

SHATTERED STAR



BESTIARY

THASSILONIAN RUINS DOT THE LANDSCAPE OF VARISIA. THOSE DELVING INTO THESE RUINS IN SEARCH OF OLD LORE, LOST ARCANES TECHNIQUES, AND PRICELESS TREASURES ENCOUNTER MORE THAN JUST DUSTY ROOMS AND COBWEB-CHOKED CORRIDORS—THEY ALSO COME ACROSS ANCIENT PROTECTORS AND NEW INHABITANTS USING THE RUINS AS LAIRS. SOME OF THESE THREATS BUBBLE UP FROM BELOW AND OTHERS TRICKLE DOWN INTO THE DARK HALLS AND CRUMBLING CHAMBERS. FOR THIS REASON, EVERY EXPEDITION TO ONE OF THESE THASSILONIAN RUINS SHOULD INCLUDE LEARNED SCHOLARS, CANNY EXPLORERS, AND MORE THAN A LITTLE MUSCLE.

—ANCIENT HISTORY OF THE INNER SEA

BESTIARY

This month's entry into the Pathfinder Bestiary drags you through the swamps to discover grotesque variants of boggards, ancient Thassilonian constructs, and the herald of the Father of Creation. While Varisia as a whole is a lightly explored frontier, the Mushfens are notorious for being uncharted and largely impassable. Such a petri dish of danger is sure to provide ample opportunity for adventure.

CHANCE MEETINGS, MALCONTENTEDS, AND MONSTERS

Although much of the Shattered Star Adventure Path takes place in dungeons across Varisia, adventurers still have to get to and from those dungeon sites, which usually has them trailblazing through hazardous terrain. In these places, all manner of perilous creatures await the chance to feed on fresh humanoid flesh. Here you'll find a random encounter table suitable for this volume of the Pathfinder Adventure Path, as well as three encounter hooks to add to your Shattered Star campaign.

Some of the creatures on the table can be encountered on the surface in the area around the entrance of the dungeon while others are found in the darkened depths. If the resulting roll is a creature not suitable for your particular environment, roll on the table again or simply choose an appropriate encounter. This table and these entries build upon some of the typical encounters found in the Mushfens, a swampy land of boggards, marsh giants, and even stranger beasts.

Dungeon Stowaways (CR 5): Creeping through the dungeon corridors in its centipede form or fluttering throughout the darkened halls in its bat form to escape notice, a quasit (*Pathfinder RPG Bestiary* 66) named Skraleses is squatting in a portion of the dungeon, hoping to make it her own. In her time in this dungeon, Skraleses befriended another strange lurker in the complex, a phantom fungus (*Pathfinder RPG Bestiary* 3 219) that follows the little demon around, cloaked in invisibility. Each of these creatures uses its invisibility to harass and annoy victims, and to aid in hasty escapes if noticed by the other dungeon denizens. In addition, Skraleses keeps a crawling hand (*Pathfinder RPG Bestiary* 2 59) as a pet, and sometimes uses the disgusting creature as bait to lure out some of the other creatures in the dungeon.

Foul Harpies (CR 6): Nesting in the thick canopy of trees that shade the Mushfens, a pair of harpies (*Bestiary* 172) harass humanoids who explore the nearly impassable swamp. These two harpies are clutchmates, and twins at that—a rarity among harpies. The twins often clash with boggards, but since they prefer the taste of other humanoids, complaining of the weird fishy taste of the bloated frogfolk, they always keep an eye on those who venture into the Mushfens. These twin harpies have tattered black feathers and bright orange, taloned legs, and

