

Wrath of the Righteous



Bestiary

As we stumbled through the ruined lands of the worldwound, we came across a lone soldier—a crusader separated from his unit. He was lethargic and badly beaten, but stable. In his condition, he wasn't much use to us as a combatant, but we couldn't leave him and there was no way we were going to backtrack to bring him back to civilization. As we traveled, he moved slower, sometimes trailing back almost a hundred yards. He complained constantly about the food, the march, his wounds, and his duties at camp. Then, during an argument one morning, his form shimmered and dropped, revealing the demon that had traveled with us for nearly two weeks!"

—SERGEANT Thalina Decartani of the Radiant Plume Company

Bestiary

This volume of the Wrath of the Righteous Adventure Path features a host of foul creatures from the Abyss. A template to make normally docile animals into bloodthirsty killers, a demon that focuses on destroying soldiers' trust and morale, an Abyssal hive queen, and the demon lord Shax all find their way onto the pages of this bestiary.

More Malicious Encounters

The random encounter table presented here features a number of typical threats the PCs could encounter while making their way through the Worldwound to the fallen city of Drezen. During the course of the adventure, the PCs have a 45% chance of a random encounter every hour they spend traversing the tainted waste. Since this adventure spans a range of levels, some of the results might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again or choose a more appropriate encounter.

GMs who wish to learn more about the region the PCs will be traveling in or those looking for other encounter ideas or hazards during the course of this adventure should check out *Pathfinder Campaign Setting: The Worldwound*. To find out more about some of the demons mentioned in these encounters or to find new and variant rules for them, see *Pathfinder Campaign Setting: Demons Revisited*.

Beast Wranglers (CR 7): Tromping through the broken landscape, the cultists Jelra and Teoske (use the statistics for border guard rangers on page 129 of *Pathfinder RPG NPC Codex*) reluctantly lead a pair of man-eating aurochs (see page 88) to the Worldwound's border with the intention of releasing the creatures across the West Sellen River to rampage across Mendev. The rangers are frankly tired of traveling with these sinister beasts, and Jelra is afraid that the creatures will double-cross them before they reach their destination. The aurochs do indeed plan to eat their escorts once they reach the river, but for now they are content to feed on any living creatures they find along the way. When engaging in combat, the rangers command the aurochs to attack, then hang back and fire on enemies with their bows.

Bodak Stalker (CR 8): After seeping up from an Abyssal rift, this horrific creature has been staggering through the Worldwound in search of life to extinguish. Originally, this creature was a mortal paladin sent into the Worldwound to fight the demonic hordes, but he was captured and dragged to a rift where he was tortured to death. Instead of transforming him into a larva, the foul energies of the Abyss warped his soul and body into the form of a bodak. Now the bodak roams the lands killing cultists and crusaders alike. If not stopped, the bodak could create hundreds of its kind with its death gaze.

DREZEN ENVIRONS ENCOUNTERS

d%	Result	Avg. CR	Source
01–08	1d8 dretches	6	<i>Bestiary</i> 60
09–13	2d6 ghouls	6	<i>Bestiary</i> 146
14–20	1 half-fiend minotaur	6	<i>Bestiary</i> 171
21–24	1d4 schirs	6	<i>Bestiary</i> 3 74
25–27	1d6 shadows	6	<i>Bestiary</i> 245
28–33	Beast wranglers (2 border guards and 2 man-eating aurochs)	7	<i>NPC Codex</i> 129 and see page 88
34–40	1d4 brimoraks	7	<i>Lords of Chaos</i> 56
41–45	1d8 giant rot grubs	7	<i>Bestiary</i> 3 215
46–50	1d4 babaus	8	<i>Bestiary</i> 57
51–55	Bodak stalker	8	<i>Bestiary</i> 2 48
56–60	1d4 grimslakes	8	<i>Worldwound</i> 55
61–67	Howler masters (8 tieflings and 4 howlers)	8	<i>Bestiary</i> 264 and <i>Bestiary</i> 2 159
68–72	1 nabasu	8	<i>Bestiary</i> 64
73–77	Paladin rider (see text)	8	<i>Bestiary</i> 67 and <i>NPC Codex</i> 114
78–84	1 urannag	8	<i>Worldwound</i> 60
85–87	1 kithangian	9	<i>Worldwound</i> 47
88–91	1d4 spectres	9	<i>Bestiary</i> 256
92–95	1d8 thoxels	9	See page 86
96–98	1 tick swarm	9	<i>Bestiary</i> 2 265
99–100	1 vrock	9	<i>Bestiary</i> 69

