zealous crew members hang back. The crew of the *Sea Jackal* is a CR 7 encounter.



COMOZANT WYRD

COMOZANT WYRD

CR 4



XP 1,200

N Small outsider (air, elemental, extraplanar, incorporeal)

Init +7; **Senses** all-around vision, darkvision 60 ft.; **Perception** +13

DEFENSE

AC 18, touch 18, flat-footed 15 (+4 deflection, +3 Dex, +1 size)

hp 27 (5d10)

Fort +1, **Ref** +9, **Will** +7

Defensive Abilities incorporeal, plasma form; **Immune** cold, electricity, elemental traits

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Special Attacks lightning lash

Spell-Like Abilities (CL 7th; concentration +11)

2/day—*control weather* (standard action; intensify or dispel storm only)



STATISTICS

Str —, **Dex** 17, **Con** 10, **Int** 8, **Wis** 17, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 21 (can't be tripped)

Feats Alertness, Improved Initiative, Lightning Reflexes

Skills Diplomacy +12, Fly +13, Knowledge (nature) +3,

Knowledge (planes) +7, Perception +13, Sense Motive +13

Languages Auran, illuminating flames

ECOLOGY

Environment any ocean (during storms)

Organization solitary

Treasure none

SPECIAL ABILITIES

Illuminating Flames (Su) As a standard action, a comozant wyrd may shroud the upper halves of any Small or larger creatures it can see within 30 feet in cold, buzzing flames similar to the wyrd's own. Any degree of electricity resistance blocks this effect, unless the target willingly submits. Otherwise the flames persist until the wyrd is out of range. Because of the flames' glow and buzz, targets of this effect take a –10 penalty on Stealth checks.

A comozant wyrd can communicate empathically with creatures subject to this effect, gaining a +4 racial bonus on Sense Motive checks when doing so. Interacting with a wyrd in this way still uses standard social skills and rules. While communicating in this fashion, a comozant wyrd can confer unexpected insight or information equivalent to the result of a *divination* spell.

Lightning Lash (Su) As a standard action that does not provoke attacks of opportunity, a comozant wyrd can shock any creature or object within 30 feet to which it has line of effect, dealing 2d8 points of electricity damage. The wyrd can choose for this damage to be nonlethal. If the target is currently affected by the wyrd's illuminating flames, the target is stunned for a round and the flames are dispelled. A creature affected by the combination can resist being stunned with a successful DC 16 Fortitude save. The DC is Charisma-based.

Plasma Form (Ex) Although incorporeal, a comozant wyrd cannot hide inside solid objects. It must start its turn attached to the outside of something solid and of Small size or larger, or it takes 5 points of damage. Anyone attacking the wyrd must take a –4 penalty on the attack roll, or resolve the attack against whatever the wyrd is attached to as well.

A comozant wyrd appears to be approximately 3 feet of heatless blue or violet plasma jutting from solid, protruding objects (usually a mast or spar of a ship). It flickers like flame, and its only static features resemble those of a humanoid face. Manifested on the Material Plane, the creature emits an uncanny buzzing, hissing noise, but does not consume creatures or objects it touches. Creatures adjacent to it or to targets of its illuminating flames often find their hair literally standing on end and their bodies crawling with harmless but unnerving sparks.

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ECOLOGY

Comozant wyrds are most often encountered in the hearts of Golarion's greatest storms, particularly the Eye of Abendego and the smaller storms it spawns. They are incredibly rare, and almost always solitary; no sightings on land have ever been reported.

Because they are so rare and their natural environment makes detached study improbable, few creatures on Golarion even know of comozant wyrds, let alone understand their nature. Citing their command of storms, some speculate that the wyrds are infant forms of an unknown breed of storm elementals, but others say they are fey spirits, born in the moment they appear and existing only for the brief time they shine.

HABITAT & SOCIETY

Comozant wyrds have no society as such. Seafarers regard them with considerable awe for the danger and mystery that attend them, but few are brave enough to attempt conversation with living plasma on a wooden ship, especially mid-tempest. Displaying such mettle is a sure way to earn considerable respect from any ordinary sailor—persuading a wyrd to abate its storm could inspire outright awe.