MUSHFENS ENCOUNTERS

d%	Result	Avg. CR	Source
1–4	1d8 giant frogs	4	<i>Bestiary</i> 135
5–9	1 gray ooze	4	<i>Bestiary</i> 166
10–14	1 leech swarm	4	<i>Bestiary</i> 187
15–19	1 phycomid	4	<i>Bestiary</i> 2 210
20–24	1d12 stirges	4	<i>Bestiary</i> 260
25–29	1 venomous snake swarm	4	<i>Bestiary</i> 3 249
30–34	1 basidiron	5	<i>Bestiary</i> 28
35–39	1 gibbering moulder	5	<i>Bestiary</i> 153
40–44	1 green hag	5	<i>Bestiary</i> 167
45–49	1 ochre jelly	5	<i>Bestiary</i> 218
50–54	1d8 boggards	6	<i>Bestiary</i> 37
55–59	1 hodag	6	<i>Bestiary</i> 3 148
60–64	1 hungry fog	6	<i>Bestiary</i> 3 152
65–69	1d8 swamp barracuda	6	<i>Magnimar, City of Monuments</i> 61
70–74	1d4 vooniths	6	<i>Bestiary</i> 3 283
75–79	1 black pudding	7	<i>Bestiary</i> 35
80–84	1d10 blindheims	7	<i>Bestiary</i> 2 46
85–89	1 young black dragon	7	<i>Bestiary</i> 92
90–94	1d8 faceless stalkers	8	<i>Bestiary</i> 2 122
95–100	1 marsh giant	8	<i>Bestiary</i> 2 129

their skin on their necks and faces is a landscape of scarlet rashes and bulbous growths, giving them an appearance of carrion birds. A favorite tactic of the harpies is to stalk a victim from the air before beginning their captivating song, after which they perch high in a tree and allow their prey to come to them. One maintains the song while the other ravages the humanoid. For the victims that follow, they take turns switching their roles.

Hostile Hunters (CR 7): A half-dozen ragtag humans move through the swamp as naturally as boggards or lizardfolk might. The group is led by a man called Helgath (use the statistics for a monster hunter on page 257 of the *Pathfinder RPG GameMastery Guide*), who claims he's searching for Mushfen Mel—a 60-foot long anaconda that's said to have a humanoid arm growing out of its neck. Accompanying Helgath is Kurna (use the statistics for a trapper on page 276 of the *GameMastery Guide*), a ruthless and filthy trapper known more for selling ratty raccoon pelts than for monster hunting. Helgath chose Kurna for this mission because she agreed to bring along her son and three cousins (use the statistics for a bandit on page 258 of the *GameMastery Guide*). This mud-caked group is tired and hungry, and they appeal to the PCs for aid, but they truly plan on robbing the PCs blind and leaving the bodies in the marsh for other creatures to feed upon.

SHATTERED STAR

BOGWID

This nightmare shambles along the ground on eight muscular tentacles that leave behind a clear viscous residue stinking of putrefaction. Its amphibian skin is moist, green-black, and covered in warts and protuberances. On its back, dozens of fist-sized pustules shift and pulsate with nauseating vitality, like sentient oily bubbles threatening to burst.

BOGWID

CR 5



XP 1,600

CN Medium aberration

Init +8; **Senses** darkvision 60 ft.; Perception +2

Aura revolting aura (10 ft., DC 13 Fort)

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 47 (5d8+25)

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

Resist acid 5, cold 5

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee 2 slams +7 (1d6+4 plus nauseating touch)

Ranged offspring +7 ranged touch (1d2 bleed plus disease)

Special Attack ravenous young

STATISTICS

Str 19, **Dex** 18, **Con** 18, **Int** 3, **Wis** 4, **Cha** 13

Base Atk +3; **CMB** +7; **CMD** 21 (33 vs. trip)

Feats Improved Initiative, Stealthy, Toughness

Skills Climb +16, Escape Artist +6, Perception +2, Stealth +11 (+19 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps

SQ amphibious

ECOLOGY

Environment any swamps or underground

Organization solitary or clutch (1 adult plus 2–8 adolescents)

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Bogwid Fever*: Bite—injury; *save* Fort DC 16, *onset* 1 day, *frequency* 1/day, *effect* 1d2 Str damage and shaken, *cure* 2 consecutive saves. The DC save is Constitution-based.

Nauseating Touch (Ex) The bogwid's touch is disgusting. Creatures hit by its slam attack must succeed at a DC 16 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Ravenous Young (Ex) Each round, a bogwid can launch one of the offspring clinging to its back at a target within 10 feet as a ranged touch attack. On a successful hit, the offspring attaches itself to the target and begins draining blood, automatically dealing 1d2 points of bleed damage each round (and possibly infecting the target with bogwid fever). As a full-round action, a creature can attempt to remove one of these offspring, either by bludgeoning it with a fist or pulling it off. Either way, removing an offspring kills the larval creature. Someone other than the target the offspring is attached to can also perform this action. Anyone using

a weapon to kill or remove an attached offspring deals half of the damage to the creature to which the offspring is attached. A bogwid can launch up to 10 offspring per day before it must rest and gestate more larval young.