Howler Masters (CR 8): This band of eight tieflings, based out of a series of camps northeast of Yathscar, keeps four howlers and uses them as hunting animals. Two tieflings hold the chains of each Abyssal beast and all of the tieflings take a –1 penalty to Wisdom from the howlers' curse, a condition that reduces their Perception and Sense Motive checks by 1 and their Will saves by 1. When they encounter other creatures, especially soldiers and adventurers from beyond the Worldwound's borders, the tieflings command the howlers to howl before releasing their hold on the chains.

Paladin Rider (CR 8): Many demons delight in slaughter and destruction, but shadow demons are far more subtle and sinister. Finding a respected crusader who seemed like an ideal target, the shadow demon Zlathin slipped into the holy archer paladin (*NPC Codex* 114) as she slept and possessed her. Knowing it would only be a matter of time before the other paladins in the camp noticed his presence, Zlathin fled in his new form just before dawn. He is currently making his way to Drezen within the paladin, attacking any other Mendevian forces he encounters along the way. He hopes that delivering a paladin to his superiors will earn him an endless selection of mortal bodies to possess so he can have a solid, fleshy form forever.

WRATH OF THE
RIGHTEOUS**Demon Lord, Shax**

This stork-headed, winged humanoid is spattered with blood and wields a pair of gory, razor-sharp daggers in his dripping hands.

DEMON LORD, SHAX**CR 28****XP 4,915,200**

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +18; **Senses** darkvision 60 ft., detect good, detect law, true seeing; Perception +54**Aura** bleeding wounds (30 ft.), frightful presence (120 ft., DC 36), unholy aura (DC 28)**DEFENSE****AC** 46, touch 38, flat-footed 32 (+14 Dex, +8 natural, +14 profane)**hp** 676 (33d10+495); regeneration 30 (deific or mythic)**Fort** +26, **Ref** +32, **Will** +28**Defensive Abilities** absorb blood, Abyssal resurrection, freedom of movement; **DR** 20/cold iron, epic, and good;**Immune** ability damage and drain, bleed, charm and compulsion effects, death effects, electricity, energy drain, poison, petrification; **Resist** acid 30, cold 30, fire 30; **SR** 39**OFFENSE****Speed** 50 ft.**Melee** +5 unholy dagger +46/+41/+36/+31 (1d4+15/17-20), +5 unholy dagger +46/+41/+36/+31 (1d4+15/17-20), bite +38 (1d6+5)**Ranged** thrown surgical tool +47/+42/+37/+32 (1d6+10)**Special Attacks** command blood, frightful weapon prowess, painful cuts, sneak attack +5d6**Spell-Like Abilities** (CL 28th; concentration +38)

Constant—detect good, detect law, freedom of movement, true seeing, unholy aura

At will—astral projection, blasphemy (DC 27), blood biography^{APG} (DC 23), desecrate, greater dispel magic, greater teleport, telekinesis (DC 25), shapechange, spiritual weapon, unhallow, unholy blight (DC 24)

3/day—blade barrier (DC 26), mage's sword, summon demons, symbol of pain (DC 25)

1/day—finger of death (DC 27), time stop, weird (DC 29)

