



BESTIARY

We heard the beast before we saw it. A long, low groaning rumbled through the air, suddenly rising in pitch to become a keening wail. Half of the crew stood transfixed in fear and awe, unsure what to do as the rotting creature erupted from the water in an attempt to dive onto the ship. Without a second thought, I ordered the crew who still had their wits about them to take evasive measures, only narrowly avoiding the skeletal whale. With its second leap, we were not so lucky. Half of us managed to swim ashore, but now we're stuck on this blasted island.

—From the journal of Captain Rory Nightgull of the *Dreaming Dryad*

BESTIARY

The warm seas surrounding the Shackles teem with life both benign and malevolent. Those sailing these waters must keep a keen eye on the horizon for any signs of approaching danger. Better yet, a clever captain employs submerged scouts to warn of the even greater threats that may surge up from the dark waters below.

SHIPS, SAILORS, AND OTHER VICTIMS

Myriad ships cross the Arcadian Ocean and Fever Sea every day, and any one of them can serve as easy prey for pirates—or as dangerous foes for those who attempt to board the vessels. GMs looking to challenge their PCs on the high seas might have any of the following ships serve as threats. Each of the following ship entries provides information on a particular pirate ship and describes its place in the Shackles. GMs looking for more tools to help them conduct their boarding raids and shipboard battles should also check out *GameMastery Flip-Map: Pirate Ship* and *GameMastery Map Pack: Ship's Cabins*.

The Dark Sword: Runaway criminals and indebted stowaways alike know to fear Derin Skallas, an accomplished bounty hunter (use the bounty hunter statistics on page 283 of the *Pathfinder RPG GameMastery Guide*), who teamed up with Captain Clanston Arrento (use the first mate statistics on page 295 of the *GameMastery Guide*) to sail the seas and hunt down those who've fled their responsibilities. The Shackles are ripe for this kind of work, since people from all over hope to hide in this pirate paradise. In their first year operating in this way, they brought nearly a dozen outlaws and runaways back to face their crimes and swelled their coffers to fund future endeavors. Cheliox pays the greatest bounties, and the two frequently make trips back and forth to Egorian to claim their prizes and obtain new targets for their enterprise. The *Dark Sword* is crewed by 24 additional shipmates (*GameMastery Guide* 294) and a trusted sellsword (*GameMastery Guide* 283), making this a CR 13 encounter.

The Dying Moon: This dilapidated barkentine carries a cult of Groetus making their way around the Inner Sea preaching apocalypse and spreading their nihilistic philosophy. A figure of a full, pale moon with a faint skull graces the ship's black sails, and the sound of the crew's feverish chanting swells as the ship approaches. These followers of the God of the End Times are fanatical in their beliefs and thoroughly mad, and boldly commandeer other vessels they come across, either converting or sacrificing the crews. Sometimes the ship and crew practice less violent methods, making a show of peace in order to gain access to another ship in order to proselytize about their grim patron's ultimate goal of total apocalypse. Few care to hear their mad ravings, though, and these evangelical missions often end in bloodshed. The *Dying Moon's* crew consists of 30 working believers (use the vagabond

HIGH-LEVEL OCEAN ENCOUNTERS

%	Result	Avg. CR	Source
1–9	1d8 giant jellyfish	11	<i>Bestiary</i> 2 170
10–14	1 clockwork leviathan	12	<i>Bestiary</i> 3 55
15–21	1d4 ghawwas	12	<i>Bestiary</i> 3 87
22–28	2d8 saltwater merrows	12	<i>Bestiary</i> 2 189
29–34	1 sea serpent	12	<i>Bestiary</i> 244
35–42	1 charybdis	13	<i>Bestiary</i> 2 56
43–49	1d4 lukwatas	13	<i>Bestiary</i> 3 187
50–56	1d4 basilosaurus	14	<i>Bestiary</i> 3 193
57–62	1 old brine dragon	14	<i>Bestiary</i> 2 94
63–66	1 great white whale	14	<i>Bestiary</i> 2 282
67–71	1d6 hezrou demons	14	<i>Bestiary</i> 62
72–76	1d8 sapphire jellyfish	15	<i>Bestiary</i> 3 155
77–81	1 sea bonze	15	<i>Bestiary</i> 3 239
82–86	1d12 siyokoys	15	<i>Bestiary</i> 3 246
87–91	1 scylla	16	<i>Bestiary</i> 2 241
92–95	1 bakekujira	17	See page 84
96–97	1 kraken	18	<i>Bestiary</i> 184
98–99	1 deep sea serpent	19	<i>Bestiary</i> 3 240
100	1 thalassic behemoth	20	<i>Bestiary</i> 3 38




