



BESTIARY

We wandered the partially flooded sea caves for hours before finding the hidden door. Shrouded in illusion, the massive steel door came into view only after Baythus cast his spell. It took me nearly ten minutes to render the traps inoperable and free the locking mechanism, but those protections were the least of our worries. A multi-hued nightmare lay behind the door, likely having protected the cache of magic beyond for decades. Poor Januo made a valiant stand but we watched in horror as the beast drowned him before we could gather our wits and finally dispatch it.

—From the journal of Marliss Nalathane, explorer

BESTIARY

This final installment of the Skull & Shackles Bestiary brings more cruel and terrifying monsters for your seafaring adventures. Included within are prehistoric beasts, an otherworldly threat, and sinister variant sea serpents to threaten all manner of adventurers.

SAILORS, SHIPS, AND OTHER VICTIMS

The waves of the Shackles bring terrors both monstrous and humanoid. While making a name for themselves in the Shackles, the PCs encounter various ships and pirates in the Fever Sea. Some are at port, while others they meet in ship-to-ship combat on the high seas. Below are three pirate ships stocked with dangerous foes the PCs can encounter while on their mission to become the most notorious pirates of the Shackles.

GMs seeking to challenge their PCs on the high seas may use any of the following ships as threats. Each of the 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*.

GMs using the plunder rules presented on page 61 of *Pathfinder Adventure Path* #55 should award the PCs 1d4 points of plunder for any ship they successfully raid.

The Maiden's Gasp: This decrepit ship sports tattered sails and frayed ropes. The pitiful vessel is home to a coven of hags. A green hag (*Pathfinder RPG Bestiary* 167) named Heldra and her two sea hag (*Bestiary* 243) sisters, Juvala and Nicrasti, manage a crew of 22 fuath gremlins (*Pathfinder RPG Bestiary* 3 142). The fuaths make terrible crew members, so the ship mostly drifts with the currents, yet sometimes the sea hag's giant squid companion (*Bestiary* 259) drags the disabled vessel along as it swims. The main ploy of the *Maiden's Gasp* is to appear as a derelict ship. Heldra and her underlings all remain hidden until another ship's crew boards, at which point the fuaths leap from their hiding places to assault the raiders and scavengers while the hags use their coven spell-like abilities to neutralize the attackers. All in all, this is a CR 12 encounter.

Vindictive: Charged with preceding the Chelish navy during massive attacks, the *Vindictive* is a sleek three-masted schooner capable of holding its own in a battle. This vessel is part of the *Majestrix Malus*, the scouting arm of the imperial navy of Chelias, and everyone serving aboard this ship bears a tattoo of a five-pointed star being eaten by a whale. This vessel is helmed by Captain Aryal Missolet (use stats for pirate captain on page 281 of the *Pathfinder RPG GameMastery Guide*). Her first mate (*GameMastery Guide* 295) commands four sellswords (*GameMastery Guide* 283) who in turn command two raiders each (*GameMastery Guide* 280). In addition to this military force, 40 shipmates (*GameMastery Guide* 294) serve on this vessel, ready and

SEA CAVE ENCOUNTERS

%	Result	Avg. CR	Source
1–6	1 albino cave solifugid	4	<i>Bestiary</i> 2 253
7–9	1 sea hag	4	<i>Bestiary</i> 243
10–13	1 slithering tracker	4	<i>Bestiary</i> 2 250
14–16	1 ochre jelly	5	<i>Bestiary</i> 218
17–21	1d20 lacedons	5	<i>Bestiary</i> 146
22–25	1 cave giant	6	<i>Bestiary</i> 3 127
26–31	1d6 giant black widows	6	<i>Bestiary</i> 2 256
32–38	1d6 werecrocodiles	6	<i>Pathfinder</i> #58 90
39–43	1d4 cecaelias	7	<i>Bestiary</i> 3 49
44–49	1d10 chokers	7	<i>Bestiary</i> 45
50–53	1d10 cockroach swarms	7	<i>Bestiary</i> 2 58
54–58	1 ghost captain	7	<i>Isles of the Shackles</i> 62
59–61	1 tupilaq	7	<i>Bestiary</i> 3 275
62–64	1 giant slug	8	<i>Bestiary</i> 254
65–69	1d8 seacats	8	<i>Pathfinder</i> #56 86
70–73	1 soucouyant	8	<i>Isles of the Shackles</i> 61
74–78	1 coral golem	9	<i>Isles of the Shackles</i> 47
79–82	1 galvo	9	<i>Pathfinder</i> #59 88
83–86	1 giant snapping turtle	9	<i>Bestiary</i> 2 273
87–90	1d8 great diadem urchins	9	<i>Pathfinder</i> #56 89
91–95	1d6 duppies	10	<i>Isles of the Shackles</i> 48
96–99	1 tiberolith	10	<i>Pathfinder</i> #56 90
100	1d8 chuuls	11	<i>Bestiary</i> 46

willing to fight as needed. All the fighting forces on this ship constitute a CR 15 encounter.

Waking Nightmare: Other than dropping anchor during the day and sailing full on through the night, this ship appears no different from any other vessel upon the Fever Sea. Hardy crew members raise sails and keep the ship in top order, though their captain is a sinister creature indeed. A phase spider (*Bestiary* 226) captured this frigate and enslaved its crew. Many leaped into the water rather than serve such a creature, but 32 shipmates (*GameMastery Guide* 294) stayed behind. These sailors are plagued by nightmares and go about their work in a constant trance. When any wake up enough to act out, the phase spider threatens them with the animate dream (*Pathfinder RPG Bestiary* 2 29) she keeps below deck in the darkened cargo hold. If attacked or raided, the phase spider knows she can safely step into the Ethereal Plane and away from any real danger. If all creatures join the attack, this ship is a CR 13 encounter.



ADDU

Striped with the brilliant colors of a maritime sunset, this beast winds its enormous body through the waves, a pair of wiry, talon-tipped arms and a snout full of horrendous teeth preceding a fan of razorlike fins.

ADDU

CR 15



XP 51,200

N Gargantuan magical beast (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 28, touch 10, flat-footed 24 (+4 Dex, +18 natural, -4 size)

hp 212 (17d10+119)

Fort +17, **Ref** +14, **Will** +9

Immune poison; **Resist** fire 30

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +26 (4d6+13/19-20), 2 claw +26 (2d8+13/19-20), tail slap +21 (2d8+6)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)

Special Attacks capsize, miasmic breath, rip current

STATISTICS

Str 36, **Dex** 18, **Con** 25, **Int** 2, **Wis** 15, **Cha** 13

Base Atk +17; **CMB** +34; **CMD** 48 (can't be tripped)

Feats Critical Focus, Endurance, Improved Critical (bite), Improved Critical (claw), Improved Iron Will, Iron Will, Power Attack, Sickening Critical, Vital Strike

Skills Perception +21, Swim +25

ECOLOGY

Environment warm oceans

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Miasmic Breath (Su) Once every 1d4 rounds, an addu can exhale a 30-foot cone of poisonous breath. Creatures caught in the area must make a successful DC 25 Fortitude save or take 1d6 points of Constitution damage. This is a poison effect and the save DC is Constitution-based.

Rip Current (Su) An addu can stir the water in such a way that it creates powerful currents in its immediate area. As a move action, an addu can either push creatures and objects up to 30 feet away from it or draw creatures and objects within 30 feet toward it. Creatures and objects caught in the rip current can resist being moved with a successful DC 25 Reflex save. This ability can only be used in the water, and the save DC is Constitution-based.