STATISTICS**Str** 30, **Dex** 39, **Con** 40, **Int** 30, **Wis** 31, **Cha** 31**Base Atk** +33; **CMB** +43 (+47 disarm); **CMD** 81**Feats** Blinding Critical, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Critical Focus, Double Slice, Greater Disarm, Greater Two-Weapon Fighting, Improved Critical (dagger), Improved Disarm, Improved Initiative, Improved Two-Weapon Fighting, Improvised Weapon Mastery, Quick Draw, Throw Anything, Two-Weapon Fighting, Two-Weapon Rend**Skills** Acrobatics +50, Bluff +46, Craft (alchemy) +46, Disable Device +50, Fly +47, Heal +43, Intimidate +46, Knowledge (arcana) +43, Knowledge (engineering) +21, Knowledge (planes) +46, Knowledge (religion) +43, Perception +54, Sense Motive +46, Sleight of Hand +47, Spellcraft +43,Stealth +50, Use Magic Device +46; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Common, Draconic; telepathy 300 ft.**SQ** master of lies**ECOLOGY****Environment** any (Abyss)**Organization** solitary (unique)**Treasure** triple (2 +5 unholy daggers, other treasure)**SPECIAL ABILITIES****Absorb Blood (Su)** If a creature dies while under the effects of Shax's ability to command blood, all of the victim's blood slithers out of its body and moves at a speed of 60 feet toward Shax. If the slithering blood reaches Shax, it flows up onto his body and is absorbed, affecting Shax as a *heal* spell (CL 28th). A slithering pool of blood can be destroyed by any amount of fire damage applied to it before it reaches its goal, or by the application of an effect that transmutes liquid to something other than blood.**Aura of Bleeding Wounds (Su)** Whenever a creature takes piercing or slashing damage within 30 feet of Shax, it takes an additional 1d6 points of bleed damage. This bleed damage stacks with itself, up to a maximum of 10d6 points. As a free action, Shax may designate any number of creatures within the aura to be exempt from this effect.**Command Blood (Su)** As a swift action, Shax can command the blood of any creature that is currently suffering from bleed damage to do his bidding. The target must be within 60 feet of Shax for him to use this ability. The target can resist this ability with a successful DC 36 Fortitude save. If the target fails the save, Shax can command the victim's blood to behave in one of the manners listed below. Once commanded, the blood continues to function in this way for as long as the victim continues to bleed. Shax can change the effect in a subsequent round by using this ability again, but no more than one of the following effects can be in effect at any one time. The save DC is Charisma-based.**Blinding Blood:** The victim's blood runs up into its eyes and blinds it at the start of its turn unless the victim takes a move action to wipe away the blood. Once a victim is blinded in this way, it remains blinded as long as the bleed effect continues.**Bloody Mess:** The victim's blood spreads out across its body, making it slippery. This grants a +10 circumstance bonus on Escape Artist checks and all attempts to resist being grappled, but the victim must succeed at a DC 36 Reflex save at the start of each round or drop objects it holds. These effects last as long as the bleed effect continues.**Choking Blood:** The target's blood runs up into its nostrils and mouth unless the creature uses a free hand to pinch its nose shut and holds its breath. If the target doesn't do so, the blood runs into its lungs and the creature must succeed at a Constitution check each round or it begins to drown.

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Once a victim begins to drown, it continues to do so as long as the bleed effect persists.

Gruesome Tendrils: This effect automatically ends any bleed effects the victim is currently suffering as it causes the blood coating the victim to solidify into thin, whiplike tendrils that lash out at any creature within 5 feet. Any creature that begins its turn in this area automatically takes 1d6 points of slashing damage and 1d6 points of bleed damage; a successful DC 36 Reflex save prevents this damage.

Frightful Weapon Prowess (Ex) When an opponent observes Shax's attacks, the frightening display of the demon lord's grace makes the victim take additional damage from those attacks, as if simply imagining the damage were enough to cause injury. Shax gains a profane bonus equal to his Charisma modifier on damage rolls (+10 damage) with all weapon attacks and ranged attacks made against a victim who can observe him. This damage is negated if the victim closes its eyes, but doing so puts the opponent in greater danger from Shax's sneak attacks. This is a visual fear effect.

Master of Lies (Ex) Shax is immune to any magical effect that discerns lies or forces him to speak the truth.

Painful Cuts (Ex) Whenever Shax threatens a critical hit with a slashing weapon, the victim must succeed at a DC 36 Fortitude save or be staggered by the pain for 1 round. If the hit was a critical hit, the staggered effect lasts for 1d4 rounds on a failed saving throw. The save DC is Charisma-based.