statistics on page 291 of the *GameMastery Guide*), 13 cultists (*GameMastery Guide* 278), 2 mercenaries providing muscle (use the sellsword statistics on page 283 of the *GameMastery Guide*), and one cult leader (*GameMastery Guide* 279). If things get violent, all crew members fanatically fight to the death, making this a CR 14 encounter.

The Salty Gear: Captain Crissa Serucest keeps a ship crewed by only her constructs. Perfectly content living without any other human contact, she talks to her constructs at length and treats them as if they were her children, giving each of the golems and animated objects names and assigning personalities to the creatures. To keep from losing any of these mindless servants, she prefers to use wood golems that will remain afloat if they fall overboard. This strange pirate captain and cleric of Brigh also secured the services of a master artisan to help her permanently animate the siege weapons aboard the *Salty Gear*. Some say she resorted to piracy in order to save up to fully animate this sturdy sailing junk. Captain Crissa (use the high priest statistics on page 305 of the *GameMastery Guide* but change her spells and domains) maintains a crew of eight wood golems (*Pathfinder RPG Bestiary* 164) and eight Large animated objects (*Bestiary* 14). If attacked, they all join in the fight, making this a CR 15 encounter.



BAKEKUJIRA

This hulking, rotted mass of pale blubber and bone looks like it was once a whale. Ghostly flames glow in each of its eye sockets.

BAKEKUJIRA CR 17   

XP 102,400

NE Colossal undead (aquatic)

Init +4; **Senses** darkvision 60 ft.; Perception +20

Aura undead parasites (30 ft., DC 28)

DEFENSE

AC 32, touch 2, flat-footed 32 (+30 natural, -8 size)

hp 262 (25d8+150)

Fort +14, **Ref** +10, **Will** +14

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning;

Immune undead traits

OFFENSE

Speed 15 ft., swim 60 ft.

Melee bite +27 (6d6+16/19-20), tail slap +21 (4d6+8)

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

Special Attacks capsizes, leviathan's call, resonant song, smashing breach

STATISTICS

Str 42, **Dex** 10, **Con** —, **Int** 2, **Wis** 11, **Cha** 23

Base Atk +18; **CMB** +42 (+46 bull rush); **CMD** 52 (can't be tripped)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Staggering Critical, Stunning Critical, Weapon Focus (bite)

Skills Intimidate +16, Perception +20, Swim +28

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Leviathan's Call (Su) The tone of a bakekujira's eerie song varies from that of a wistful memory to a burning, pain-racked hatred. As a standard action, a bakekujira can alter its song to make creatures either fascinated or frightened. All living creatures within a 120-foot radius must succeed at a DC 28 Will save or gain one of the conditions (bakekujira's choice) for as long as the bakekujira sings. The bakekujira can maintain the song using a standard action each round, though affected creatures receive a new save each round to end the effect. Any creature that succeeds at this save cannot be affected by the same bakekujira's leviathan's call ability for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Resonant Song (Su) As a standard action once every 1d4 rounds, the bakekujira can release a single pure note that causes a damaging resonance, dealing 12d8 points of sonic damage to all creatures in a 60-foot cone (Fortitude DC 28 halves). The save DC is Charisma-based.

Smashing Breach (Ex) As a full-round action, a swimming bakekujira can make a special charge attack against creatures on the surface of the water. At the end of its charge, the whale breaches, then slams down onto the target with incredible force. Any Huge or smaller creatures in the bakekujira's space must succeed at a DC 28 Reflex save or take 4d8+24 points of bludgeoning damage and be forced into the nearest empty square adjacent to the bakekujira. Any humanoid creatures killed by this ability rise as draugr (*Pathfinder RPG Bestiary* 2 110) in 1d6 hours. Animals or vermin killed by this attack rise as either skeletons (*Bestiary* 250) or zombies (*Bestiary* 288) in 1d6 hours. A bakekujira can use its capsizes special attack in conjunction with this ability. The save DC is Charisma-based.