As enigmatic as they are dangerous, addus hail from the most hellish corners of Golarion's deepest seas. Addu encounters are thankfully rare, but those who have faced one and survived tell tales of the beasts' unimaginable powers. As a result, merchant and pirate lookouts alike carefully watch the watery horizons for

jagged, fiery-hued spines, which have come to signal seafarers' imminent doom.

The colors of the tropical deep—simmering reds, yellows, and oranges—decorate addus' long, serpentine bodies. In addition to the ominous fins on their backs, smaller spines jut from addus' snouts, heads, and necks. Their short but powerful forearms can strip flesh from bone, especially when the beasts employ them alongside their barge-sized jaws, which bear teeth the length of daggers. With long tails that can sweep from the water with whiplike velocity, addus can reach up to 50 feet long and weigh up to 14,000 pounds.

ECOLOGY

Legends claim that when Golarion was young, fissures in its deepest seafloors began spewing noxious gases left over from the planet's formation. These geysers helped provide life-giving heat to the equatorial oceans, but also rendered small pockets of deep-sea waters uninhabitable. Golarion's thriving aquatic ecosystem pushed back, however, and from these poisonous environs emerged the hardy addus. The geysers nurtured and strengthened these enormous, tropically colored creatures, instilling in them a mindless cruelty and a voracious hunger for raw meat.

Legends maintain early addus trolled the edges of their toxic haunts, harnessing the power of rip currents to kill any prey lurking within the tolerable waters beyond. Eventually, addus evolved to embrace the poison native to their homes, and even to expel it as a weapon, bringing instant death to any creature unlucky enough to inhale it. Experts are unsure just how the addus developed their hunting techniques—whether magically or through a fluke of nature—but all agree that nothing known to modern scholarship explains their deadly abilities.

In time, the deep-sea creatures developed heightened instincts that kept them far away from the telltale haze of addus' watery lairs. It was then that hunger drove the beasts to establish hunting grounds in shallower waters. Their natural maliciousness led addus to fight among themselves until each survivor had enough space to roam and feed alone.

Scholars believe that every few weeks, addus experience a blinding hunger that prompts them to turn the seas red with the blood of their meals, which often consist of hundreds of pounds of raw, still-twitching meat. Addus are known to feed on whales, giant squid, dire sharks and—when other prey is scarce—sea serpents. Tales of epic battles between addus and sea serpents exist among many seafaring nations, scaring children and serving as a warning to sailors. Even more terrifying, however, are rumors that claim addus periodically crave humanoid flesh, and will capsize ships as large as their own bodies to obtain just a few bites of this succulent treat. Scholars

BESTIARY

debate whether addus hunt ships or rather attack them by mistake, confusing the vessels' shadows with those of surfacing whales. Regardless, addus pose a major threat to any vessel that frequents the vast stretches of open water where these beasts tend to stake their claims.

HABITAT & SOCIETY

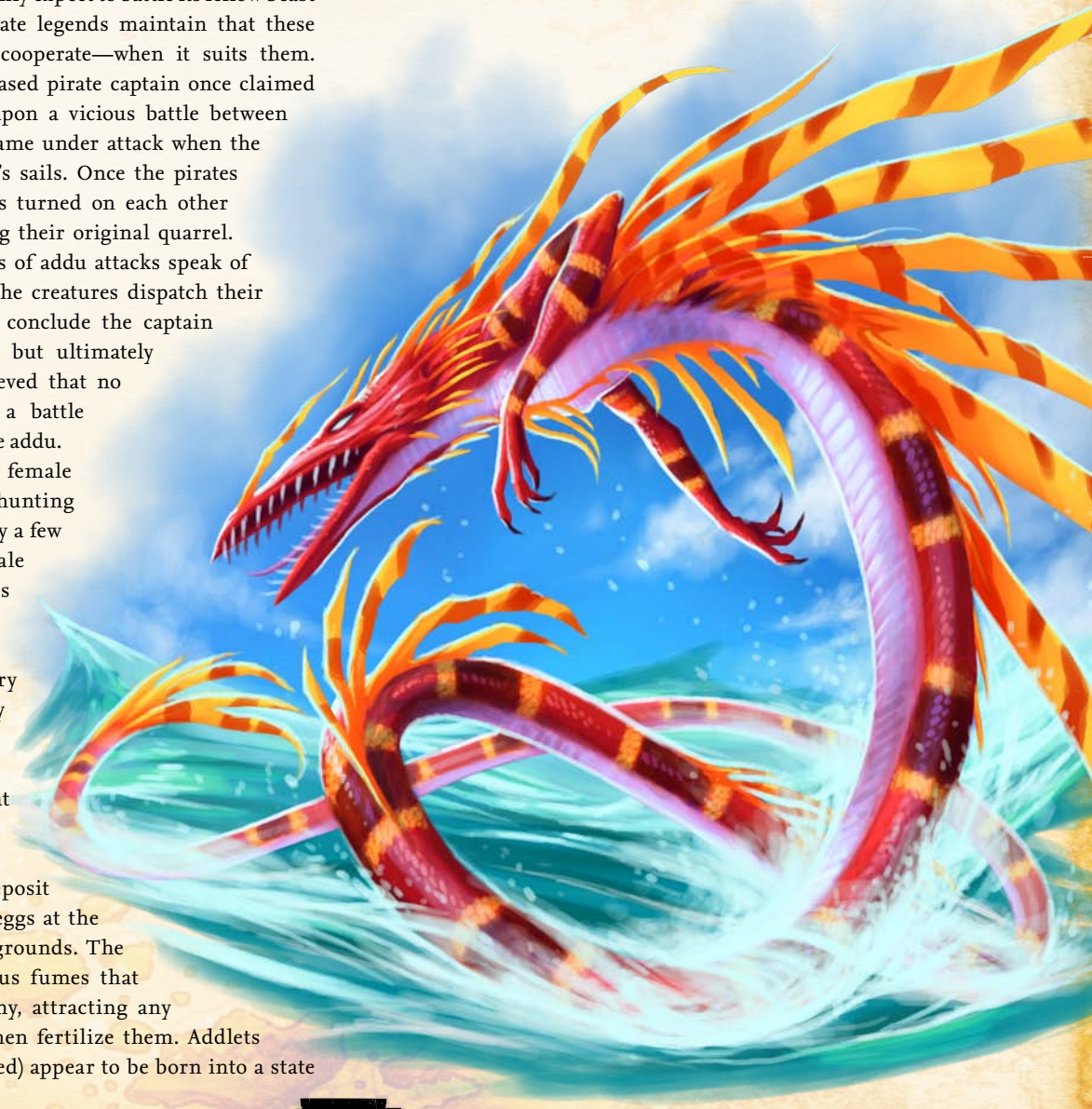
Owing to their violent natures, addus are nearly always found alone. They are said to be most concentrated in Golarion's southern seas, where legends allege ancient, noxious underwater geysers once were plentiful. A particularly unsettling tale speaks of an area several hundred miles west of the Shackles archipelago where addus' hunting grounds perfectly abut one another like a deadly, invisible puzzle.

Although an addu that intrudes on another's hunting grounds can most certainly expect to battle its fellow beast to the death, some pirate legends maintain that these creatures occasionally cooperate—when it suits them. For example, an Ollo-based pirate captain once claimed that after happening upon a vicious battle between two addus, his vessel came under attack when the beasts spotted his ship's sails. Once the pirates outran them, the addus turned on each other again, intent on settling their original quarrel. But given that survivors of addu attacks speak of the speed with which the creatures dispatch their targets, most old salts conclude the captain invented a compelling but ultimately fictitious tale. It's believed that no one has yet survived a battle involving more than one addu.