Shax is the demon lord of envy, lies, and—above all else—murder. He rules an Abyssal realm known as Charnelhome, an immense mansion the size of a city perched atop a slanted bluff surrounded by a bog of thorny, blood-drinking plants. He is fond of inviting his captured enemies as well as his greatest worshipers into the chambers of this building, for those who survive his deathtraps often serve as lessons as to how he can improve his methods of mayhem.

Shax is particularly skilled at blinding foes with critical hits—when he does so, he likes to pluck the eyes from his victim's face as part of the attack and swiftly gobble them down whole. He can hurl the countless surgical tools he carries on his body as deadly weapons, but prefers to slaughter foes in melee.

SHAX'S CULT

Babaus, chokers, derros, drow, evil nobles, serial killers, and torturers worship Shax by inflicting grisly torments on other conscious and living souls. The subjects of these tortures aren't always unwilling or innocent victims, although his cultists prefer tormenting enemies of the faith over allies or members. The cult's holy places are narrow alleyways in violent parts of large cities, hidden rooms in grand estates, and secret dungeons filled with deathtraps

and torture chambers. These unholy temples are often guarded by fiendish animals (particularly large, predatory birds) and shadow demons, but are usually watched over by a number of babau demons as well. Enhanced versions of these demons, called the Sons of Shax, and can be found serving his greatest cults (*Pathfinder Campaign Setting: Demons Revisited* 7).

Shax's unholy symbol is a curved white feather sitting in a pool of blood. His favored weapon is the dagger. He grants access to the domains of Chaos, Destruction, Evil, and Nobility, and to the subdomains of Demon, Leadership, Martyr, and Rage. For more rules about demon lords, including the full rules of Shax's Abyssal resurrection and summon demons abilities, see *Pathfinder Adventure Path* #73 page 81 or *Pathfinder RPG Bestiary* 4.



WRATH OF THE RIGHTEOUS

Demon, Thoxel

Dead white scars and raw red flesh crisscross this creature's scorched and sallow skin as though it has been flogged and branded a thousand times.

THOXYEL

CR 5



XP 1,600

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +13

Aura insolence (5 ft., DC 15)

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 natural)

hp 51 (6d10+18)

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

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee mwk two-bladed sword +10/+10/+7 (1d8+6/19-20)

Ranged composite longbow +8/+3 (1d8+4/x3)

Special Attacks betrayer's blade, disrupt coordination

Spell-Like Abilities (CL 6th; concentration +8)

At will—*alter self*, *greater teleport* (self plus 50 pounds of objects only), *lesser confusion* (DC 13)

3/day—*murderous command*^{UM} (DC 13)

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 22

Feats Double Slice, Two-Weapon Fighting, Weapon Focus (two-bladed sword)

Skills Bluff +11, Craft (weapons) +4, Craft (armor) +4, Disguise +8, Intimidate +8, Perception +13, Profession (soldier) +9; **Racial Modifiers** +8 Perception

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

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, squad (3-6), or platoon (7-12)

Treasure standard (chainmail, composite longbow, mwk two-bladed sword, other treasure)

SPECIAL ABILITIES

Aura of Insolence (Su) Any creature adjacent to a thoxel demon must succeed at a DC 15 Will save or become insolent and uncooperative with its allies. Creatures affected by this aura stop functioning as allies to other creatures. An affected creature can't provide flanking, can't serve as an ally for teamwork feats or aid another actions, and doesn't allow its allies to move through its space. Any spell or effect that requires a willing target fails if it is used on an affected creature, and even harmless effects require an attack roll (if applicable) and require the insolent creature to attempt a saving throw against them. An affected creature remains insolent as long as it is adjacent to a thoxel demon and for 1d4 rounds thereafter. A creature that successfully saves is not subject to the same thoxel's aura for 24 hours. Thoxel demons are immune to this effect. The save DC is Charisma-based.

Betrayer's Blade (Su) If a thoxel demon hits a creature with both ends of its two-bladed sword in the same round, the target is compelled to attack its leader. The target can negate this effect with a successful DC 15 Will save. A creature affected by this effect turns on its leader or commander and attacks as if it were dominated for 1d6 rounds. An animal companion, cohort, or familiar must attack its master, and a called, charmed, dominated, or summoned creature must attack the creature controlling it. If a creature has no leader, it instead attacks a random ally. This is a mind-affecting compulsion effect, and the save DC is Charisma-based.