Revolting Aura (Ex) The bogwid is both visually and odoriferously revolting. Any creature within 10 feet of a bogwid must succeed at a DC 16 Fortitude save or be sickened. This effect persists as long as the creature is within the aura and for 2 rounds thereafter. A creature that successfully saves is not subject to the same bogwid's revolting aura for 24 hours. The save DC is Constitution-based.

Aberrant beasts of ancient origin, bogwids are loathsome, skulking predators that inhabit the gloomy swamps and damp subterranean places of the world. Looking like a bloated, eight-limbed, greenish-black mix of frog and tentacled beast, this asexual creature is most notorious for the larvae it carries on its back.

ECOLOGY

Some scholars suggest the large, muscular body of the bogwid serves as little more than transport for its ravenous young—30 to 40 fist-sized, pustule-like protuberances that cling to its back, inflating and deflating, shifting and quivering with disturbing vitality. The bogwid attacks with two of its undulating tentacles, the bottoms of which are lined with ragged, bony ridges that can tear hungrily into exposed flesh. However, the more disturbing danger is those pulsating orbs of flesh on its back: larvae that are capable of launching themselves as far as 10 feet and attaching to creatures with their fanged sucker mouths. Once one of these disgusting things sinks its jagged teeth into flesh, it begins sucking blood and does not release its grip until it or the target is dead.

When a bogwid makes a kill, several of its young jump upon the warm carcass and feed greedily. If the victim is a Medium or larger creature, these rapacious larvae fight for the opportunity to burrow into the corpse. Over the course of 2 weeks, the burrowed creatures gestate, and the cadaver bloats until an adolescent bogwid (a bogwid with the young template) gruesomely bursts forth. The larger the kill, the more of the bogwid's young can burrow in and hatch out as adolescents; a Large victim can accommodate two larvae, a Huge victim four larvae, a Gargantuan victim eight larvae, and a Colossal victim 16 larvae. A creature smaller than Medium doesn't possess sufficient nutrition for bogwid larvae to gestate properly. As a result, adult bogwids tend to completely consume smaller kills instead of leaving them for the larvae. Bogwids that inhabit seaside haunts are not averse to eating carrion. Indeed, a sizable sea creature whose carcass washes ashore (a whale, for instance) is usually set upon by a nearby bogwid, whose ravenous larvae tunnel their way into the rotting flesh, and several days later erupt like a crawling,

monstrous plague. In this way, large clutches of these foul beasts can come to infest coastal areas.

The bogwid is generally nocturnal, though it is not unusual for one to hunt during the day if it has gone a long time without feeding. A bogwid hunts patiently, concealing itself well in its natural habitat by heaping sand, seaweed, vegetation, and other detritus onto its body. Though a bogwid possesses limited intelligence, its animal cunning allows it to employ natural hazards to its advantage, setting up ambushes that cleverly integrate drop-offs, natural pits, and quicksand. As these creatures are also able to climb, it is not uncommon for bogwids to roost on rocky overhangs or in large trees, dropping down on unsuspecting victims from above.

Alchemists pay a significant price for the glands in bogwid tentacles that produce the foul, viscous liquid the creatures excrete. However, these glands are difficult to extract fully intact (DC 25 Heal check) and must be properly stored in water after removal. Appropriately dissected and transported, the glands fetch 25 gp apiece on the right market. Alchemists employ this putrid substance in various formulae to augment their effectiveness.

HABITAT & SOCIETY

Though great numbers of bogwids take up residence in temperate, swampy, coastal regions and the damp caves that are sometimes found in such places, plenty of the creatures inhabit inland marshes as well. They have been known to adapt to warmer climes, but tropical bogwids are much rarer. The fetid creatures tend not to flourish near major settlements, even if those settlements are in close proximity to the bogwids' natural habitat. The reason is that the presence of a beast like this near a town strikes such revulsion and fear into a population that they quickly post sizable rewards for the destruction of the beast. Rangers who traverse marshes and

wet caves eagerly seek out such lucrative bounties. Indeed, the fact that these monsters have not been hunted to extinction is a testimony to their revolting fecundity.