Undead Parasites (Su) A bakekujira's rotting flesh is infused with necromantic energy. Creatures feeding on the beast's carcass (such as fish, insects, and sea-going birds) sicken and die, later rising as undead thralls. This host of carrion eaters manifests itself as a sickening cloud of sea birds and fish churning within 30 feet of the bakekujira in both air and sea. Any creatures coming within 30 feet of the bakekujira must succeed at a DC 28 Will save or be nauseated for 1 round as per the distraction special ability. In addition, those entering this area take 6d6 points of damage as this undead swarm pecks, claws, and chews on living flesh. Any animal, humanoid, or vermin killed by these parasites rises as a skeleton or zombie in 1d6 hours. Creatures with the ability to channel positive energy can suppress this aura by using one of their uses of channel energy. The bakekujira receives a Will save against this effect. The save DC is equal to 10 + 1/2 of the caster's level + the caster's Charisma modifier. If the bakekujira fails this save the undead parasite aura is suppressed for 1 minute. Channel energy used in this way has no other effect (it does not harm the bakekujira or any other undead in the area.)

The seas of Golarion are home to many legends both living and undead, but the bakekujiras is perhaps one of the largest among these latter horrors. Some have trouble believing the old stories, but woe to anyone that discovers the truth. These embodiments of corrupted majesty prowl the seas, along with their flocks and schools of pestilent parasites.

A bakekujira weighs about 50 tons, though sometimes less, depending on how long it has been decomposing. Bakekujiras are as large as they were in their former lives, measuring from 50 to 60 feet long.

ECOLOGY

Though the exact circumstances vary, the story of each bakekujira is similar: It was nothing more than an ordinary whale when whalers attacked. The whale managed to escape, but sustained a grievous wound from a whaler's harpoon. It died after days of anger and pain, only

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to arise as an undead monstrosity bent on taking revenge for its demise.

As a bakekujira goes about its new, corrupted existence, it continues to rot until all the flesh is stripped from its bones, leaving behind only an immense skeletal whale. The decomposition process draws all sorts of sea scavengers to the rotting whale, from gulls to fish. However, the flesh of a bakekujira is not only rotten—it is also toxic and deeply infused with negative energy. Any creature that eats of this flesh sickens and dies, only to rise shortly thereafter and continues its existence as an undead thrall inexplicably bound to the bakekujira. Normally these creatures take up residence in and around the putrefied body of the bakekujira, swarming throughout the creature and only emerging to push back any who would seek to do harm to their rotting host.

The bakekujira is relentless in its mission to upset and capsize any vessels reminding it of its descent into unlife, though because of the vastness of the sea, its quarry can be scarce. When a bakekujira does come across a ship, its rage is such that the beast cares little whether the vessel is an actual whaler or just a fishing sloop. The whale pits its full power against the ship, and is capable of capsizing all but the luckiest of ships with the most skilled captains. Bakekujiras are also able to affect the minds of the ships' crews. Their usual song is gentle, evoking thoughts of peaceful days in the sea. However, bakekujiras are able to channel their fury through their music, transferring to their victims the terror and helplessness the bakekujiras themselves experienced in their last moments of life. Using its jaws, tail, and enormous girth, a bakekujira attacks relentlessly until its angry spirit is laid to rest.

HABITAT & SOCIETY

While there are stories about pods of bakekujiras collaborating to lay waste to fleets and port towns, it is unlikely that the massive undead beasts would even notice each other. They are creatures of destruction and see other creatures, even their own kind, as mere obstacles in their pursuit to wreak as much havoc as possible. This doesn't mean that multiple bakekujiras never attack the same target; rather, they simply attack independently, motivated by their own individual anger.

On rare occasions, large creatures such as giant vultures and dire sharks feed alongside the bakekujira's undead parasites. These creatures frequently succumb to these parasites and join the throng, swimming or flying alongside the bakekujira and taking a more active role than the whale's aura suggests. A GM can enhance encounters with bakekujiras by providing other undead creatures as auxiliary foes. Below is a list of appropriate animals typically encountered among a bakekujira's larger undead parasites, either with the skeleton or zombie template applied.