Disrupt Coordination (Su) Whenever a creature threatened by a thoxel demon uses the aid another action, the thoxel can, as an immediate action, attempt



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to interrupt and negate that action. The thoxel demon must make an attack roll. The attack roll of the creature performing the aid another action must equal or exceed the thoxel demon's attack roll; otherwise, the aid another action is negated.

Able to take the shape of rank-and-file soldiers and infect military ranks like a cancer, thoxels—also known as insubordination demons—spend every drop of their malice to break down the cooperative spirit of those who fight together. Among mortal soldiers, thoxels whisper disparaging words about commanders, talk in hushed tones about the danger of upcoming battles, or belittle other soldiers' accomplishments. Many great battles are said to have been lost because of the presence of these subtle but murderous demons within an army's ranks. They represent a passion to kill as they please without caring about order, control, or their allies. Despite their skill at martial exploits, thoxels are lazy and untrustworthy creatures. Thoxel demons are 6 feet tall and weigh 200 pounds.

ECOLOGY

Thoxel demons form from the souls of deserters and traitors, those who abandoned their posts and their erstwhile allies to their fates while they sought glory elsewhere on the battlefield, or safety far from it. These cowardly demons delight in breaking the spirits of those they hide among, disguised as typical soldiers. Their defining sin is the ruin, pain, and death they brought to others by failing to follow orders, keep discipline, and stand firm in face of adversity. It is not just that they failed private tests of character, but also that their moral disintegration led to great suffering in others who trusted them and depended on them. Those betrayers who sought to expiate their guilt through reconciliation and reparations to those they abandoned still earned their shame but preserved their eternal souls, but the unrepentant souls who callously disregarded the tragedies left in their wake, hewing to their own path again and again despite the havoc they left behind, often find their way to the Abyss.

Thoxel demons are lazy in the extreme, prone to shirking labor and sleeping whenever they have the chance—despite not needing to do so. Thoxels usually have to be herded into work details and closely supervised by more powerful demons. When closely directed, they can perform impressively in battlefield maneuvers and move with tight precision, coordinating their attacks between one another in order to bring down lone prey too strong for a single thoxel to defeat on its own. Once their prey is taken or the enemy's resolve is broken, their temporary alliances fracture quickly and they resort

to squabbling and fighting among themselves over the spoils, with the strongest taking the lion's share and the rest settling for scraps.

HABITAT & SOCIETY

Thoxel demons are instruments of spiritual torture, in that they represent the advent of hope followed by its shattering destruction. They appear to be strong and steadfast warriors who march in precise formation and keep their armaments perpetually polished to a parade ground shine, yet at precisely the wrong moment they break and run, or disrupt careful formations with sudden and unexpected maneuvers aimed at self-aggrandizement or self-preservation. They corrode discipline and morale, turning troops against commanders and allies against friends. Thoxels are agents of dissension and disruption, whether working alone or using magical or mundane disguises to infiltrate existing units.

Thoxels are reborn into bodies very much like the ones they possessed in life, though they are scarred and physically tormented for their cowardice and treachery in life before being reborn into an eternity of spreading their sin to others. They are formed up into squads and platoons and set to patrol the endless realms of the Abyss when not sent to break armies on the Material Plane. These groups of thoxels form fluid ranks, gathering together for short periods of time interspersed with long periods of lazy rest.

Though thoxels willingly fight for any demons more powerful than themselves, they are common within the Abyssal realm of Charnelhome, where the psychic implements of Shax dissect and dismember soul and spirit as surely as they do flesh and bone. There, thoxels spar continuously with the babaus and chokers who lurk in every shadowy corner of Charnelhome, fighting a guerrilla war to show who are the fittest servants of the Blood Marquis.