Comozant wyrds rarely speak even to those fluent in Auran, preferring to communicate in a more primal way, using their illuminating flames. Those who have “conversed” with a wyrd in this way describe an alien mode of communication that is as much raw emotion and image as it is concept and word, and a mysterious mixture of knowledge and ignorance. For instance, when first encountered, a wyrd apparently does not understand how different from itself mortals are, or how dangerous storms are to mortal creatures. Overlying everything is an unsettlingly alien but somehow childlike inquisitiveness, mixed with rage or fear if the wyrd feels threatened.

The form this interest takes can vary widely. One report describes spending half an hour in communion with a wyrd, exchanging detailed mental images of elemental and humanoid creatures' anatomies and behaviors while the storm raged unheeded around them. Another speaks of a wyrd chasing the entire crew of a pirate schooner around the deck of the ship with electrical attacks, punishing those who slowed, and stopping only when half the crew was dead. A third author writes of being flooded with comprehension of the nature of the cosmos in a single ecstatic instant, only for the wyrd to banish its own storm and disappear.

Such vanishing is a reasonably common occurrence in non-hostile encounters with comozant wyrds. Several accounts agree that once wyrds understand the peril in which storms place mortals, they use their command of the weather to end the storm, even though this apparently forces them to either leave or vanish altogether. To some, this suggests that comozant wyrds possess at least some

ST. ELMO'S FIRE

St. Elmo's fire (also known by the obscure English word “comozant,” among others) is a pale, flamelike glow, typically blue or violet and often accompanied by an electrical buzzing or drone. A harmless natural phenomenon caused by atmospheric imbalances in electrical charge, similar to the aurora borealis and the insides of plasma globes, it appears around protrusions such as masts, chimneys, spear tips, or horns, and occasionally on people as well. It usually, but not always, appears during storms. Like the wyrd's illuminating flames, it sheds light as a candle, and characters and items it touches take a –10 penalty on Stealth checks, but there are no directly harmful effects. Its dim illumination has no special effect on creatures vulnerable to light, and can be quelled by any spell that creates darkness or provides resistance to electricity.

respect for life, and that what seems like cruelty may simply be uncomprehending curiosity, even playfulness. Naturally, those who have suffered at a wyrd's whim are unsympathetic to this view.

One of the few things almost all accounts agree on is that the touch of a comozant wyrd's illuminating flames seems to confer sudden insight. Judging by images glimpsed in wyrds' minds, they appear to know, but not always understand, things that they glimpse in the thoughts, pasts, and entanglements of those with whom they converse. On one occasion, this has led to a traveler learning that one of her companions was in the pay of a hated rival. Other authors recount glimpses of scenes relevant to them that were happening at that precise moment halfway around the world, scenes of which nobody on board could possibly be aware. One way or another, very few of the available reports fail to mention the author glimpsing a secret she could not otherwise learn, an answer—or at least a hint—to a puzzle she had been attempting to solve, or a flash of inspiration that enabled her to complete some great work. These tales lead some desperate souls to seek out storms to sail into, hoping for answers they can find nowhere else.




Comozant wyrds themselves do not seem to have a discernible agenda from moment to moment, or indeed to place very much weight on past experience. They will attack—or, conversely, stop fighting and “parley”—without hesitation, based purely on whether they feel their immediate situation warrants it. This is not to say that they forget past behavior, but they seem to bear few grudges. They react badly when they detect deception, however, seemingly regarding it as only a short step down from outright violence.



SHARK

ANGUSTIDEN

This majestic beast glides through the water with murderous intent. Its thick-toothed maw is wide enough for a human to stand in, and its body stretches back more than 20 feet.

ANGUSTIDEN CR 7   

XP 3,200

N Gargantuan animal (aquatic)
Init +1; **Senses** blindsense 30 ft., keen scent; Perception +19

DEFENSE

AC 16, touch 7, flat-footed 15 (+1 Dex, +9 natural, -4 size)
hp 105 (10d8+60)
Fort +15, **Ref** +8, **Will** +3

OFFENSE

Speed swim 90 ft.
Melee bite +13 (2d8+15/18-20 plus grab)
Space 20 ft.; **Reach** 5 ft.
Special Attacks grab, powerful jaws

STATISTICS

Str 31, **Dex** 12, **Con** 23, **Int** 3, **Wis** 10, **Cha** 4
Base Atk +7; **CMB** +21 (+25 grapple, +23 sunder); **CMD** 32 (+34 grapple)
Feats Endurance, Great Fortitude, Improved Sunder, Lunge, Skill Focus (Perception)
Skills Perception +19, Swim +18

ECOLOGY

Environment any ocean
Organization solitary
Treasure none

SPECIAL ABILITIES

Powerful Jaws (Ex) The teeth of the angustiden are so sharp and tough that they make light work of almost any material. When the angustiden makes a successful grapple attempt following the use of its grab ability, it automatically makes a sunder attempt against the armor worn by the creature grappled as a free action. Each round the grapple is maintained it makes another sunder attempt against its victim's armor.