As these creatures are asexual, bogwids also tend to be solitary, driving off gestated offspring soon after they reach maturity. Recently matured bogwids seek out their own territory. On the few occasions bogwid clutches form, they most often include a single adult accompanied by two to eight adolescents. These abhorrent creatures have a life expectancy of about 10 years. An older bogwid can be identified by its flesh, which becomes gray-green and increasingly dry as the creature ages. The larvae an older bogwid carries about eventually lead to its own downfall. In the end, the strongest of its young fight off weaker kin and burrow into the dying parent, exploding forth from the corpse in the usual manner 2 weeks later.

A bogwid does not tolerate other major predators in its territory, hounding them relentlessly until such competitors are killed or find alternate homes for themselves. The bogwid is especially aggressive against crocodiles, which tend to be its chief rivals for prey in swampy regions. In fact, a telltale sign of a bogwid having laid a claim to territory is the discovery of a crocodile corpse lying on its back, the stomach bloated with gestating larvae or torn out as though something exploded from within, suggesting an adolescent bogwid is not far away.



SHATTERED STAR

BOGWIGGLE

This gray-green beast appears to be an oversized tadpole that never fully matured. Two large, bulbous eyes bulge from either side of its head, and a gaping mouth reveals jagged fangs. Scars cover its warty skin, running from its mouth all the way back to its finned tail.

BOGWIGGLE

CR 1



XP 400

CE Small aberration (aquatic)

Init +5; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 16 (3d8+3)

Fort +2, Ref +2, Will +4

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +4 (1d4+1), tongue -1 touch (sticky tongue)

Space 5 ft.; Reach 5 ft. (10 ft. with tongue)

STATISTICS

Str 13, Dex 12, Con 13, Int 3, Wis 12, Cha 6

Base Atk +2; CMB +2; CMD 13

Feats Improved Initiative, Power Attack

Skills Acrobatics +5, Stealth +9 (+17 in swamps), Swim +13; Racial

Modifiers +4 Perception in swamps, +8 Stealth in swamps

Languages Boggard (can't speak)

SQ amphibious, swamp stride

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or pack (3-6)

Treasure none

SPECIAL ABILITIES

Sticky Tongue (Ex) A creature hit by a bogwiggle's tongue attack cannot move more than 10 feet away from the bogwiggle and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the bogwiggle's actual hit points). The bogwiggle cannot move more than 10 feet away from the target, but can release its tongue's grip as a free action. Unlike a giant frog, a bogwiggle cannot pull targets toward it with its tongue.

Swamp Stride (Ex) A bogwiggle can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a bogwiggle normally.

Bogwiggles, also known as toad-hounds, are the degenerate spawn of boggards. They appear to be dog-sized tadpoles that have stopped halfway through the transformation to full-fledged frogs. A single set of long legs sprouts from a bogwiggle's bulbous body, and a thick, rudderlike tail protrudes from its back. Barely more intelligent than dogs, bogwiggles spend the majority of their short, violent lives serving as hunting and guard animals for their capricious, toadlike masters.

Bogwiggles can live up to 20 years, but because of swamp predators and the cruelty of their masters, most die long before reaching the age of 10. Bogwiggles always have the same skin tone as the boggards with which they live—typically gray, green, or black. Just as with boggards, bogwiggles lose their coloring as they age, and particularly old bogwiggles are often a pale gray, almost white color. The average bogwiggle measures just less than 3-1/2 feet long, not counting the tail. Most weigh roughly 65 pounds, but bogwiggles of much larger size have been reported.