Creature	Base CR	Hit Dice	Source
Albatross (use vulture stats)	1/2	1	Bestiary 3 284
Eagle	1/2	1	Bestiary 118
Electric eel	2	2	Bestiary 119
Manta ray	1	3	Bestiary 2 232
Seagull (use raven stats)	1/6	1	Bestiary 133
Shark	2	4	Bestiary 247
Stingray	1/2	2	Bestiary 2 232
Vulture, giant	4	5	Bestiary 3 284





CETACEAN


Among the largest animals on Golarion, cetaceans are as varied as the seas in which they make their homes. From the deadly white whale to the often-friendly dolphin, these air-breathing aquatic mammals are perfectly adapted to life on the open ocean, and aside from their need to occasionally surface to breathe air, they are as versatile swimmers as the fish upon which they feed. Cetaceans are split into two categories: toothed whales and baleen whales. Toothed whales eat fish, scooping up whole schools in their wide mouths, while baleen whales filter their tiny-sized food through a comb-like structure. Only toothed whales use echolocation; they possess a lumpy organ on the front of their head called a melon that aids in this ability.

Whalers often hunt cetaceans for their blubber, which whalers render down into oil. Whalers also prize cetaceans' bones and teeth, which artisans use to craft weapons and art objects using a method of carving called scrimshaw.

Despite their massive size, cetaceans can be relatively docile, but predatory species or threatened members of any species make formidable foes in combat, as their size, speed, and relative intelligence make them more of a challenge than most mundane sea creatures.

BLUE WHALE

This massive aquatic mammal has bluish-gray coloration, a wide fluke tail, and a wide mouth filled with layers of baleen.

BLUE WHALE	CR 12	
XP 19,200		
N Colossal animal		
Init -1; Senses low-light vision; Perception +27		

DEFENSE

AC 26, touch 1, flat-footed 26 (-1 Dex, +25 natural, -8 size)

hp 184 (16d8+112)

Fort +17, **Ref** +9, **Will** +8

OFFENSE

Speed swim 40 ft.

Melee tail slap +21 (8d6+24 plus stun)

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

Special Attacks capsize, swallow whole (4d6+16 damage, AC 22, 18 hp)

STATISTICS

Str 42, **Dex** 8, **Con** 25, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +12; **CMB** +36; **CMD** 45 (can't be tripped)

Feats Awesome Blow, Diehard, Endurance, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail slap)

Skills Perception +27, Swim +35; **Racial Modifiers** +12 Perception
SQ hold breath

ECOLOGY

Environment any ocean

Organization solitary, pair, or pod (3-18)

Treasure none

SPECIAL ABILITIES

Hold Breath (Ex) A blue whale can hold its breath a number of rounds equal to 10 times its Constitution score before it risks drowning.

Powerful Tail (Ex) A blue whale's massive tail deals more damage than a normal tail slap. The blue whale's tail slap is a primary attack and applies 1-1/2 times its Strength bonus to its tail slap damage.






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Stun (Ex) A blue whale's fluke can deliver a powerful stunning blow. A creature struck by this attack must succeed at a DC 34 Fortitude save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

The imposing blue whale is one of the largest animals in the sea, though it is generally docile toward anything it doesn't perceive as a threat. A filter-feeder, the blue whale does not look at humans or ships as potential meals, instead preferring to eat millions of tiny invertebrates known as krill, which it sucks through its baleen in massive gulps. The most dangerous thing about a blue whale, other than its sheer size, is its powerful tail, which can capsize boats and kill humanoids. These enormous mammals can be found in all of Golarion's oceans and seas. An adult blue whale is 100 feet long and weighs 200 tons.

CRIMSON WHALE




Similar to other whales in many ways, this giant aquatic beast is notable for its enormous teeth, menacingly strong jaws, and blood-red skin.