Scholars believe that female addus typically patrol hunting grounds measuring only a few square miles, while male members of the species are more nomadic, often moving on to new territories every few weeks. This may explain the beasts' reproductive practices. Aquatic elves report that up to five times during the creatures' fertile years, female addus deposit groups of six to eight eggs at the edge of their hunting grounds. The eggs secrete the noxious fumes that lend addus their infamy, attracting any nearby males, which then fertilize them. Addlets (as their young are called) appear to be born into a state

of frenzy, immediately initiating brawls among their siblings. As is fitting for such vicious creatures, only the strongest addlet of a litter survives to seek its own hunting grounds and wreak havoc on its own victims.

Despite their violent tendencies, addus appear to be long-lived creatures. Native tales speak of single addus that have terrorized the same waters for up to 6 centuries. These stories say the longer addus live, the more they crave humanoid flesh—or the more they crave maritime battle, depending on the variety of the tale. Either way, some of these stories describe addus, wizened through millennia of survival, capsizing ships before their unfortunate crew members ever realize they're being targeted. Then, the tales claim, the ancient addus pluck their victims from the sea, stripping the flesh from their bones one by one and offering no mercy save the final rest of death.





DEVIL, DROWNING

Frail, finlike wings erupt from the back of this serpentine creature, whose head resembles that of a ram-horned, four-eyed fish, and whose muscular arms end in masses of writhing tentacles like fists made of sea anemones.

DROWNING DEVIL (SARGLAGON) CR 8

XP 4,800

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

Init +7; **Senses** darkvision 60 ft., see in darkness, *see invisibility*; Perception +17

Aura heavy aura (10 ft., DC 18)

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 103 (9d10+54)

Fort +12, **Ref** +10, **Will** +11

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 30 ft. (average), swim 40 ft.

Melee bite +15 (2d6+5), 2 slams +15 (1d8+5 plus poison)

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

Special Attacks drown

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*see invisibility*, *water breathing*

At will—*control water*, *curse water*, *discern lies*, *greater*

teleport (self plus 50 lbs. of objects only), *hydraulic push**

3/day—*hydraulic torrent**, *poison* (DC 18), *protection from good*

1/day—*freedom of movement*, *summon* (level 4, 1 drowning devil 35%)

* See the *Advanced Player's Guide*.

STATISTICS

Str 20, **Dex** 25, **Con** 23, **Int** 16, **Wis** 20, **Cha** 19

Base Atk +9; **CMB** +17; **CMD** 33 (can't be tripped)

Feats Agile Maneuvers, Combat Reflexes, Dodge, Weapon Finesse, Wind Stance

Skills Bluff +16, Diplomacy +16, Fly +5, Intimidate +16, Knowledge (nature) +15, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +15, Swim +22

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

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or guard (3–10)

Treasure standard

SPECIAL ABILITIES

Drown (Su) As a full-round action, a drowning devil can summon murky water into the lungs of a single target within 30 feet. If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. At the start of its next turn, the target must succeed at a DC 18 Fortitude save to cough up this water; otherwise, it falls unconscious at 0 hit points. On the next round, the target

must save successfully again or drop to -1 hit point and be dying; on the third round it must save successfully again or die. The save DC is Charisma-based.

Heavy Aura (Su) Whenever a creature enters the drowning devil's heavy aura, it must succeed at a DC 18 Will save or reduce its speed as if carrying a load one step higher or wearing armor one category heavier (whichever is worse), and the creature's armor check penalty increases by 2. A creature already carrying a heavy load or wearing heavy armor that fails its save cannot move as long as it remains in the affected area. A creature that successfully saves against a drowning devil's heavy aura is immune to that devil's aura for 24 hours. The save DC is Charisma-based.

Poison (Ex) Slam—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.

Few creatures among the hosts of Hell have as horrific a visage as a drowning devil—called a sarglagon in its own Infernal tongue. Four unblinking orange eyes stare out of its vaguely piscine head, flanked by a pair of curving ram's horns and located above a wide mouth of countless jagged teeth. Where one would expect hands or even claws, a drowning devil instead has fists of writhing, stinging tentacles, as though the infernal creature bore a pair of sea anemones as poisonous cudgels. A pair of finlike wings sprouts from the beast's shoulders, wafting like seaweed at their frayed ends. Below the waist, a drowning devil resembles a long, serpentine fish, with a fluked tail and a ridge of spines running down its back.

Drowning devils take great pride in being the best-adapted guardians of Hell's waterways, and are among the few fiends who travel the seas and rivers of the multiverse as part of larger infernal plots. Though a drowning devil can function perfectly well on dry land or even in the air, it is truly a force to be reckoned with within its natural aquatic environment. In any environment, a drowning devil moves with a haunting litheness as though it were swimming through the air or across the ground.

The typical drowning devil weighs 600 pounds, and when stretched to full length, can surpass 15 feet from head to tail.

ECOLOGY

Most sarglagon come into being when petitioners of Hell exhibit particular skill or passion for keeping secrets, guarding passageways, and protecting against incursions. Drowning devils are vigilant guardians whose versatility in all environments makes them ideal sentinels, especially over Hell's waterways. From the swamps of Stygia to the River Styx, intruders often use Hell's aqueous channels to encroach upon Hell's borders from other planes, and cowardly souls flee to these waterways in the hope of finding a route to escape

BESTIARY

their eternal torment. Thus, those lower-ranking devils who please the masters of Hell by guarding the secrets and captives that power the plane and its denizens are sometimes transformed into sarglagons, granting them better tools with which to ensure the safety and seclusion of their charges.

HABITAT & SOCIETY

From the fetid swamps of Stygia, the fifth layer of Hell, rise the Academies of Lies, where the archdevil Geryon and his minions hoard secrets, lies, and valuable knowledge with which they can manipulate weaker souls throughout the planes, bringing untold numbers to the ranks of Hell. But while the osyluths actively seek these secrets and lies to swell their library-temples, drowning devils serve as the guardians of the mires that surround them, ensuring unwelcome eyes do not gaze upon the secrets that ensure Hell's dominance, and preventing oaths held tight by their masters from slipping out of the devils' grasps.

Drowning devils not only serve as sentinels of Hell, but are often called by diabolists and conjurers on the Material Plane to serve as guardians of their infernal lairs, hidden treasures, or personal secrets. Gaining a sarglagon's service often comes at a high price, for a drowning devil is not likely to simply stand watch when given access to an item so valuable that it requires a fiendish guardian. Rather, the contracts required to bind them to their task typically come with strict terms defining how long the devil will serve as protector, what access it can have to that which it guards, and what portion of its charge it may claim when its service is finished.

Those who wish to bind a drowning devil or call one as a planar ally find better success when the secret or treasured prize they wish the sarglagon to protect is more valuable, more damning, or ultimately more attractive to the devil, as the temptation of guarding something it can later use for its own benefit can motivate a drowning devil to bargain more flexibly, lest it risk losing access to such a prize for being too stubborn or demanding. Even then, mortals must be as vigilant as their devil

servitors in order to ensure that the sarglagons are not exploiting some oversight in their negotiations.

Some on the Material Plane find themselves the wards of drowning devils without personally entering into an agreement with a sarglagon. This is especially common in cases where the taint of infernal blood runs through a human's veins, or more often when a human births a tiefling child. In these instances, the devils related to the mortals contract the sarglagons to act as their proxies upon the Material Plane—agents tasked with ensuring the safety of the devils' humanoid kin. Whether the devil progenitors do this to keep their mortal offspring safe for their own far-reaching plans or out of some sense of loyalty depends on the particular instance, but for those under the care of a drowning devil, the motivations rarely matter. A sarglagon's vigilance is stifling to one hoping to live a life of free choices and privacy, and often the greatest threat to drowning devil's charges is the charges themselves, as many see suicide as the only way to escape the constant gaze of their eerie diabolic guardian.