ECOLOGY

Like their boggard kin, bogwiggles begin life as nothing more than tadpoles, and born into the same stagnant pools. These degenerate and malformed boggard kin are victims of a form of targeted infanticide that transforms them into their current forms. As the tadpoles begin to mature, the priest-king keeps a watchful eye over the birth ponds, looking for any sign that one of the tadpoles is stronger and more dominant than the others and could pose a threat to his rule. When the tadpoles begin the transformation into mature boggards, the priest-king feeds the dominant tadpole a toxic mixture of fermented swamp vegetation and crushed red beetles that stunts its metamorphosis, causing it to mutate into a bogwiggler. This process of intentional contamination renders the bogwiggler sterile. After a few months, it becomes clear to the caretakers of the birth pools that the stunted tadpole will never mature into a regular boggard. At this point, the bogwiggler is removed from the pool and treated as nothing more than a common animal. Most often, the priest-king or his minions take these abhorrent creatures in and train them as vicious guard and hunting animals. Gathered together with others of their kind, bogwiggles create packs that defer to the priest-king or their trainer as the alpha of the group. Bogwiggles are most often trained to guard the priest-king, his valuables or home, and the village as a whole. After bogwiggles reach full maturity at the age of 10 months, they finish their training. For the remainder of their short and violent lives, they hunt with boggards around the village and guard their master's belongings.

Bogwiggles are omnivores, but greatly prefer flesh over algae and water plants. Bogwiggles have a particular taste for insects and the flesh of humanoids. While hunting, a bogwiggler pack functions similarly to a pack of dogs or wolves. Using stealth and their increased mobility in their swampy homeland, bogwiggles surprise their foes and attack with full force. Usually a number of bogwiggles single out an individual creature, trap it with their tongues, and use their strong jaws to finish it off. After the kill, bogwiggles prefer to allow the flesh to fester in swamp water for a few days before consuming it.

HABITAT & SOCIETY

Bogwiggles are found anywhere that their fully matured kin live, typically in temperate swamps, but occasionally in warmer climates such as those of tropical rivers and rainforests. Bogwiggles live within boggard communities, and are often found patrolling the perimeter around the primitive mud-huts that make up boggard villages. Usually, but not always, bogwiggles move freely through the village, living as pets and protecting certain homes

and the birthing pools. One bogwiggler pack always stands guard inside the boggard priest-king's mound, watching the priest-king's consorts and valuables.

Bogwiggler society, if it can be called such, is symbiotic with the boggards' own society. The boggards tolerate the existence of these "runts," and keep them as loyal companions as long as they serve their purpose. If the boggards find the bogwiggles to be detrimental to the community, they kill the blighted creatures and feed the corpses to the other boggard tadpoles maturing in the birth pools. Considered animals and unfortunate mutations, bogwiggles rarely fill roles with any responsibilities beyond hunting and protection, and even then they are supervised by mature, normal boggards.

VARIANT BOGWIGGLERS

As with boggards and the amphibians they are related to, bogwiggles are highly sensitive to their environments, and have varying appearances and abilities based on the region they are found in. Additionally, bogwiggles can have differing abilities based on exactly when in the transformation from tadpole to boggard they were stunted. Some develop painful, piercing croaks that can stun a human into submission, some have two sets of legs, and others have only tails. Still others have poisonous flesh, or can even spread filth fever through their bites.

Croaking Bogwiggler (CR +0): These variant bogwiggles can produce loud and terrible croaks capable of stunning their enemies, much like their fully-developed kin. Because of how these bogwiggles developed, they lack the sticky tongue special ability. Any non-boggard creature within 30 feet of the bogwiggler must succeed at a DC 12 Fortitude save or be stunned for 1 round. This effect can be used once every hour. Creatures that succeed at this save cannot be affected again by the same bogwiggler's croak for 24 hours. The save DC is Constitution-based.

Filthy Bogwiggler (CR +0): Raised from tadpoles in putrid pools stewed with waste and stocked with rancid meat, these bogwiggles spend their lives surrounded by disease. As such, filthy bogwiggles possess an immunity to disease and their bite has the potential to inflict their targets with filth fever (*Pathfinder RPG Core Rulebook* 557).

Poisonous Bogwiggler (CR +1): Some bogwiggles that are raised in especially toxic pools of water (a careful mixture monitored by their fully developed kin) develop their own poison glands that secrete a slimy poison that coats their skin and is infused in their flesh. Any creature that touches a poisonous bogwiggler or hits it with a natural attack risks poisoning itself. Bogwiggler slime does not affect boggards or boggard kin. In addition, poisonous bogwiggles are immune to poison of all kinds. *Bogwiggler Slime:* Skin—contact; save DC 11; frequency 1/round for 4 rounds; effect 1d2 Dex; cure 2 consecutive saves.