The angustiden is a gargantuan hunter of the deep sea. The size and ferocity of this behemoth are matched only by those of the megalodon, and it counts even the great white shark among its prey. Its foot-long, dense, and jagged teeth tear through anything they choose to clamp down on, and very few creatures manage to leave such an embrace with all of their body parts.

GREAT WHITE SHARK

This immense silvery beast oozes strength, power, and speed. Its gigantic maw is lined with rows of ragged-looking teeth, and its pitch-black, emotionless eyes give nothing away.

GREAT WHITE SHARK CR 4   

XP 1,200
 N Huge animal (aquatic)
Init +6; **Senses** blindsense 30 ft., keen scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, -2 size)
hp 38 (4d8+20)
Fort +11, **Ref** +6, **Will** +4

OFFENSE

Speed swim 90 ft.
Melee bite +8 (2d6+10)
Space 15 ft.; **Reach** 5 ft.

STATISTICS

Str 25, **Dex** 14, **Con** 21, **Int** 1, **Wis** 16, **Cha** 6
Base Atk +3; **CMB** +12; **CMD** 24
Feats Great Fortitude, Improved Initiative
Skills Perception +10, Swim +15




ECOLOGY

Environment any ocean
Organization solitary, pair, school (3-6), or pack (7-13)
Treasure none

Among the largest of predatory fish, great white sharks speed through the world's oceans, perpetually hunting.

HAMMERHEAD SHARK

Beneath this sleek gray shark's unusually shaped head, a disproportionately small mouth flashes with razor-sharp teeth.

HAMMERHEAD SHARK CR 3   

XP 800
 N Large animal (aquatic)
Init +7; **Senses** blindsense 30 ft., keen scent; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)
hp 30 (4d8+12)
Fort +9, **Ref** +7, **Will** +4

OFFENSE

Speed swim 60 ft.
Melee bite +7 (1d8+7)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 16, **Con** 17, **Int** 1, **Wis** 16, **Cha** 6
Base Atk +3; **CMB** +9; **CMD** 22
Feats Great Fortitude, Improved Initiative
Skills Perception +10, Swim +13

ECOLOGY

Environment any ocean
Organization solitary, pair, school (3-6), or pack (7-13)
Treasure none

Hammerheads' heads give them a wider field of vision and allow them to pin prey to the seafloor before devouring it.

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HELICOPRION

This creature resembles an ordinary shark from tail to mouth, but the unusual shape of its lower jaw marks it as something else. A whorl of teeth spirals inward, tiny at the centre, but long and brutal farther out.

HELICOPRION

CR 6



XP 2,400

N Large animal (aquatic)

Init +8; **Senses** blindsense 30 ft., keen scent; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

hp 68 (8d8+32)

Fort +12, **Ref** +12, **Will** +3

OFFENSE

Speed swim 60 ft.

Melee bite +12 (1d8+10 plus 1d4 bleed)

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

Special Attacks bleed (1d4), whorled jaw

STATISTICS

Str 25, **Dex** 18, **Con** 19, **Int** 3, **Wis** 12, **Cha** 4

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 28

Feats Endurance, Great Fortitude, Improved Initiative, Lightning Reflexes

Skills Perception +12, Swim +15

ECOLOGY

Environment temperate oceans

Organization solitary, pair, school (3–5)

Treasure none

SPECIAL ABILITIES

Whorled Jaw (Ex) When a helicoprion hits a Medium or smaller creature with its bite it can, as a free action, attempt to grapple and then pin that creature should the initial grapple be successful. Once the target is pinned, the helicoprion continues to do its bite damage (including bleed) for as long as it maintains the pin.

The helicoprion is a bizarre beast to behold. The remarkable physiology of its mouth allows it to flick out its bottom jaw, unrolling the whorl of teeth and snaring prey along its length. As its powerful muscles roll its jaw, the prey becomes trapped in a spiral of ragged, brutal incisors. Once it has captured a hearty meal, the helicoprion retreats in a thickening cloud of its victim's blood to patiently await the slowing of struggles and the imminent demise of its dinner.