FACELESS WHALE

A deep groan at the edge of hearing precedes the appearance of this sightless leviathan, whose pallid body breaks the surface of dark waters without as much as a ripple.

FACELESS WHALE

CR 15



XP 51,200

N Colossal magical beast

Init -2; Senses blindsight 150 ft.; Perception +19

DEFENSE

AC 30, touch 0, flat-footed 30 (-2 Dex, +30 natural, -8 size)

hp 248 (16d10+160)

Fort +22, Ref +8, Will +7

Immune sonic, gaze attacks, sight-based attacks, visual effects and illusions

Weaknesses blind

OFFENSE

Speed 0 ft., swim 40 ft.

Melee bite +25 (6d6+17), tail slap +20 (4d6+8)

Space 30 ft.; Reach 30 ft.

Special Attacks capsize, resonant song, swallow whole (4d6 acid damage, AC 25, 24 hp)

STATISTICS

Str 45, Dex 6, Con 30, Int 4, Wis 11, Cha 5

Base Atk +16; CMB +41; CMD 49

Feats Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack

Skills Perception +19, Swim +25

Languages Aklo (can't speak)

SQ blind, hold breath

ECOLOGY

Environment any water

Organization solitary, pair, or pod (3-16)

Treasure none

SPECIAL ABILITIES

Blind (Ex) A faceless whale sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 150 feet, the whale is considered blind. A deafened faceless whale is effectively blinded as well. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Resonant Song (Su) As a standard action, a faceless whale can focus a 60-foot ray of sonic energy on a single target that deals 8d6 points of damage. This ray deals normal damage to objects, but is still subject to hardness. Alternatively, a faceless whale can blast this resonant energy in a 60-foot cone. Creatures in this area must succeed at a DC 28 Fortitude or be stunned for 1d4 rounds. Any submerged creature holding its breath must succeed at a second Fortitude saving throw at the same DC or it has its breath knocked out of it and instantly begins drowning.

Called “ansiktsloshvals” in Aklo, and sometimes called “Darklands whales,” faceless whales are enigmatic predators of the Sightless Sea rarely encountered elsewhere on Golarion. Like cavefish, faceless whales lost their eyes and pigmentation from countless generations spent living and breeding in the lightless depths. The lack of pigmentation leaves the creatures’ skin little more than a transparent, blubber-lined film, with pulsing veins and churning organs visible beneath the silvery membrane. Sailors’ lore from the Sightless Sea claims a faceless whale’s most recent meal shows through the taut skin of its belly.

It is unknown precisely how long faceless whales have inhabited the Sightless Sea. Some legends claim faceless whales began their lives as normal toothed whales that washed into the Darklands



BESTIARY

during the cataclysm of Earthfall, if not long before. Darker tales contend the faceless whales were driven into the realm of Orv by a coven of powerful sea hags, who robbed the faceless whales of their sight when they refused to teach the hags their potent song.

An adult faceless whale is 70 feet long and weighs 90,000 pounds, though some specimens stretch these averages and grow half again as large.

ECOLOGY

Faceless whales resemble the toothed whales common to the Arcadian Ocean in body structure, possessing a tapered mouth lined with stubby, conical teeth and a streamlined body. Lacking eyes, faceless whales depend totally upon their keen blindsight to navigate, seek prey, and avoid the predations of the Sightless Sea's most horrific inhabitants. Faceless whales prefer to hunt near the bottom of the Sightless Sea, where crushing pressures and freezing temperatures nurture large, sluggish organisms with few places to hide, and where the whales find safety from other menacing predators. Because of the unusual and outright alien composition of the creatures found within the lowest depths, faceless whales developed indiscriminate appetites. A hungry faceless whale consumes virtually any living thing it can gulp into its jaws, including the plentiful aquatic aberrations. Faceless whales can remain submerged for hours at a time, diving to depths of over 7,000 feet. Faceless whales that survive to adulthood in the harsh conditions of Orv live 80 years or longer.

As predators that spend the majority of their lives in the deepest waters, Darklands whales are rarely spotted. Those who sail upon the dark currents of the Sightless Sea and Lake Nirthran see these beasts only when the whales surface to breathe. When surfacing, a faceless whale breathes for minutes at a time, exhaling and inhaling massive volumes of air in great misty spouts.

When a faceless whale finds prey it can easily outswim, it plunges downward with its mouth agape, snapping up the morsel before it can react. When pursuing larger or faster prey, the faceless whale becomes a persistence hunter, hounding its quarry at a deceptively leisurely pace. After what often proves to be days of dogged pursuit, the whale's prey becomes too exhausted to swim further. Before the quarry can marshal the last of its strength to defend itself, the faceless whale renders it helpless with a resonant song. When the faceless whale is not in combat, it uses this sonic attack to break through rock and gain access to new hunting grounds within Orv and beyond.

HABITAT & SOCIETY

Faceless whales typically hunt and swim alone, except when prey is abundant. When hunting is favorable, faceless

whales organize into pods led by the oldest (and typically largest) female. Pods are short lived, often forming only a handful of times within a faceless whale's lifetime. As such, males compete fiercely for breeding rights during these gatherings. Pods last only as long as prey sustains them. Once food becomes scarce, the pod disperses into the Sightless Sea, and individual whales brave the chill waters alone in search of richer hunting grounds.

Mated pairs of faceless whales remain together only long enough to raise their first calf. This period of nurturing typically lasts no longer than 5 years—just enough time for the parents to teach a calf basic hunting strategies and witness its first unassisted kill. Afterward, the parents part ways, leaving the calf to mature to adulthood or perish in the uncertain depths of the abyss.

A faceless whale spends the majority of its life in isolation, plumbing the depths of the Sightless Sea in search of prey, the occasional mate, and hunting grounds rich enough to support a temporary pod. When it makes such a discovery, a faceless whale circles the boundary of the new territory, calling out to its fellows with a groaning, dirge-like song that carries for leagues. Whalers who ply their trade upon the Sightless Sea listen for this dirge with fanatical obsession. Faceless whales provide numerous alchemical ingredients, and their bones and teeth make excellent weapons and armor. An adult faceless whale possesses enough of both to make a crew of whalers rich, provided they have the courage and skill to slay the creature.

Though faceless whales prefer larger meals, they eagerly prey upon humanoids when other food is scarce. A sailor fallen overboard makes an easy snack for an adult or a full meal for a juvenile. Conventional wisdom claims that faceless whales consider seagoing vessels indigestible, but serpentfolk hiss tales of faceless whales of exceptional cunning that capsize or fracture ships and feast upon the drowning crews, plucking them from among the flotsam.


On rare occasion, a faceless whale finds its way into the oceans of Golarion. Some believe the creatures possess an instinctive knowledge of hidden waterways linking the Sightless Sea to the world above (perhaps all that remains of the migratory instincts that once drove their cetacean ancestors). Those few faceless whales that venture beyond the Darklands typically do so only briefly, breaching the surface on moonless nights just long enough to take in a breath of air free from the fetid staleness of Orv.

Many sages postulate that the Sightless Sea is bottomless, its deepest trenches connecting to planes of primordial darkness where the pressure is capable of crushing living beings into stone. It is possible that the Sightless Sea is just one of many faceless whale hunting grounds. If this is the case, there is no telling what a faceless whale might bring up from the ebon depths.



GARGIYA

With burning eyes and a snapping maw, this blood-red serpent rises from the ocean's depths. Sweltering heat radiates from its rippling scales.