Thoxel demons are skilled artisans, able to forge and maintain weapons and armor of excellent quality, and they take a certain pride in ensuring their personal armaments are always sharp and in good repair. When closely supervised, thoxel demons can be tasked with forge duty, turning out weapons for demonic legions in great numbers. However, their selfishness and laziness impairs their usefulness as foundry smiths for demon armies, as they frequently take shortcuts to get through their quotas and care little for the fate of demonic soldiers whose weapons shatter in battle or whose armor is ill-fitting or missing key fasteners. Anyone who relies on an insubordination demon's craftsmanship takes a great risk, for thoxels rarely put much care and attention to detail into the armor or weapons that are intended for anyone but themselves.

WRATH OF THE RIGHTEOUS

Man-Eating Animal

No ordinary bovine, this hulking beast has bloodstained horns and sharpened teeth. Its eyes show a malign intelligence.

MAN-EATING AUROCHS

CR 3



XP 800

CE Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 31 (3d10+15)

Fort +8, **Ref** +3, **Will** +3

Defensive Abilities natural cunning; **DR** 5/slashing

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+6), gore +8 (1d8+6)

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

Special Attacks stampede, trample (2d6+9, DC 17)

STATISTICS

Str 23, **Dex** 10, **Con** 21, **Int** 4, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 20 (24 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Perception +11, Survival +0 (+4 when following tracks);

Racial Modifiers

+4 Survival to follow tracks

Languages Abyssal, Common (can't speak)

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3-30)

Treasure none

SPECIAL ABILITIES

Stampede (Ex) A stampede occurs when three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by 2.

Scholars will explain that though many animals fight to defend their territory and their young, only a few apex predators hunt humanoids for food. Yet any villager across the Inner Sea region can recount tales about man-eating beasts that once lurked in the local wilderness (and might still). Any sort of animal can become a man-eater, from known predators to seemingly harmless herbivores. Though the creatures and locations may change, certain elements remain the same in tales of man-eating animals. Having tasted human flesh, these animals can't be sated by any other type of food. Man-eaters have terrible bites, and hunters' arrows bounce off their hides. Man-eaters are unusually bold, no longer frightened by human presence like their kin. Yet they are also canny, employing tactics no mere animal could conceive. Man-eaters appear able to understand human speech, and some of the more fanciful stories even claim the animals can speak.

A man-eating animal can be distinguished from its common relatives by its carnivorous teeth, enlarged jaws, and the glint of intelligence in its eyes.

ECOLOGY

Most tales of man-eating animals are sparked by rabid or starving (but otherwise normal) animals, but true man-eaters do exist. Such abominations are the result of a fiendish spirit fusing with that of a mundane animal. Though not wholly fiendish in nature, the beast gains limited sentience, increased resilience, and unnatural appetites. Despite popular belief, eating humanoid flesh isn't enough to turn an animal into a man-eater. The creature must be exposed to chaotic and evil influences, whether from a planar gate, demonic altar, or transformative elixir (such as the *blood of Baphomet*). Man-eating animals can also result from botched summonings and incomplete exorcisms. A fiendish spark set loose might inhabit an



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animal's form so that the foul spirit can continue to spread suffering.

Man-eating animals are no longer part of the natural ecology. They hunt almost ceaselessly, preferring intelligent prey above all else. They rarely die of natural causes, almost always meeting their ends in bloody conflict. These creatures can and do mate with members of their original species. In cases of multiple births, only one of the litter inherits this corruption, and it soon devours its siblings.

HABITAT & SOCIETY

Individual man-eaters might be found anywhere—the freak results of black magic and vicious natures—but they're encountered in numbers only where fiendish influence is strong. Man-eating animals are most common in the blasted landscape of the Worldwound, where they nearly outnumber their natural counterparts. In Kyonin, man-eaters have been born to otherwise normal animals, a sign to the elves that Tanglebriar's corruption is expanding.

Man-eating animals, especially large bovines such as aurochs and bison, are sacred to the followers of Baphomet, demon lord of beasts. Away from civilized lands, cults of Baphomet raise small herds of these carnivorous cattle, feeding them on corpses when live victims are unavailable. Man-eating animals serve as guards and pets for dark cultists and the demons they worship. Though too intelligent and willful to be trained like normal animals, man-eaters gladly serve those who encourage their bloodlust. A dissatisfied man-eater, however, is likely to turn on its so-called master the second its master displays a moment of weakness.