CRIMSON WHALE	CR 8			
XP 4,800				
N Gargantuan animal				
Init -2; Senses blindsense 120 ft., low-light vision; Perception +21				
DEFENSE				
AC 22, touch 4, flat-footed 22 (-2 Dex, +18 natural, -4 size)				
hp 105 (10d8+60)				
Fort +12, Ref +7, Will +6				
OFFENSE				
Speed swim 40 ft.				
Melee bite +17 (2d8+26 plus grab)				
Space 20 ft.; Reach 20 ft.				
Special Attacks swallow whole (4d6 damage, AC 19, 10 hp)				
STATISTICS				
Str 36, Dex 7, Con 21, Int 2, Wis 13, Cha 6				
Base Atk +7; CMB +24 (+28 grapple); CMD 32 (can't be tripped)				
Feats Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (bite)				
Skills Perception +21, Swim +29; Racial Modifiers +12 Perception				
SQ hold breath, powerful bite				
ECOLOGY				
Environment any ocean				
Organization single, pair, or pod (3-8)				
Treasure none				
SPECIAL ABILITIES				
Hold Breath (Ex) A leviathan can hold its breath for a number of rounds equal to 6 times its Constitution score before it risks drowning.				
Powerful Bite (Ex) A leviathan applies twice its Strength modifier to bite damage.				

While many cetaceans are docile, the crimson whale is an aggressive hunter that evolved to quickly kill even the largest and most powerful of prey. It sports a full set of deadly teeth that average between 1 and 2 feet in length, and its powerful bite can tear through flesh and crush bone. A typical adult crimson whale is 45 feet long and weighs 30 tons.

NARWHAL

This small whale lacks a dorsal fin and has pale, mottled skin, but its most notable feature is the single tusk protruding from its nose, easily as long as a human.

NARWHAL	CR 3			
XP 800				
N Large animal				
Init +3; Senses blindsight 120 ft., low-light vision; Perception +12				
DEFENSE				
AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)				
hp 30 (4d8+12)				
Fort +6, Ref +7, Will +3				
OFFENSE				
Speed swim 80 ft.				
Melee bite +7 (1d8+7)				
Space 10 ft.; Reach 10 ft.				
Special Attacks tusk				
STATISTICS				
Str 21, Dex 17, Con 14, Int 2, Wis 15, Cha 6				
Base Atk +3; CMB +9; CMD 22 (can't be tripped)				
Feats Skill Focus (Swim), Toughness				
Skills Perception +12, Swim +20; Racial Modifiers +4 Perception				
SQ hold breath				
ECOLOGY				
Environment cold oceans				
Organization solitary, pair, or pod (3-18)				
Treasure none				
SPECIAL ABILITIES				
Hold Breath (Ex) Narwhals are expert deep divers, and a narwhal can hold its breath a number of minutes equal to 2 times its Constitution score before it risks drowning.				
Tusk (Ex) A charging narwhal can make a single gore attack with its tusk in place of its normal bite attack. If it hits, the tusk deals 2d6+14 points of damage with a x3 critical multiplier.				

The narwhal is a skilled hunter in arctic waters, and has been known to dive deeper than even much larger cetaceans both in open water and beneath thick sheets of waterborne ice. Male narwhals possess a single, 6-foot-long tusk extending from just above the mouth that serves to impress females during mating season, though in times of need the tusks may be used to break through thick ice or even in self-defense. A typical narwhal is 14 feet long (not including the tusk) and weighs 3,200 pounds.



GALVO

This creature is constantly crackling with blue energy, and appears to be composed of dozens of undulating electric eels tightly knotted into a slithering, humanoid shape.

GALVO
CR 9

XP 6,400

NE Medium magical beast (aquatic)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 127 (15d10+45)

Fort +12, **Ref** +13, **Will** +6

Defensive Abilities swarmlike; **DR** 10/slashing; **Immune** electricity

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +19 (1d6+3 plus 2d6 electricity), 2 slams +19 (1d6+3 plus 2d6 electricity)

Ranged eel dart +19 (1d6+3 plus 1d6 electricity)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

STATISTICS

Str 17, **Dex** 19, **Con** 16, **Int** 7, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +18; **CMD** 33

Feats Blind-Fight, Combat Reflexes, Dodge, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Finesse

Skills Perception +10, Stealth +15, Swim +15

Languages Aquan (can't speak)

SQ amphibious, compression, varied attack

ECOLOGY

Environment any aquatic

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

Treasure none

SPECIAL ABILITIES

Eel Dart (Ex) A galvo can launch one of its component eels like a dart up to 30 feet as a ranged touch attack. An eel dart deals 1d6+3 points of damage plus 1d6 points of electricity damage.

Swarmlike (Ex) A galvo has no discernible anatomy, and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as *fireball* and splash weapons.