GRAND DEFENDER

This mighty golem made of polished iron resembles a keen-eyed dwarf. It carries a warhammer and a large shield bearing Torag's symbol.

GRAND DEFENDER

CR 15



XP 51,200

LG Huge construct (extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 32, touch 7, flat-footed 32 (–1 Dex, +20 natural, +5 shield, –2 size)

hp 157 (18d10+58)

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

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee warhammer +27/+22/+17/+12 (3d6+11/x3)

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

Special Attacks breath weapon, hammer storm

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** 15, **Wis** 14, **Cha** 13

Base Atk +18; **CMB** +31; **CMD** 40

Feats Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Stand Still, Throw Anything, Toughness

Skills Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (religion) +11, Perception +20

SQ ablative adaptation, defender's shield, dwarf traits

ECOLOGY

Environment any land (extraplanar)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Ablative Adaptation (Su) As a standard action, the Grand Defender can cast off its outer layer of metal, revealing a slightly smaller version of itself underneath. This new form may be made of cold iron, mithral, or iron, and its appearance may change with each use of the ability, altering its apparent genders, hair style, and so on. In its cold iron form, the Grand Defender's DR changes to DR 15/cold iron and its attacks count as cold iron for the purpose of bypassing damage reduction. In its mithral form, its DR changes to DR 15/silver and its attacks count as silver. In its iron form, its abilities revert to normal. If the herald is brought to 0 hit points, it becomes inert; 1d4 hours after it last took damage, it sheds its outer layer and reanimates at half its normal hit points. Regardless of how often it uses this ability, the herald never changes size categories, as if it slowly grows to its normal size between transformations. Once shed, the outer layer decays into worthless powder

1d4 minutes after the transformation, though before this occurs it can spend 1 full round consuming the discarded metal to recharge its hammer storm ability.

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas that persists for 1 round. Any creature within the area when it is exhaled (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. *Breath weapon*—inhaled; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Defender's Shield (Ex) The Grand Defender's shield is a +3 *heavy steel shield*, though it becomes nonmagical if the herald is destroyed or is no longer holding or wearing it.

Dwarf Traits (Ex) The Grand Defender has the following dwarven racial traits: defensive training, hardy, hatred, stability, stonecunning, and weapon familiarity.

Hammer Storm (Ex) Once per day as a full-round action, the Grand Defender can expel a volley of warhammers from its mouth in a 30-foot cone that deals 15d6 points of bludgeoning damage (Reflex DC 19 half). If the herald is in its cold iron or mithral form, these hammers count as cold iron or silver. The Grand Defender can exclude any number of squares in the cone's area, preventing the hammers from striking those squares. The attack also counts as an awesome blow, though the Defender makes a single combat maneuver check, applying that result to the CMD of all creatures in the area, and affected creatures can only be knocked directly away from the Defender. The hammer storm actually creates 24 physical warhammers that persist after the instantaneous attack and may be used by creatures (though they are normal warhammers, not masterwork, cold iron, or mithral). The Grand Defender can spend 1 minute eating 24 warhammers (or an equivalent amount of metal) to recharge this ability.

Immunity to Magic (Ex) The Grand Defender is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows the Grand Defender (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect on the Grand Defender and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the herald to exceed its full normal hit points, it gains any excess as temporary hit points. The Defender gets no saving throw against fire effects.
- The Grand Defender is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Created by Torag to serve as his herald, the Grand Defender is a powerful golem animated by the collective

will of dozens of great dwarf heroes. The heroic souls within the golem consider it an honor to lend their knowledge and love of battle to this mighty shell so it can protect dwarves in the mortal world. These heroes control the golem for anything from a single manifestation to several consecutive months of tasks, and afterward return to their reward in the afterlife. These multiple identities contribute to its varying appearance in each incarnation, even changing its apparent gender. The above statistics describe a typical manifestation of the herald, though if it is summoned for a specific purpose, the individual spirits within might have greater knowledge pertaining to that purpose. In general, the herald is friendly toward followers of Torag and focused on defending individuals or communities.