GARGIYA CR 10 

XP 9,600

N Huge magical beast (aquatic)

Init +1; **Senses** darkvision 90 ft., low-light vision; Perception +6

DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 138 (12d10+72)

Fort +14, **Ref** +11, **Will** +4

Immune fire

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +20 (3d6+10/19-20 plus grab), tail slap +15 (2d6+5)

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

Special Attacks boiling seas, constrict (3d6+12), dying gasp, scalding scales

STATISTICS

Str 31, **Dex** 13, **Con** 23, **Int** 2, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 35 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Lightning Reflexes, Power Attack

Skills Perception +6, Stealth +4, Swim +22

ECOLOGY

Environment warm oceans

Organization solitary or shoal (2-3)

Treasure none

SPECIAL ABILITIES

Boiling Seas (Ex) Once per minute, a gargiya can concentrate the heat within its body, causing seawater in a 20-foot radius to boil for 1d6 rounds. All creatures caught in this boiling seawater take 4d8 points of fire damage. Creatures spending 2 or more consecutive rounds subjected to this damage must succeed at a DC 22 Fortitude save or fall unconscious. The save DC is Constitution-based.

Dying Gasp (Su) When a gargiya is killed, it disgorges from its gullet the molten boulder that heats its body. Its fiery death throes deal 6d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 22 Reflex save halves this damage. The save DC is Constitution-based.

Scalding Scales (Ex) A gargiya generates such intense heat that anything touching it takes 2d6 points of fire damage. Creatures striking a gargiya with natural attacks or unarmed strikes are subject to this damage. Any metal weapon striking a gargiya must succeed at a DC 22 Fortitude save or melt, gaining the broken condition. A metal weapon that fails a second save is destroyed. Wooden weapons are destroyed after only one failed save. The save DC is Constitution-based.

Crueler and more volatile than their sea-serpent cousins, gargiyas gravitate toward and sustain themselves on seismic hotspots. Far from being a danger to the beasts, these bubbling crevices spew a form of magma that imbues gargiyas with incredible abilities. From birth, gargiyas ingest magma bubbling up from the ocean floor. By the time they've reached maturity, the monsters develop a molten core in their gullets that allows them to call forth scalding heat at will. Gargiyas' aggressive tendencies toward seafarers have garnered them a well-earned nickname—"boiler beasts."

Gargiyas' affinity for all things volcanic has left a pattern of stippled crimson on their massive, snake-like bodies. The spiny frills jutting from their heads and necks resemble enormous, iron-forged blades, and hundreds of stubby appendages line the sides of their underbellies, wriggling ominously when the beasts rear from the sea. Of all the gargiyas' features, though, perhaps the most intimidating are their eyes and maws, which seethe with the light and heat of burning coals—particularly when the beasts are aggravated. Capable of slithering through water like an enormous python, a gargiya stretches 30 feet in length and weighs up to 5 tons.

ECOLOGY

Legends of the seas say that early in gargiyas' existence, as the ocean floor around them shuddered and stretched, the warmth of the seas' burgeoning volcanoes fascinated the beasts. To the gargiyas, these seismic regions offered a siren call of safety, isolation and—unbeknownst to the animalistic creatures—power. While it's unclear just how it lends gargiyas such power, scholars agree that this magma serves as gargiyas' primary sustenance and as the source of their hyperthermal abilities.

Scholars believe that as gargiyas became more adept at manipulating heat, they became more protective of the magma vents they call home. Whereas early legends speak of gargiyas that rarely surfaced, preferring to stay close to their volcanic lairs, modern stories tell of gargiyas that see any sentient creatures—even if they're sailing a mile away—as threats to be met head-on. The few sailors who have survived these encounters warn of gargiyas that actively patrol the waters surrounding their magma vents, surfacing at even the slightest sign of unlucky passersby. Apparently, to the gargiyas, any who venture near their precious lairs must covet them.

Because of gargiyas' aggressiveness, a small subset of oceanic cartographers has devoted itself to recording the locations of their known lairs. These maps, available in many southern ports' markets, are popular among traders and pirates who wish to skirt fiery confrontation. However, in testament to the cutthroat competition between many port merchants, it's not unheard of for

BESTIARY

these maps to contain “mistakes”—oversights built into the guides by their previous owners, hoping to lure rivals to horrific doom, or protect favored shipping lanes.

Despite gargiyas’ destructive reputations, some Golarion cultures revere their molten cores as a symbol of status and wealth. Taldans, in particular, are drawn to the cores’ seductively mysterious glow. The richest Taldan patriarchs often believe owning such a rare treasure—and showing it off, of course—is a worthy life goal. Careless of the risks gargiya hunts entail, these patriarchs sometimes sponsor teams of adventurers to quest for these cores. Most of these expeditions end in bloody and burning tragedy, but to some hardy sea-goers, the potential rewards of glory and riches are too alluring to resist.

HABITAT & SOCIETY

Gargiyas mostly live alone near major archipelagos with abundant volcanic activity. They are most numerous in the isolated waters surrounding the Shackles, though scattered sightings have been reported throughout Golarion’s warmer seas. There is a significant concentration of gargiyas near the Smoker where magma seeps up from the sea floor, and also talk of a stretch north of Shark Island where gargiya lairs speckle the ocean floor by the dozens. No one knows, however, whether this latter story is true or rather was concocted to deter authorities from the hideouts of buccaneers who roamed the islands before the sahuagin staked their claim there.

Gargiyas do not typically share their homes with others of their kind. However, sailors have told stories of defeating a gargiya after a long and brutal struggle only to come face to face with another one—ostensibly coming to its kin’s aid. The question of whether these tales are simple exaggerations or evidence of gargiya collaboration has prompted many a fistfight in portside taverns. How well these braggarts fare in such brawls often indicates whether they’re capable of the outlandish adventures they so boldly claim.

Although tales of collaborating gargiyas are unsettling enough, even more sinister rumors have surfaced from seafarers who dare to brave the Eye of Abendego. There, the tales say, the turbulent seas beneath Golarion’s permanent hurricane hide groups of gargiyas whipped into a frenzy by the tempest that followed Aroden’s death a century ago. According to legend, these gargiyas roam the entire area of the Eye as predators, ambushing ships and boiling their crews in the ocean’s salty waters. It is said that they decorate their volcanic lairs with their victims’ bones, hinting that gargiyas possess an intelligence beyond that of mere animals.

Unlike many reptilian creatures, gargiyas birth their young live. Scholars agree that, typically, male and female gargiyas come together to breed every decade or so. Afterward, the beasts abandon each other. When the female returns to her lair, she is thought to consume large amounts of magma while her single snakeling gestates, usually for a period of about 10 years. When giving birth, the gargiya expels her offspring into a magma-spewing fissure, where it grows and gathers strength until it leaves to find its own home. Although there is some debate about gargiyas’ longevity, scholars believe they typically live around 300 years. Rumors, however, speak of gargiyas that have lived much longer—perhaps even predating modern civilization—but if any have encountered such an ancient terror and survived, they have never surfaced to tell the tale.





LORELEI

What appears to be a rock sprouts tentacles from its uppermost surface. The human face spanning much of the creature's barrel-shaped body gives the creature a passing resemblance to a disembodied neck and head with tentacles for hair.

LORELEI

CR 12



XP 19,200

NE Large aberration (aquatic)

Init +5; Senses darkvision 60 ft.; Perception +24

DEFENSE

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

hp 162 (12d8+108)

Fort +13, Ref +5, Will +13

Immune sonic; Resist cold 10

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee 4 tentacles +18 (1d8+9 plus poison)

Space 10 ft.; Reach 15 ft.