With their rudimentary intelligence, man-eating animals are able to understand the guttural tongue of the Abyss, and to learn common words in the language of those they hunt. Many take advantage of hunters who assume they are dumb animals.

Man-eaters' combination of animal instinct and demonic cunning allows them to more easily hunt their preferred prey: humanoids. Man-eating animals are known to track victims over long distances, their enhanced senses and great endurance allowing them to continue the chase long after their prey becomes fatigued. An innate sense of direction sometimes allows a man-eater to anticipate (or overhear) its victim's destination and reach it before the creature. Even latched gates and animal traps prove ineffective against the man-eater's cunning.

CREATING A MAN-EATING ANIMAL

"Man-Eating" is an inherited or acquired template that can be added to a creature of the animal type. A man-eating animal uses all the base creature's statistics and special abilities except as noted here.

CR: HD 4 or fewer, as base creature + 1; HD 5 to 10, as base creature + 2; HD 11 or more, as base creature + 3.

Alignment: Chaotic evil.

Type: A man-eating animal's type changes to magical beast. It retains any subtypes except for alignment subtypes.

Armor Class: A man-eating animal's natural armor improves by +2.

Hit Dice: A man-eating animal's racial HD change to d10s.

Defenses/Qualities: A man-eating animal gains darkvision 60 feet, and DR 5/slashing (if HD 11 or fewer) or 10/slashing (if HD 12 or more).

Melee: A man-eating animal gains a bite attack. Damage from the bite attack depends on the creature's size (*Pathfinder RPG Bestiary* 301–302). If the base creature already has a bite attack, it gains Improved Natural Attack (bite) and Improved Critical (bite) as bonus feats. It also adds 1-1/2 times its Str bonus to the damage (or twice its Str bonus if a bite is its only natural attack).

Abilities: Con +4, Int +2, Wis +4, Cha +4.

BAB: A man-eating animal's base attack bonus is equal to its Hit Dice.

Skills: A man-eating animal gains a +4 racial bonus on Survival checks to follow tracks.

Languages: A man-eating animal understands Abyssal and Common, but cannot speak.

BLOOD OF BAPHOMET

The demon lord of beasts grants dedicated followers the means to turn ordinary animals into man-eaters by means of a magical elixir. Called the *blood of Baphomet*, this ichorous fluid is purported to contain the distilled essence of animal savagery. A cleric of Baphomet can gain access to the required spells from her domains: *beast shape III* from the Animal domain or Fur subdomain and *rage* from the Demon or Ferocity subdomain.

BLOOD OF BAPHOMET		PRICE 2,250 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate transmutation		



This red elixir is always the temperature of freshly spilled blood. A creature can consume a gobbet of flesh and drink this liquid as a single standard action.

If the drinker is an animal, it is stunned for 1 round, and must succeed at a DC 17 Will save or permanently acquire the man-eating animal template. If the *blood of Baphomet* is consumed with humanoid flesh, the animal receives no saving throw.

If the drinker is not an animal, it enters a frenzy, as the *rage* spell. The drinker must succeed at a DC 17 Will save or be confused for as long as it rages. If the *blood of Baphomet* is consumed with humanoid flesh (a chaotic evil act), the drinker receives no saving throw.

CONSTRUCTION REQUIREMENTS	COST 1,125 GP
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Craft Wondrous Item, *beast shape III*, *rage*

WRATH OF THE RIGHTEOUS

Vescavor Queen

With a black carapace that has a sheen reminiscent of watery oil, this verminlike creature has membranous wings the shade of obsidian. Its sharp teeth drip with acid.