Varied Attack (Ex) A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.

In a sunless trench in the Arcadian Ocean, deep siyokoy fleshcrafters created the first galvos to serve as soldiers

in their war against the sahuagin and skum. Since those days, galvos have moved beyond their darkened trenches, breeding and expanding into shallower, warmer waters. In recent years, they have begun to come closer to civilizations, preying on coastal communities. A true horror to look upon, a galvo averages 7 feet tall and weighs around 300 pounds.

ECOLOGY

Direct sunlight dries out a galvo's hide. This does not harm the galvo in the short term, but it causes discomfort. As a result, galvos prefer to stay deep underwater during the day and stalk the shadows by docks and riverbanks at night. A galvo can live both in the water and on land, and frightening stories tell of galvos springing up from the water to strike at prey both on ships and on beaches. While an electric eel's diet of invertebrates and fish would easily sustain a galvo physically, it would not satisfy the sadistic creature's appetite for terror. Invertebrates and fish accept death too easily; galvos prefer prey that screams.

Galvos do not wear armor or wield weapons. They attack with their natural weapons which are augmented with potent electrical charges. Much like the electric eels that form their bodies, galvos focus their energy into concentrated electricity, and discharge it with a touch. Even without their formidable electric powers, galvos are dangerous creatures. The eels that make up their bodies tear at their victims with biting mouths. To attack opponents outside their reach, galvos launch component eels from their swarming bodies.

When a galvo kills a target, it feasts as soon as it safely can, usually after bringing the victim back to its underwater cave lair. The victim is stripped of any bulky metal armor and weapons, then subsumed into the galvo's writhing body, which peels apart and engulfs the corpse to swiftly and brutally devour its prey. A galvo discards the bones of its victims from its swarming body as they are picked clean. If the meal is small enough, a galvo can maintain its normal activities while it digests, chewing and tearing apart one meal as it hunts for another. Galvos defend themselves with a greater fervor when digesting, but do not attack as aggressively, as they are not usually in the habit of killing more than they can consume at one time.

HABITAT & SOCIETY

There is no true galvo society. Galvos sometimes work together, but these alliances often are short and last only through a single hunt and feeding. The strange creatures make exceptions during their two-month mating season, when spawned and fertilized eggs require additional protection in order to survive.

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Despite their propensity to work together during mating seasons, galvos do not actually require other galvos to reproduce. As galvos are composed of eels of both sexes, all eels forming a galvo are attracted to one another during these two months and the creatures appear more tightly wound, reducing their size slightly. Instead, the female component eels lay eggs within the swarm, which are inseminated by the male component eels. When the eggs hatch it appears as though a tiny swarm of eels simply emerges from the larger parent galvo, leading many observers to incorrectly assume galvos reproduce asexually.

There is no sexual interaction between separate galvos. They instead come together in cohabitation, working together to attack prey and feed. Typically each galvo births three to 10 infant tangles during this time. Adult galvo cohabitants care for the entire nest, not caring to keep track of which galvo birthed which tangle. As the mating season ends, the galvos find themselves less interested in one another. They drift apart towards the end of this hormonal phase, and each returns to its own lair. At this time, the infant tangles are expected to leave as well and fend for themselves. Only about half of all galvo infants survive to reach adulthood.

When a galvo reaches adulthood, it claims a permanent lair. Ideal lairs are underground caves, although any large clearing between rocks and out of direct sunlight is satisfactory. A galvo primarily hunts the area near its lair, specifically the land above, where prey is plentiful and one catch makes a large enough meal to sustain it for several days.

The magically enhanced galvo hive mind develops a higher intellectual capacity than individual electric eels ever could, showing a level of intelligence approaching that of a below-average human. Galvos cannot speak, but they learn to understand languages when living among or near creatures that communicate verbally. If their need to cause harm is met and they are provided an aquatic living space, galvos sometimes even come to be loyal followers of more powerful creatures. This is especially true for siyokoys, who keep large stables of galvos at the ready in their endless fight against the sahuagin and skum.

Underwater, electric eels are irresistibly drawn to galvos out of a mix of familiarity and curiosity. Galvos, for their part, typically tolerate such followers for short periods of time before spurning the pests. There has never been a recorded case of a stray electric eel being absorbed into the swarm, although there have been many cases of galvos tiring of mundane eels' company and cannibalizing these followers.