Special Attacks murmur, poison, vortex

Spell-Like Abilities (CL 12th; concentration +17)

At will—ghost sound (DC 15), speak with dead (DC 18), ventriloquism (DC 16), whispering wind

3/day—command undead (DC 17), control water, fog cloud

STATISTICS

Str 28, Dex 13, Con 29, Int 11, Wis 16, Cha 20

Base Atk +9; CMB +19; CMD 30 (can't be tripped)

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (tentacle)

Skills Bluff +15, Climb +21, Perception +24, Sense Motive +15, Stealth +18 (+26 in rocky areas), Swim +21; Racial Modifiers Acrobatics (-4 when jumping), +8 Stealth in rocky areas

Languages Aquan, Common

SQ freeze, water dependency

ECOLOGY

Environment any coasts

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Tentacle—*injury*; save Fort DC 25; frequency 1/round for 4 rounds; effect 1d4 Str; cure 2 consecutive saves.

Murmur (Su) A lorelei's murmur has the power to infect the minds of those that hear it, calling them to the its side. This effect even has the ability to influence undead creatures despite their usual immunity to mind-affecting effects. When a lorelei murmurs, all creatures aside from other lorelei within a 300-foot spread must succeed on a DC 20 Will saving throw or become captivated. A creature that successfully saves is not subject to the same lorelei's song for 24 hours. A victim under the effects of the murmur moves toward the lorelei using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a



BESTIARY

second saving throw to end the effect before moving into peril. Affected creatures can take no actions other than to defend themselves. A victim within 5 feet of the lorelei simply stands and offers no resistance to the its attacks. This effect continues for as long as the lorelei murmurs and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Vortex (Su) A lorelei can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (*Pathfinder RPG Bestiary* 306), but can form only underwater and cannot leave the water. A creature must succeed at a DC 25 Reflex save or be snared by the churning waters. The vortex is 20 feet across and 80 feet deep, and deals 2d8+9 points of damage. The save DC is Constitution-based.

A lorelei resembles an enormous, stony sea anemone with a humanlike face covering much of its body. Noted for its ability to produce magical murmurs that entrance sailors navigating close to its lair, a lorelei is a magnet for destruction. The creatures lurk near rocky outcroppings and protuberances, barely concealed by crashing waves or rushing rivers, eager to lure humanoids to their deaths.

Also known as a “murmuring stone” for its rocklike natural camouflage, a lorelei is a solitary creature that shuns peaceful contact with other living things. It broods in the shadows of seaside cliffs and ocean trenches, emerging only to torment the living. When not pursuing more complicated schemes, a lorelei is fond of wrecking ships on nearby rocks and luring sailors beneath the surface to drown.

Some claim these creature were once a species of beautiful fey cursed by foul forces. This claim is backed by the fact that they behave much like nereids, nixies, and sirens. A lorelei stands 9 feet tall, not counting the tentacles atop its body, and weighs around 2,000 pounds.

ECOLOGY

A lorelei’s body is barrel-shaped, with a foot known as a basal disk at the bottom. A lorelei’s basal disk is less adhesive than that of a sea anemone but more flexible, allowing the lorelei to climb at a reasonable pace, and to swim by undulating its underside. At the top end of the lorelei’s body, dozens of tentacles surround a toothless maw that it uses to ingest food.

In addition to these strange features, the lorelei has a humanlike face that covers much of its body on one side. The mouth on the lorelei’s face cannot consume food—it exists only to produce speech and other sounds. In contrast, a lorelei’s eyes are fully functional. The lorelei has no ears, but can sense sound with its entire body, having a range of hearing comparable to that of an average human.

A lorelei’s brain is located behind its face, protected by a plate of cartilage. That hard plate is the only part of a

FROM FOLKLORE

The story of the lorelei comes from a rocky outcropping along the Rhine River in Germany near St. Goarshausen. Legends tell of dwarves who once lived in caves within the rock, and the name of the outcropping, Lorelei, means “murmuring rock” (though some translate it as “lurking rock”). The original tale of the lorelei describes how a young woman fell deeply in love but was cruelly spurned by her lover. She was then accused of bewitching men to their deaths and sent to a nunnery. On the way, she passed the rock and asked to climb it to view the Rhine once more. While atop the rock she fell (some stories say jumped) to her death, swept away by the fast-moving water. Most tales describe the beautiful maiden transformed into a mermaid, water nymph, or siren, still leading rivermen to their deaths along the rocky outcropping with her murmuring song.

lorelei’s body that isn’t yielding and rubbery. A lorelei’s hide is difficult to crush and cut, serving as surprisingly effective natural armor. This skin is also camouflaged with a rocklike appearance. A lorelei can retract its tentacles to take on the appearance of a boulder, allowing it to remain hidden until its prey is too close to escape.

True to their rarity and solitary nature, loreleis reproduce asexually. Every few decades, a lorelei can produce another of its kind by splitting off a single piece of its body, which then grows into a young lorelei. Offspring produced in this manner inherit portions of their parent’s memories, giving them fully functioning adult minds without any need for instruction or socialization.

HABITAT & SOCIETY

A lorelei prefers a lonesome and solitary existence, shunning its own kind as readily as it shuns all living things. Brooding and morose, loreleis enjoy only one thing: making other, happier creatures suffer. Loreleis regularly orchestrate conflicts, shipwrecks, and other disasters to celebrate the cruel hand of fate that rules the nihilistic world they see everywhere they look.

Since it rarely wanders far from its rocky lair, a lorelei sits in wait, sometimes for weeks, hoping for a victim to come within range of its murmured song. Though it will fight to keep its lair, a lorelei dislikes prolonged conflict and abandons its rocky outcroppings or underwater caves if the location receives too much visitation or attention. Sometimes a lorelei maintains two or three lairs in order to move between them regularly, thus attracting less attention to each location.






PRIMEVAL SEA CREATURES

The ocean is full of myriad life forms, as varied and specialized as those in any other environment. But not all sea creatures are the result of millennia upon millennia of continual evolution. Some found themselves perfectly suited for their roles as apex predators millions of years ago and have simply remained as such to the present day, presenting terrible threats to those creatures that cross them, from their natural prey to unsuspecting sailors who find themselves in the wrong place at the wrong time. In most cases, these creatures are closely related to other waterborne animals, be they fish, reptiles, or mammals, and some even have distinctive similarities to primarily land-based creatures.

KRONOSAURUS

This enormous, finned reptile has a long mouth full of sharp teeth and moves through the water with incredible speed.




KRONOSAURUS	CR 10	  
XP 9,600		
N Gargantuan animal		
Init +1; Senses low-light vision, scent; Perception +20		
DEFENSE		
AC 23, touch 7, flat-footed 22 (+1 Dex, +16 natural, -4 size)		
hp 138 (12d8+84)		
Fort +15, Ref +9, Will +7		
OFFENSE		
Speed swim 60 ft.		
Melee bite +19 (3d8+19/19-20 plus grab)		
Space 20 ft.; Reach 20 ft.		
Special Attacks swallow whole (3d6+12 damage, AC 18, 13 hp)		
STATISTICS		
Str 36, Dex 13, Con 24, Int 2, Wis 13, Cha 9		
Base Atk +9; CMB +26 (+30 grapple); CMD 37 (can't be tripped)		
Feats Endurance, Improved Critical (bite), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)		
Skills Perception +20, Swim +26		
ECOLOGY		
Environment warm oceans		
Organization solitary, pair, or school (3-8)		
Treasure none		

The mighty kronosaurus is a relentless hunter that, once it picks up a potential meal's scent, rarely stops seeking its prey until its appetite is sated. A kronosaurus's diet consists of everything from large fish and sharks to small whales, giant squids, and sea turtles. Remains of other giant saurians have reportedly been found in the stomachs of those rare kronosaurus that are killed by hunters or wash up dead on shore. Unlike other reptiles, a kronosaurus does not lay eggs, but instead births its young live. The young kronosaurus stay with their

mother for less than a year before parting ways and hunting on their own. A fully grown kronosaurus can reach lengths of up to 50 feet and weigh as much as 40,000 pounds.