ECOLOGY

The spirits within the Grand Defender retain all their mortal memories and knowledge, and when in the mortal world they have been known to recognize or call out through the herald to old friends, relatives, or offspring with an unexpected familiarity and affection. If visiting a place one of its spirits had been as a mortal, the golem might know secret exits or caches of materials long forgotten by the current inhabitants. Without the heroic spirits, the herald barely has a will of its own and acts in a programmed fashion like a common iron golem; however, Torag never sends it to the Material Plane that way, and existing knowledge of its “empty” state only comes from rare visitors to Torag’s planar realm who encountered the herald.

As a construct controlled by dead heroes, the Grand Defender has no need for rest or sustenance. However, the controlling spirits may enjoy the company of other creatures, and the golem can consume materials, though its sense of “taste” is certainly altered to suit its magical abilities. For example, most of the heroic souls report mild intoxication after eating metal in order to recharge the hammer storm ability.

HABITAT & SOCIETY

Since followers of Torag respect the knowledge of crafting and defense, most are in awe of the herald for having multiple lifetimes of learning and experience. In idle times before or

between battle, mortal dwarves have been known to ask it for lost secrets of forging and engineering, and the hero spirits have Torag’s permission to pass on this lore as long as doing so doesn’t hinder his herald’s purpose for that visit. Other dwarves hope to speak with a dead ancestor in order to pay their respects, apologize for some old offense, or recount a descendant’s achievement. In this capacity, the Grand Defender takes on a role similar to an oracle or spirit mediator for ancestor-worshiping cultures, acting as a bearer of messages to the afterlife and strengthening a community’s connection to its past. Because of these connections, Torag prefers to include spirits with ties to the intended community or location rather than members of a rival clan or outspoken heroes whose opinions and prejudices have grown less quaint and more embarrassing over the centuries.



SHATTERED STAR

THASSILONIAN SENTINELS

During the height of the Thassilonian empire, nobles and other wealthy elite favored these constructs. Nobles could keep these guardians and protectors in their homes, hidden in plain sight among the palace's normal decorations. Able to replace the heads of statues to blend in, these creatures keep alert for intruders, and extract themselves from the statues with which they are docked in order to attack. The creatures don't need to remove themselves from their statues to use their special attacks, however, and only separate for added mobility or to have the chance to attack with their claws. When encountered with others of their kind, they use their limited, animal-like intelligence to engage in crude pack tactics.

Made of various metals and other compounds, at least a dozen varieties of sentinel pervaded long-vanished Thassilon. All of these varieties were crafted from materials that wouldn't be out of place as a medium for sculpting or casting. Though the practice of creating these constructs largely died out along with the empire at Earthfall, explorers delving into forgotten ruins sometimes encounter sentinels that still function.

BRONZE SENTINEL

Sculpted from bronze in the form of a large humanoid head, this creature perches on six mechanical legs, its eyes intermittently shining with an orange glow.

BRONZE SENTINEL

CR 3



XP 800

N Small construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 32 (4d10+10)

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

Immune construct traits, fire, magic

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +9 (1d4+4)

Ranged fiery bolt +8 (1d6 fire)

Spell-Like Abilities (CL 2nd; concentration -1)

Constant—*detect magic*

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 1, **Wis** 11, **Cha** 5

Base Atk +4; **CMB** +7; **CMD** 20 (28 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Climb +12, Perception +5, Stealth +9

Languages Thassilonian (can't speak)

SQ alert, freeze

ECOLOGY

Environment any

Organization solitary, pair, or troop (3-7)

Treasure none

SPECIAL ABILITIES

Alert (Su) A bronze sentinel can take simple orders and identify intruders, and it possesses the ability to alert its creator or another creature to which it's keyed. When a bronze sentinel detects a trespasser, it can choose to alert the creature to which it's keyed in one of two ways. The sentinel can create a loud sound like that of a bell, chime, or gong that can be clearly heard at a range of 500 feet. Alternatively, a bronze sentinel can send a mental alert to the creature to which it is keyed as long as that creature is within 1 mile of the sentinel. The mental alert wakes the keyed creature from sleep, but doesn't affect normal concentration. A bronze sentinel's creator is the first creature to which it is keyed, and the creator can pass its link to another creature as part of a 4-hour ritual that uses materials costing 500 gp.