JIGSAW SHARK

Jagged markings decorate the body of this human-sized shark. A multitude of stains on its large teeth tell of the frequency and ferocity with which it uses its bite.

JIGSAW SHARK

CR 1



XP 400



N Medium animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed swim 60 ft.

Melee bite +3 (1d6+3)

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

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +1; **CMB** +3; **CMD** 15

Feats Improved Initiative

Skills Perception +6, Swim +10

ECOLOGY

Environment any ocean

Organization solitary, pair, school (3–6)


Treasure none

The fact that these sharks dwell in shallow coastal waters places them in direct contact with those making a living from the sea. It's not uncommon to hear stories of jigsaw sharks leaping from the water and taking out dockworkers or fishermen in small boats. Their patchwork coloration of browns and blue-grays partly inspires their name.



SHIP IN A BOTTLE

A model sailing ship in a display bottle the size of a boot sails the air on vaporous waves. Speckles of water move about the deck like a crew, arming a miniature ballista and preparing to take aim.

SHIP IN A BOTTLE CR 2   

XP 600

N Tiny construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 19 (3d10+3)

Fort +1, **Ref** +3, **Will** +1

Defensive Abilities DR 5/bludgeoning; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee ram +6 (1d3)

Ranged ballista +7 (1d6)

STATISTICS

Str 12, **Dex** 15, **Con** —, **Int** 5, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14 (can't be tripped)

Feats Flyby Attack, Improved Initiative

Skills Fly +20

Languages understands Aquan and Common

SQ shatter spray

ECOLOGY

Environment any

Organization solitary, fleet (2–5)




Treasure standard

SPECIAL ABILITIES

Shatter Spray (Ex) The first time a ship in a bottle fires its ballista, rams a creature, or is dealt weapon damage, the bottle containing it shatters, spraying glass in a circle around it. All creatures in a 5-foot radius take 1d6 points of piercing damage. A successful DC 12 Reflex save halves this additional damage.

BOTTLED ARMADA

A fleet of miniature ships, each secure in a glass bottle, flies through the air. The ships move as one, coordinating their attacks.

BOTTLED ARMADA CR 6   

XP 2,400

N Tiny construct (swarm)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 armor, +3 Dex, +2 size)

hp 64 (8d10+20)

Fort +2, **Ref** +7, **Will** +4

Defensive Abilities DR 5/—; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (2d6+4 plus distraction)

Special Attacks distraction (DC 16)

STATISTICS

Str 16, **Dex** 17, **Con** —, **Int** 5, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** —; **CMD** —

Feats Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +20, Perception +13, Sense Motive +4

Languages understands Aquan and Common

SQ shatter swarm

ECOLOGY

Environment any

Organization solitary, fleet (2–5)

Treasure standard

SPECIAL ABILITIES

Shatter Swarm (Ex) Whenever a bottled armada fires its ballistae, swarms a creature, or is dealt weapon damage, one of the containing bottles shatters, spraying glass in a circle around it. All creatures in a 5-foot radius take 1d6 points of piercing damage. A successful DC 13 Reflex save (DC 13) halves the damage.

A ship in a bottle signifies patience and devotion. Parts are assembled through an obstinate hole to create the illusion of something impossible. The average model maker devotes months of delicate handling and blinding eyestrain to its creation. Most ships in bottles are built by sea captains and modeled after their vessels. As the devotion of a captain to his ship compares to that of a marriage, a ship in a bottle could be seen as the offspring of that relationship. This devotion is palpable well beyond the Material Plane.

Water sprites, tiny elemental spirits from the Plane of Water, see boats as perversions enabling landlubbers' insistence on venturing where they do not belong. These water spirits commandeer ships in bottles and sail them through the air to chase off the sailors who invade the high seas. Even if the ship in a bottle is destroyed, the water spirit at the helm claims victory, having effectively forced a captain to destroy his offspring.

A ship in a bottle is about 1 foot long and weighs about 5 pounds.

ECOLOGY

Model ships in bottles stand prominently on shelves in the quarters of captains and admirals, usually made to perfectly replicate their creators' ships. Once brought to life by a water spirit, a ship in a bottle maneuvers through the air on waves of mist. The strings of its miniature ballistae winch with enough tension to fire, and the water spirit turns a tribute into something that is both a weapon and a parody at once.