NOTHOSAUR

This long-necked reptile swims through the water propelled by four paddle-like feet, whipping a long and slender tail behind it as it gnashes its sharp, needle-like teeth.

NOTHOSAUR	CR 5	  
XP 1,600		
N Large animal		
Init +1; Senses low-light vision; Perception +11		
DEFENSE		
AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)		
hp 57 (6d8+30)		
Fort +9, Ref +6, Will +4		
OFFENSE		
Speed 20 ft., swim 40 ft.		
Melee bite +10 (1d8+6), tail slap +7 (1d8+3)		
Space 10 ft.; Reach 10 ft.		
STATISTICS		
Str 23, Dex 12, Con 18, Int 2, Wis 15, Cha 7		
Base Atk +4; CMB +11; CMD 22 (26 vs. trip)		
Feats Multiattack, Toughness, Weapon Focus (bite)		
Skills Perception +11, Swim +14		
SQ sprint		
ECOLOGY		
Environment any water		
Organization solitary, pair, or herd (3-12)		
Treasure none		
SPECIAL ABILITIES		
Sprint (Ex) Once per minute, a nothosaur may sprint, increasing its land speed to 40 feet for 1 round.		

The nothosaur resembles a smaller version of the land-based brachiosaurus, sharing the distinctive long neck and tail and short legs of its herbivorous brethren. Nothosaurs are also similar in many ways to seals—they spend much of their time in the water, including when they hunt, but emerge to sleep and breed on land. They lay their eggs in massive sandy mounds in the summer, then abandon their nests and slip back into the sea. A nothosaur is most vulnerable out of the water, but when caught unawares, it can return to the water with alarming speed, notwithstanding its awkwardly short legs and disproportionately large neck and tail. Nothosaurs can exist in water of any temperature, but prefer the warmer equatorial waters. Herds of nothosaurs make seasonal migrations, following schools of fish over the course of many months. From head to the tip of its tail, an adult nothosaur is 12 feet long and weighs 3,000 pounds.

BESTIARY

ZEUGLODON

This elongated, whale-like creature moves through the water with an eel-like motion despite its wide, fluked tail. Razor-sharp teeth fill its almost reptilian mouth.

ZEUGLODON

CR 9



XP 6,400

N Gargantuan animal

Init +8; Senses low-light vision; Perception +20

DEFENSE

AC 25, touch 11, flat-footed 20 (+4 Dex, +1 dodge, +14 natural, -4 size)

hp 115 (11d8+66)

Fort +13, Ref +11, Will +6

OFFENSE

Speed swim 60 ft.

Melee bite +17 (2d8+19 plus grab)

Space 20 ft.; Reach 20 ft.

Special Attacks thrash

STATISTICS

Str 37, Dex 18, Con 22, Int 1, Wis 13, Cha 6

Base Atk +8; CMB +25 (+29 grapple); CMD 40 (can't be tripped)

Feats Dodge, Improved Initiative, Iron Will, Lunge, Power Attack, Run

Skills Perception +20, Swim +27; Racial

Modifiers +8 Perception

SQ hold breath

ECOLOGY

Environment

warm oceans

Organization

solitary or pair

Treasure none

SPECIAL ABILITIES

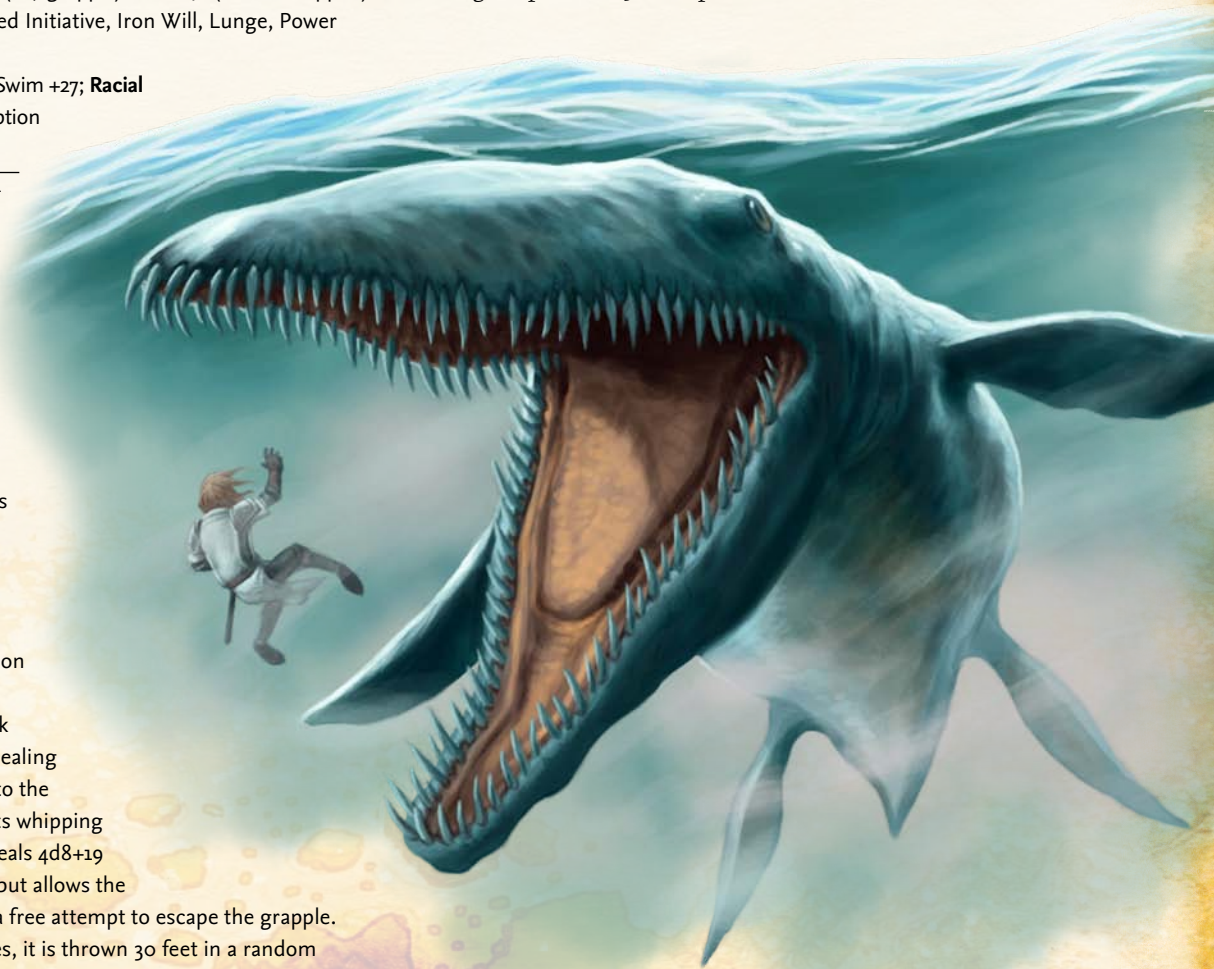
Hold Breath (Ex)

A zeuglodon can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Thrash (Ex) A zeuglodon

grappling a foe can thrash its body back and forth rapidly, dealing extra damage due to the violent motion of its whipping head. This attack deals 4d8+19 points of damage, but allows the grappled creature a free attempt to escape the grapple. If a creature escapes, it is thrown 30 feet in a random direction by the zeuglodon's erratic thrashing.