Fiery Bolt (Su) As a standard action, a bronze sentinel can fire a bolt of flame as a ranged touch attack out to a maximum range of 30 feet. This bolt deals 1d6 points of fire damage.

Immunity to Magic (Ex) A bronze sentinel is immune to spells or spell-like abilities that allow spell resistance, save for spells with the electricity descriptor.

Bronze sentinels were among the most common of Thassilonian sentinels, and saw widespread use in ancient Bakrakhan and Eurythnia. Thassilonian nobles and wizards used these creatures to protect their goods, magical laboratories, and libraries. A bronze sentinel's fiery bolt burns hot, but its flames are short lived. This construction is in place to minimize the risk of the sentinel setting fire to the very things it is set to protect.

MARBLE SENTINEL

Crouched on six jointed metal legs, this large humanoid head crafted from polished marble gazes intently with its glowing green eyes.

MARBLE SENTINEL

CR 4



XP 1,200

N Small construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 20, touch 14, flat-footed 17 (+3 Dex, +6 natural, +1 size)

hp 43 (6d10+10)

Fort +2, **Ref** +5, **Will** +2

Immune acid, construct traits, magic

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +12 (1d4+5)

Ranged paralyzing bolt +10 (paralysis)

Spell-Like Abilities (CL 2nd; concentration -1)

Constant—*detect magic*

BESTIARY

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** 1, **Wis** 11, **Cha** 5

Base Atk +6; **CMB** +10; **CMD** 23 (31 vs. trip)

Feats Ability Focus (paralyzing bolt), Improved Initiative, Skill Focus (Perception)

Skills Climb +13, Perception +6, Stealth +10

Languages Thassilonian (can't speak)

SQ alert, freeze

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Alert (Su) A marble sentinel can take simple orders and identify intruders, and it possesses the ability to alert its creator or another creature to which it's keyed. When a marble sentinel detects a trespasser, it can choose to alert the creature to which it's keyed in one of two ways. The sentinel can create a loud sound like that of a bell, chime, or gong that can be clearly heard at a range of 500 feet. Alternatively, a marble sentinel can send a mental alert to the creature to which it is keyed as long as that creature is within 1 mile of the sentinel. The mental alert wakes the keyed creature from sleep, but doesn't affect normal concentration. A marble sentinel's creator is the first creature to which it is keyed, and the creator can pass its link to another creature as part of a 4-hour ritual that uses materials costing 500 gp.

Immunity to Magic (Ex) A marble sentinel is immune to spells or spell-like abilities that allow spell resistance, save for spells with the force descriptor.

Paralyzing Bolt (Su) As a standard action, a marble sentinel can fire a green-hued bolt of energy as a ranged touch

attack out to a maximum range of 30 feet. A creature struck by this ray must succeed at a DC 12 Fortitude save or be paralyzed for 1d6 rounds. The save DC is Charisma-based.

Marble sentinels were prized for their ability not only to detect intruders, but also to restrain them with paralyzing bolts. This ability only lasts temporarily, so the creator or other creature the sentinel is keyed to would have to receive the alert and mobilize her guards to properly subdue and restrain any trespassers.

CONSTRUCTION

Though the exact process of creating the base form differs depending on the materials involved, the process of animating sentinels is roughly the same. Each sentinel must be carved or worked to a fine detail before being subjected to spells and magical unguents worth 1,000 gp.

BRONZE SENTINEL

CL 10th; **Price** 21,000

CONSTRUCTION

Requirements Craft Construct, *alarm*, *detect magic*, *geas/quest*, *limited wish*, *scorching ray*, creator must be caster level 10th; **Skill** Craft (sculpture) DC 18; **Cost** 11,000 gp

MARBLE SENTINEL

CL 12th; **Price** 24,000

CONSTRUCTION

Requirements Craft Construct, *alarm*, *detect magic*, *geas/quest*, *limited wish*, *stone shape*, creator must be caster level 12th; **Skill** Craft (sculpture) DC 20; **Cost** 12,500 gp