Galvos do not use items nor intentionally collect wealth. However, when they consume a victim, galvos indiscriminately eat its belongings during their hasty meal. Whatever gear on the corpse of a victim was too big to be eaten is expelled nearby, most often in the galvo's underwater lair. Reports tell of undigested gems and other valuables being found in the gutted component eels of a freshly killed galvo. In extremely rare circumstances, traditionally worn wondrous items (like a *headband of inspired wisdom* or a *belt of mighty constitution*) caught within component eels sometimes convey their magical effects to the galvo.





THE STABBING BEAST

This cottage-sized scorpion-man moves with an eerie grace and an intelligent, murderous intent.

STABBING BEAST (HUMANOID FORM) CR 15

XP 51,200

NE Medium outsider (evil, extraplanar, shapechanger)

Init +16; **Senses** darkvision 60 ft., low-light vision, see in darkness, *see invisibility*; **Perception** +27

DEFENSE

AC 35, **touch** 23, **flat-footed** 22 (+12 Dex, +1 dodge, +12 natural)
hp 225 (18d10+126)

Fort +18, **Ref** +18, **Will** +15; +4 vs. mind-affecting

Defensive Abilities all-around vision,



scorpion mind; **DR** 10/good and magic; **Immune** poison;
Resist acid 30, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft.

Melee +1 *short sword* +20/+15/+10/+5 (1d6+4/17–20 plus bleed),
+1 *short sword* +20 (1d6+2/17–20 plus bleed), sting +22
(1d6+5 plus bleed and poison)

Ranged poison stream +30 touch (blindness)

Special Attacks bleed 2d6, scorpion strike, sneak attack +5d6, sudden strike

Spell-Like Abilities (CL 18th; concentration +20)

Constant—*see invisibility*

At will—*absorbing touch**, *alchemical allocation**, *charm person* (DC 13), *keen edge*, *poison* (DC 16), *true strike*

3/day—*false alibi* (DC 15, *see page 75*), *greater teleport* (self only plus 50 lbs.), *invisibility*, *modify memory* (DC 16), *suggestion* (DC 15), *summon* (level 6, 1 fiendish deadfall scorpion**, 100%)

* *See the Advanced Player's Guide.*

** *See Pathfinder RPG Bestiary 3.*

STATISTICS

Str 16, **Dex** 35, **Con** 24, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +18; **CMB** +21; **CMD** 44

Feats Combat Expertise, Combat Reflexes, Deflect Arrows^B, Dodge, Greater Feint^B, Improved Feint^B, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Skill Focus (Stealth), Spring Attack, Two-Weapon Fighting^B

Skills Appraise +13, Bluff +22, Climb +12, Craft (alchemy) +13, Knowledge (arcana) +10, Knowledge (local) +13, Knowledge (nature) +10, Knowledge (planes) +13, Knowledge (religion) +13, Perception +27, Sense Motive +14, Stealth +39; **Racial Modifiers** +8 Bluff, +4 Perception

Languages Abyssal, Celestial, Common, Infernal, Protean; telepathy 100 ft.

SQ change shape (Huge scorpion or scorpion-tailed human), murderer's reward

ECOLOGY

Environment any land or urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Murderer's Reward (Su) If the Stabbing Beast's attack reduces a target to fewer than 0 hit points, the Beast immediately gains 2d6 temporary hit points. If the attack kills the target, the Beast immediately gains 3d8 temporary hit points. Neither aspect of this ability can heal the Stabbing Beast more than the maximum hit points of the target. The temporary hit points last for 1 hour.

Poison (Ex) Sting—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison Stream (Ex) The Stabbing Beast can force a stream of poison from its stinger at a target as a ranged attack.



The target must make a successful DC 26 Fortitude save or be blinded for 1d4+1 rounds. This attack has a range of 180 feet with no range increment. The Beast can make this attack in place of a melee sting attack (for example, attacking twice with its weapons or claws and once with its poison stream).

Scorpion Mind (Ex) Though the Stabbing Beast is an intelligent outsider, its mind functions much like an augmented vermin's brain, granting it a +4 bonus on all saving throws against mind-affecting effects.