Not all ships in bottles are captained willingly. Captains or admirals who desire more dramatic tributes to the ships they have commanded sometimes have mundane ships

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in bottles seemingly brought to life via magic. Through either great devotion or greater gold, they gain access to the magic necessary to bind water spirits to their model ships. The magic binding a water spirit to a ship in a bottle also enchants the elemental spirit into believing it is the captain and crew of a typical vessel. Magically bound water spirits follow the orders of either the caster who bound them or the maker of the ship in a bottle, treating him or her as their admiral.

HABITAT & SOCIETY

A ship in a bottle's life is on the high seas, and its water spirit captain sets sail toward the nearest body of water. Its mission is to seek and destroy land creatures on the seas, and tales of ships in bottles' voyages rarely speak of glory. When a ship in a bottle manages to survive long enough to log journeys, what can be extrapolated from its miniscule logbook makes for fascinating insight into the elemental mind. The ways in which the water spirit captain justifies the world as seen from its viewpoint reads like a mix of mythology and a child's bathtime story.

The spirit inhabiting this construct determines the nature of the crew and replicates tiny sailors on deck. These are solely to unnerve onlookers, as the spirit operates the ship in a bottle's sails and weaponry hydraulically. A water spirit magically bound to a ship in a bottle against its will often crews the vessel with manifested sailors based on the bottle's owner, or his descriptions of the original ship's crew.

A ship in a bottle sails alone only when it has no other choice, and usually welcomes the opportunity to join, form, or lead a fleet with other water spirits, flying tiny flags designed seemingly at random. Usually unbound water spirits captain all the ships in a bottled armada, although sometimes an unbound water spirit takes advantage of naive bound water spirits.

A chance meeting between individual ships in bottles is not the only manner in which fleets form. Water spirits sometimes conspire to commandeer multiple ships in bottles together, and nautical museums have reported dozens of ships in bottles flying off shelves and out to sea.

CONSTRUCTION

A ship in a bottle can be created through a binding ritual undertaken by a powerful spellcaster. The ritual requires a masterwork model ship in a bottle that must be built from materials worth 100 gp, and DC 30 Craft (woodworking) skill checks made over 2 consecutive weeks. Alternatively, a masterwork model ship in a bottle can instead be purchased for the ritual, but it must be worth at least 600 gp.

SHIP IN A BOTTLE

CL 9th; Price 5,100 gp (5,600 gp)



CONSTRUCTION

Requirements Craft Construct, *animate object*, *magic jar*, suitable spirit of a living creature, 2 ranks in Craft (woodworking); **Cost** 2,600 gp (3,100 gp)

SHIP IN A BOTTLE AS A HAUNT

GMs can also use a ship in a bottle as a more psychological threat by substituting the soul of a drowned sailor for the water spirit and running it as a haunt.

This lost soul has never accepted the sinking of its ship in life. It uses models of ships in bottles to make up for the failure that betrayed its ship, its fellow crew members, and its captain.

BOTTLED SHIPYARD

CR 7

XP 3,600

LE persistent haunt (35-ft.-radius cabin on a vessel or room near docks)

Caster Level 10th

Notice Perception DC 20 (to spot ethereal crew)

hp 31; **Weakness** tricked by Diplomacy; **Trigger** proximity;

Reset 1 day

Effect The haunt settles in areas with enough ships in bottles to animate a small fleet. When the area of a bottled shipyard is entered, the haunt animates a ship in a bottle (using the stats on the facing page) each round for as many rounds as there are ships in bottles to animate (usually 1d6+1). Although any ship in a bottle that the haunt animates can be attacked and destroyed as a creature, only positive energy used against the constructs damages the haunt.

Destruction A model ship animated by the haunt but not destroyed must be caught, brought to a large body of water, and released to sail the seas.



SHIP SENTINEL

A larger-than-life wooden carving of a mermaid holding a spear clammers forward, the vibrant paint coating her frame encrusted in years' worth of sea salt.