The primordial zeuglodon is often mistaken for a dinosaur or other large reptile, in part because of its almost crocodylian mouth as well as its snake-like elongation. Despite these features, it is more closely related to whales and other cetaceans than either aquatic reptiles or fish. A zeuglodon moves through the water with a vertical anguilliform (eel-like) motion that seems almost to be a primitive version of the efficient fluke-driven locomotion of its cetacean relatives. Zeuglodons breathe air through blowholes on the tops of their heads, though they lack the lung capacity to stay underwater for as long as their more evolved kin. The relative dimensions of their angular heads are too small to encase the enlarged brains or melons developed by other cetaceans for echolocation or communication with others of their kind, and as such zeuglodons are less social than whales and dolphins. What they lack in specialized anatomy, however, they make up for in sheer ferocity and speed. A hunting zeuglodon is a furious foe to contend with. An adult zeuglodon measures around 50 feet long and weighs upward of 50,000 pounds.





SEAWEED SIREN

This creature's three singing heads sway atop serpentine necks that extend from a bulbous body split by a wide, toothy mouth. Pungent strands of seaweed cover the creature like slimy hair.

SEAWEED SIREN

CR 13



XP 25,600

CN Large magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +15

Aura cacophony 100 ft.

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

hp 184 (16d10+96)

Fort +16, **Ref** +12, **Will** +8

Immune mind-affecting effects; **Resist** fire 10, sonic 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +25 (2d8+15/19-20)

Ranged strident squalls +17 ranged touch (4d6 sonic)

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

Special Attacks terrible gaze, trample (1d10+15, DC 28), uttered curse

Spell-Like Abilities (CL 15th; concentration +19)

At will—*shatter* (DC 16)

3/day—*charm monster* (DC 18), *confusion* (DC 18), *tongues*

STATISTICS

Str 30, **Dex** 15, **Con** 22, **Int** 11, **Wis** 16, **Cha** 19

Base Atk +16; **CMB** +27; **CMD** 39 (47 vs. trip)

Feats Ability Focus (uttered curse), Alertness, Blind-Fight, Critical Focus, Deafening Critical, Improved Critical (bite), Point-Blank Shot, Power Attack

Skills Bluff +14, Perception +15, Sense Motive +5, Stealth +16 (+20 in water), Swim +18; **Racial Modifiers** +4 Stealth in water

Languages Aklo

SQ three-headed, water dependency

ECOLOGY

Environment any coasts

Organization solitary

Treasure none

SPECIAL ABILITIES

Cacophony (Su) A seaweed siren sings clashing melodies and babbles discordant noise while attacking. Casting a spell within 100 feet of a seaweed siren requires a concentration check (DC 15 + the level of the spell being cast). In addition, all other concentration checks and Perception checks involving hearing have their DCs increased by 5. A seaweed siren can begin or end this ability as a free action.

Strident Squall (Su) A seaweed siren can blast its enemies with bolts of sonic energy. As a ranged touch attack, a seaweed siren can fire one ray out of each of its heads at a range of 60 feet dealing 4d6 points of sonic damage. The rays can be fired at different targets or the same target.

Terrible Gaze (Su) Staggered 1d6 rounds, 30 feet, Will DC 22 negates. The save DC is Charisma-based.

Three-Headed (Ex) Reducing a seaweed siren's number of heads reduces the creature's ability to use its strident squall special attack. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting the head. A head is considered a separate weapon with hardness 0 and hit points equal to the seaweed siren's number of hit dice. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals an amount of damage to the seaweed siren's body equal to the seaweed siren's number of hit dice. A seaweed siren can't attack with a severed head, and a seaweed siren with no remaining heads can't use its cacophony or uttered curse special abilities or its spell-like abilities.

Uttered Curse (Su) Once per day, a seaweed siren can cast *bestow curse* (DC 20) as a spell-like ability at a range of 30 feet. The save DC is Charisma-based.

Water Dependency (Ex) A seaweed siren can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a seaweed siren runs the risk of suffocation, as if it were drowning.

On first glance, this creature appears to blur the line between plant and animal. Three eyeless heads sway above the central body mass, constantly singing, chanting, and speaking in nonsense languages and simple babble. Seaweed covers the creature's three false heads and its main central body—a form of camouflage to help the beast remain hidden while hunting. Six stout, crablike legs carry this creature along the coast and through the rocky tide pools it inhabits.

A seaweed siren stands over 8 feet tall from the tip of its stubby legs to the top of its heads, and is nearly 7 feet in diameter. The creature weighs upward of 3,500 pounds.

ECOLOGY

Seaweed sirens hunt near the shore, where they wait for clam diggers strolling the beaches, lone fisherfolk, or even passing ships. Once a seaweed siren spots its prey, the creature lurks just under the water and allows its three strange heads to protrude above the surface. The swaying heads sing songs and babble in strange nonsense languages to fuel the seaweed siren's many special abilities. Even when not in use against a potential meal, the heads seemingly converse with each other, holding lengthy conversations full of random syllables and made-up words. Once it draws its prey near, the seaweed siren attempts to charm or bewilder its foe to gain the advantage. After this, the creature moves closer and begins to devour its still-living victim. While the seaweed siren prefers to dine on living humanoids, it

uses its strident squall attacks to incapacitate or kill prey that flees or resists its charm attempts.

Seaweed sirens use a form of aggressive mimicry, appearing to have humanoid features in order to lure in their preferred meals. A seaweed siren's heads are nothing more than appendages. While they have mouths the creature can breathe through, it doesn't eat using these mouths. Seaweed sirens' heads grow differently depending on where the creature developed in order to match the skin tone and apparent ethnicity of the surrounding humanoid population. In addition, the heads are eyeless—the siren sees using the many eyes on its main body mass. A seaweed siren's eyes twist and spin within their sockets when the creature uses its terrible gaze attack.

When seaweed sirens can't find their favored food—intelligent creatures and humanoids—they can subsist on fish, but they prefer aquatic mammals as an alternative. Seals and sea otters find their way into a seaweed siren's mouth most often, but the creature must actively hunt those morsels, as its particular bait is ineffective against the animals and more likely to scare them off than to lure them closer.

Some sailors report larger and more dangerous variations of the seaweed siren. If these reports are true, some seaweed sirens measure twice the size of regular ones, and possess more than three heads and more powerful abilities.

HABITAT & SOCIETY

Seaweed sirens live solitary lives, rarely if ever encountering others of their kind. It's unclear to scholars how these creatures procreate, but they must have some method, since they've been spotted along Golarion's coasts for thousands of years. Some who research the strange monsters pose the theory that seaweed sirens birth their young from thick leathery shells, much like turtle eggs or fibrous seeds.

Seaweed sirens sometimes ally themselves with other aquatic creatures to share in hunts or for mutual protection. Sahuagin typically don't trust the seaweed sirens, nor do they have the patience to work too closely with the creatures for long, but they have been known to befriend a seaweed siren and work with it long enough to capture new slaves and restock their humanoid food supply. Locathah sometimes use these strange beasts as protectors, keeping the seaweed sirens well fed in return for the creatures serving as lookouts and sentinels. Merfolk and

aquatic elves avoid seaweed sirens, and even go so far as to sometimes warn other humanoid communities when one is discovered to be hunting nearby.

A seaweed siren can speak Aklo, and constantly babbles in glossolalia, but if it manages to talk with another sentient being that has a language long enough, it begins mimicking the other's language and speech patterns, eventually sounding exactly like it. Though a seaweed siren can use its *tongues* spell to understand and speak any language, it prefers to talk with and mimic its conversational partners without resorting to using this ability. Some speculate the creature catalogs every conversation in order to add to the collection of sounds and words that power its cacophony special ability.