Scorpion Strike (Ex) The Stabbing Beast can make a single melee attack as a standard action. If this attack hits, it deals damage normally, and the target's base land speed is reduced to 5 feet for 2 rounds unless it succeeds at a DC 21 Fortitude saving throw.

Sudden Strike (Ex) The Stabbing Beast is adept at moving quickly when its foes are surprised. During a surprise round, it may act as if it had a full round to act, rather than just one standard action.

STABBING BEAST (SCORPION FORM) CR 15



XP 51,200

NE Huge outsider (evil, extraplanar, shapechanger)

Init +14; **Senses** darkvision 60 ft., low-light vision, see in darkness, *see invisibility*; **Perception** +27

DEFENSE

AC 31, touch 19, flat-footed 20 (+10 Dex, +1 dodge, +12 natural, -2 size)

hp 225 (18d10+126)

Fort +18, **Ref** +16, **Will** +15; +4 vs. mind-affecting

Defensive Abilities all-around vision, scorpion mind; **DR** 10/good and magic; **Immune** poison; **Resist** acid 30, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft.

Melee 2 claws +27 (2d6+12/19-20 plus bleed and grab), sting +27 (2d6+12/19-20 plus bleed and poison)

Ranged poison stream +26 touch (blindness)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bleed 2d6, constrict (2d6+12), scorpion strike

Spell-Like Abilities (same as humanoid form)

STATISTICS

Str 32, **Dex** 31, **Con** 24, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +18; **CMB** +31 (+35 grapple); **CMD** 52 (64 vs. trip)

Feats Combat Expertise, Combat Reflexes, Deflect Arrows⁸, Dodge, Greater Feint⁸, Improved Feint⁸, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Skill Focus (Stealth), Spring Attack, Two-Weapon Fighting⁸

Skills Appraise +13, Bluff +22, Climb +20, Craft (alchemy) +13, Knowledge (arcana) +10, Knowledge (local) +13, Knowledge (nature) +10, Knowledge (planes) +13, Knowledge (religion) +13, Perception +27, Sense Motive +14, Stealth +37 (+45 in forests); **Racial Modifiers** +8 Bluff, +4 Perception, +8 Stealth (+16 in forests)

Languages Abyssal, Celestial, Common, Infernal, Protean; telepathy 100 ft.

SQ change shape (Huge scorpion or scorpion-tailed human), murderer's reward

The Stabbing Beast is the herald of Norgorber, the god of greed, murder, secrets, and poison. It is an incredibly dangerous predator, a creature of immense strength that uses its keen intellect and deadly poison to stalk and kill its prey. Its natural form is that of a huge scorpion, but it can also assume an armored humanoid shape suitable for stealth or interacting with Norgorber's followers. Though its main purpose for coming to Golarion is to kill, it has also been called to aid great thefts and bury terrible secrets.

The Stabbing Beast enjoys the company of mortals in the same way that a well-fed barn cat enjoys the company of mice. It sometimes "plays" with these toys, teaching them secrets of alchemy or assassination, though it just as often maims or kills them as it sees fit or according to Norgorber's greater plans. It ignores most creatures as if they were unimportant or not even alive, bowling over these irrelevant people in its way and casually murdering those who make nuisances of themselves.

ECOLOGY

The Stabbing Beast is guilty of thousands of killings and has no fear of death. It does not believe that anything other than its master can kill it, despite mortal records showing that it has been killed in the past; Norgorber wiped its memory of these failures when he resurrected his herald. Norgorber's herald is normally emotionless and cold, showing no remorse or regret for any death or injury. When the cult of Norgorber summons the Stabbing Beast, the mortals may present it with several choice targets to hunt and slay, though predicting its interests is difficult and the Beast may select its own target—or none at all—in exchange for its services. The Beast keeps trophies of its kills by covering the corpses in a preservative bile, swallowing them in its scorpion form, and regurgitating them when it returns to its lair deep beneath the planar metropolis of Axis.

HABITAT & SOCIETY

The herald of Norgorber lives only to serve his dark master, whose mandates may come to the Stabbing Beast in a steady stream of evil deeds or sporadically and with long periods of dormancy between. When idle for too long, it tends to turn off its mind and simply waits in stasis, completely inert like a clockwork device that has run down. It reacts to prayers to Norgorber as if they were echoes of its master's voice, drawing its attention without violence and bringing it to full alertness.