SHIP SENTINEL

CR 7



XP 3,200

N Large construct

Init +9; **Senses** darkvision 60 ft., low-light vision, ship sight; Perception +6

DEFENSE

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size)

hp 68 (7d10+30)

Fort +2, **Ref** +7, **Will** +8

DR 5/slashing or piercing; **Immune** construct traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk spear +11/+6 (2d6+6 plus salted wound/x3) or 2 slams +10 (1d6+4 plus salted wound)

Ranged mwk spear +12 (2d6+4 plus salted wound/x3)

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

STATISTICS

Str 19, **Dex** 21, **Con** —, **Int** —, **Wis** 23, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 27

Feats Improved Initiative^B

ECOLOGY

Environment any water

Organization solitary

Treasure none

SPECIAL ABILITIES

Salted Wound (Su) Any living creature damaged by a ship sentinel must make a successful DC 16 Fortitude save or take a -1 penalty on attack and damage rolls for 1 round as salty brine drips painfully onto the wound. On a successful critical hit, the target takes an additional 3d6 points of damage as its flesh cracks and withers from dehydration. The save DC is Charisma-based.

Ship Sight (Su) A ship sentinel is treated as having tremorsense out to 100 feet while onboard a ship, as its senses permeate the vessel's timbers. It can only detect creatures in contact with the vessel or on objects in contact with the vessel. It cannot use this ability to detect creatures not in contact with the ship, even if they are within the ability's 100-foot radius.

Ship sentinels are animated constructs that are bound to a specific vessel and to that ship's captain. Crafted to resemble a humanoid figurehead, a ship sentinel normally rests at the prow of its ship, granting good fortune and protection to the crew. But in times of dire need, the captain can also activate the ship sentinel, causing it to spring to life and fight alongside the vessel's

crew. Although individual features of ship sentinels may vary, all ship sentinels are made of wood and have the same general statistics.

A ship sentinel stands roughly 6 feet tall and weighs 400 pounds.

ECOLOGY

A ship sentinel's form is carved and shaped by skilled woodworkers, but cannot truly be brought to "life" without offerings from the sea. Most spellcasters who endeavor to create these guardians crush a mixture of sand, shells, and valuable pearls and mix it with saltwater and oils, creating a grainy varnish. The carved figure is coated with the solution and then brought to the shores of the sea and affixed to the bowsprit of the craft it will protect. Only then is the construct's creation finally complete. Unlike with most constructs, however, control of the creature does not fall to the creator, but rather to the captain of the ship to which it is affixed. If the captain of the ship changes, control of the construct passes to the new captain.

Although resistant to most hazards of sea and storm, all ship sentinels eventually wear down after a time and require polishing, cleaning, and recoating with the specially prepared varnish used during the construct's creation. If maintained in this fashion, however, a single ship sentinel can guard a ship—passing from captain to captain—for decades or even centuries.

HABITAT & SOCIETY

Ship sentinels are solitary creations, and a single construct is capable of defending even the largest of ships. Their presence is an undisputed boon to all aboard—though most captains prefer not to speak of their crafts' guardians, preferring to keep the constructs as secret weapons. When the sentinel is needed, the captain must shout a word or short phrase to bring the construct to life. An awakened ship sentinel is able to recognize loyal members of its crew, placing them under its protective wards, and directs its attacks against any living targets that it does not ward, though the construct's master can point it toward specific targets.

In combat, ship sentinels can pulverize flesh and bone with their heavy wooden hands, but normally wield a weapon of some kind—usually a spear, rapier, shortsword, or other light weapon. Stories even exist of elven vessels that armed their ship sentinels with huge bows, or of daring Brevic sea captains who gave their constructs the fabled Aldori dueling swords of their homeland. Regardless of these variations, most weapons used in a ship sentinel's construction draw upon the construct's inherent nimbleness, an agility belied by the figurehead's wooden form. But whether their weapons are forged or natural, all ship sentinels can infuse the

BESTIARY

sting of seawater and salt air into their blows, wracking their foes with crippling pain.

Ship sentinels are resilient foes, their wooden bodies capable of turning aside most attacks that cannot pierce or gouge them. Unfortunately their construction also makes them vulnerable to fire—their greatest weakness—and any magical fire quickly dries a ship sentinel's body to a nearly immobile brittleness.

VARIANT SHIP SENTINELS

Ship sentinels can be crafted in a wide variety of forms and are often embellished and customized similarly to mundane figureheads. The following are some of these constructs' most common customizations.

Ballista Marksman: Some ship sentinels have a light ballista built into their forms; these sentinels are usually designed to look like an archer with an oversized bow, a beautiful lillend, or a cruel erinyes. Such ship sentinels rarely have a melee weapon, resorting instead to slams if unable to use their ballistae to make ranged attacks. Statistics for ballista marksmen are modified as follows:
Ranged light ballista +12 (3d8 plus salted wound /19–20). See Chapter 3 of *Pathfinder RPG Ultimate Combat* for additional details on siege engines.

Mariner's Muse: Sculpted to resemble harp-playing angels or armored heralds, a mariner's muse ship sentinel can use the inspire courage effect of a bard's bardic performance once per day for 5 rounds as if it were a 5th-level bard. It always uses all 5 rounds of its performance at the same time and can never use the performance multiple times in 1 day for any duration.

Sea Sorcerer: These ship sentinels are often crafted to resemble wizards, sea serpents, or abstract orrery-like sculptures, and possess limited spell-like abilities. They can only use these abilities while onboard a sailing vessel. These spell-like abilities can each be used 3 times per day, and include *animate objects*, *grease*, and *obscuring mist*.

CONSTRUCTION

A ship sentinel is built from 400 pounds of wood. The creator or a hired artisan must then shape the creature into the desired likeness, usually after a fashion common to the nautical vessels of the region. Afterward, a special varnish is made from a mixture of sand, seawater, crushed pearls and shells, and magically treated oils—the varnish is worth a total of 250 gp and is applied to the entire form. If the creator intends for the ship sentinel

to wield a weapon, a masterwork or better version of that weapon must also be supplied.

SHIP SENTINEL

CL 9th; **Price** 21,250 gp; 21,750 gp (ballista marksman); 23,250 gp (mariner's muse); 25,250 gp (sea sorcerer)

CONSTRUCTION




Requirements Craft Construct, *animate object*, *limited wish*, creator must be caster level 9th; Craft (woodworking) check DC 25; **Cost** 10,750 gp; 11,000 gp (ballista marksman); 11,750 gp (mariner's muse); 12,750 gp (sea sorcerer)





VOIDSTICK ZOMBIE

This shambling humanoid's taut gray skin shows signs of arcane symbols now faded with age and decay. Long, darkwood spikes riddle its body; every inch of flesh is staked and violated. A palpable aura of entropy and despair hangs over the sorry, perforated creature.

VOIDSTICK ZOMBIE CR 12   
XP 19,200

CE Medium undead

Init +4; **Senses** darkvision 60 ft., lifesense 60 ft; Perception +10

Aura sacrilegious aura

DEFENSE

AC 26, touch 14, flat-footed 26 (+12 natural, +4 profane)

hp 157 (15d8+90); fast healing 3

Fort +9, **Ref** +7, **Will** +9

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 2 melee touch +13 (1d8 negative energy)

Special Attacks channel negative energy 5/day (DC 22, 8d6)

STATISTICS

Str 12, **Dex** 11, **Con** —, **Int** 7, **Wis** 6, **Cha** 15

Base Atk +11; **CMB** +12; **CMD** 26

Feats Channel Smite, Great Fortitude, Improved Channel, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Stealth), Toughness

Skills Climb +5, Perception +10, Stealth +11

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, or plague (3–9)

Treasure none

SPECIAL ABILITIES

Channel Energy (Su) The voidstick zombie can channel negative energy as a 15th-level cleric.

Sacrilegious Aura (Sp) The overwhelming entropic energies and the sheer number of *voidsticks* animating the voidstick zombie warp and augment negative and positive energy around the creature. As with all *voidsticks*, an aura of intense negative energy extends in a 30-foot radius from the zombie functioning as the spell *desecrate*. Undead within this aura receive a +1 profane bonus on attack and damage rolls and the DC to resist channeled negative energy increases by +3. The voidstick zombie constantly gains the benefits of this effect (the attack and damage bonuses are already incorporated into its statistics).

In addition, this miasma of void energies also interferes with wielding positive energy. Any creature attempting to use positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing descriptor—must make a DC 25 concentration check. If this check fails, the

effect is blocked, consuming one use of the ability, or the spell is lost.

The voidstick zombie is the hateful creation of wicked shamans and necromancers, who use *voidsticks* to animate the dead. One *voidstick* is required for every Hit Die possessed by the base creature. These vile devices, each of which is 6 to 10 inches in length, are pierced through the living or dead body of a creature, pumping the dark energy of the void into its form. Packed with the bitter entropy of negative energy, the creature rises, seeking out the life force of others with endless sadness and insane determination. Its single goal is to extinguish life and smother any source of positive energy. Multiple *voidsticks* in a creature's form feed one another, augmenting their standard abilities and imbuing the touch of the voidstick zombie with the power to drain life from anything it touches. The zombie becomes almost a sliver of the void itself, existing in a state of such negative power that its very proximity can tamper with other creatures' abilities to summon the powers of the Positive Energy Plane, and with the perpetual sadness that numbs its own intellect it gains the power to enhance and influence other creatures that depend on negative energy.

These sad creatures, wracked with soulless negative energy, constantly hunger for destruction, delighted at every chance they get to snuff the spark of life from the living. They hunt the islands throughout the Shackles, especially the Cannibal Isles, where their creation began long before its current inhabitants made their home there.

As the brutal and savage kuru people of the Cannibal Isles explored the ruins of Ghol-Gan, they discovered the foul magic involved with the *voidsticks*, and as they turned to barbarism and cannibalism, their shamans carved these devices and created the first voidstick zombie seen on Golarion in thousands of years. The kuru use voidstick zombies for war against each other and to serve as ruthless hunters, culling humanoids who wander too close to their blood-drenched islands. Kuru shamans create the vile *voidsticks* in order to enhance their own necromantic strength as well as to animate voidstick zombies. In some tribes it is seen as a great honor to be transformed into one of these powerful creatures, and some aged shamans on the eve of their death elect to undergo this transformation instead of becoming a ritual meal for their tribes.

Since the rediscovery of *voidsticks*, those interested in necromancy and the creation of new undead have sent emissaries to the Shackles eager to buy them. These enterprising necromancers experiment with the devices and unleash voidstick zombies into Avistan and Garund to fulfill their murderous intent.

VOIDSTICKS

In remote parts of the world, it is not always practical for the faithful to visit holy places with any regularity. In particular, the weak, the sick, and the dying may be in no position to trek across plains or risk dangerous water crossings to see their spiritual leaders. In response to this, the *godstick* was born—a crafted rod that serves as a portable shrine, carried by shamans and witchdoctors and pushed into the ground to focus devotion at any location. Ingenuity is not just the way of the benign, however, and just as often it is the way of evil. Before long, shamans who worshiped more hateful deities corrupted this notion; they created the *voidsticks* and drove them into bodies, living or dead, charging those bodies with the power of the endless void and creating rattling, hungry abominations.

VOIDSTICK

Aura faint necromancy [evil]; CL 5

Slot special; **Price** 2,500 gp, **Weights** 1 lb.

DESCRIPTION

Each *voidstick* is 6 to 10 inches long, with a diameter of about an inch. Carved from single pieces of polished darkwood, they often display markings or symbols sacred to the deity of their creator, but can just as easily be plain and smooth. Planting a *voidstick* into the ground with an appropriate prayer is a full-round action that provokes attacks of opportunity. The device floods the area with negative energy, producing an effect identical to the *desecrate* spell in a 20-foot radius. In addition, any evil divine caster within 20 feet of the *voidstick* may cast her spells without the need for any material component with a value of 10 gp or less, or any focus item with a value of 50 gp or less. This ability functions only for the individual planting the *voidstick* and persists until the stick is uprooted.

While this is a useful tool for shamans in locations poorly serviced by trade in magical goods, it pales in comparison to the *voidstick's* most potent function: the creation of undead. Creating a voidstick zombie requires an hour-long ritual during which foul symbols are drawn across a corpse's flesh. At the end of the hour, the creator must make a DC 25 Knowledge (religion) check before driving the first *voidstick* into the victim's heart. If this check succeeds, the victim is transformed into a voidstick zombie. To fully animate the creature, one *voidstick* must be used for each Hit Die the base creature has. In 12 rounds, the creature rises under its own power, eager to spread its negative energy and snuff out life nearby. Undead created using *voidsticks* are not under the control of their creator but can be commanded using channeled negative energy, spells, or similar effects.

Voidsticks can also be driven into a living body to slay the creature and transition it to undeath. If a living body is used, the creature must be pinned or otherwise helpless for the duration of the entire ritual. When the ritual is complete and

the first *voidstick* is inserted, the creature must make a DC 18 Fortitude save. If this save succeeds, the creature is reduced to 0 hit points and is dying, but the magic of the *voidstick* and the ritual are wasted and the ritual must be performed again, using another *voidstick*. If the save fails, the creature dies and the ritual is successful, transforming the base creature into a voidstick zombie.

Undead that contain such an item benefit from the +2 bonus hit points per Hit Die for having been created in the area of an enhanced *desecrate* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate dead*, *desecrate*;

Creator must have 5 ranks in Knowledge (religion). **Cost** 1,750 gp