VESCAVOR QUEEN

CR 9



XP 6,400

CE Large outsider (chaotic, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +17**Aura** chaos (10 ft.), gibber (15 ft., DC 20)

DEFENSE

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

hp 114 (12d10+48); fast healing 2

Fort +8, Ref +11, Will +10

Immune acid, poison; **Resist** electricity 10, fire 10; **SR** 20

OFFENSE

Speed 20 ft., fly 50 ft. (good)**Melee** bite +15 (1d8+3 plus 3d6 acid), 2 claws +14 (1d6+3)**Ranged** spit acid +14 ranged touch (5d6 acid)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** spit acid

STATISTICS

Str 17, Dex 16, Con 18, Int 11, Wis 14, Cha 13

Base Atk +12; **CMB** +16; **CMD** 30**Feats** Blind-Fight, Dodge, Flyby Attack, Hover, Power Attack, Weapon Focus (bite)**Skills** Acrobatics +12, Climb +12, Fly +20, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Perception +17, Stealth +14, Survival +15**Languages** Abyssal**SQ** compression, swarm mother

ECOLOGY

Environment any (the Abyss)**Organization** solitary or hive (1 vescavor queen and 2–20 vescavor swarms)**Treasure** none

SPECIAL ABILITIES

Chaos Aura (Su) A vescavor queen is an embodiment of chaos.

Its aura is a font of anarchic energy that grants fast healing 2 to the vescavor queen, as well as to any vescavor swarm within 10 feet of the queen. A vescavor queen can activate or suppress this ability as a free action.

Gibber (Su) Like their broods, vescavor queens yammer the endless chorus of the Abyss. Any creature within 15 feet of a vescavor queen must succeed at a DC 20 Will save or be confused for 1 round. A creature that successfully saves can't be affected by the same vescavor queen's gibbering for 24 hours. The save DC is Constitution-based.

Spit Acid (Ex) As a standard action, a vescavor queen can spit acid at a foe within 30 feet. With a successful ranged touch attack, the target is hit with a glob of acid and takes 5d6 points of acid damage. In addition, the spit of a vescavor

queen contains some of its pheromones. Any target that takes damage from this attack acts as a beacon for any vescavor swarms; the damaged creature takes a -8 penalty on Stealth checks against the vescavor queen and swarms it controls, and likely becomes the swarm's next target.

Swarm Mother (Su) A vescavor queen can mentally control up to 20 Hit Dice of vescavor swarms through a combination of supernatural pheromones and magical manipulation. To control a vescavor swarm, the vescavor queen must be able to see it and must be within 120 feet of it. Attempting to control a vescavor swarm is a standard action, and the swarm can attempt to resist this attempt with a DC 17 Will save. If the swarm fails this save, the vescavor queen can issue a simple mental command as a swift action, like "fight," "come here," "go there," or "stay still." Vescavor swarms affected by this ability act normally unless a vescavor queen is actively controlling them, but never attack the vescavor queen. The save DC is Charisma-based. In addition, a vescavor queen is immune to a vescavor swarm's swarm attacks and supernatural special abilities. A vescavor queen can release a vescavor swarm from its control as a free action. If a vescavor queen is killed, any vescavor swarms under its control disperse.

Appearing as an amalgam of frightening vermin, a vescavor queen is a hideous sight to behold, with its insectile wings and bloated body being the most innocuous aspects. Not only is a queen's bite stronger than that of its spawn, the queen can also spit the acid in its mouth at opponents. Its arms don't end in hands, but in scything claws poised to rend through flesh and armor. A vescavor queen is roughly 10 feet from head to tail, and weighs nearly 500 pounds—more when carrying a brood.

ECOLOGY

Vescavor queens are creatures of the Abyss through and through; no lesser vescavor embodies the chaotic nature of the plane as thoroughly. Even after passing through the threshold between planes, a vescavor queen retains this infusion of pure chaos, exuding anarchic energies from within and using this attunement to invigorate itself and its kin. And just like its spawn, a vescavor queen trills a mind-muddling song of the Abyss—an incomprehensible and nonsensical mashing of notes and sounds that befuddles those who hear it.

Though queens by name, vescavors are genderless creatures that got their name simply for their ability to birth vescavor swarms. With no desires beyond the base instincts of devouring and destroying, vescavor queens start out as the last remaining members of their swarms, having eaten more than any others in the group—and having devoured other members of the swarm—in blind hunger. It is unknown what causes vescavors to grow

within the queen, but some scholars believe that the way the creatures are born from the remnants of the vescavors and other materials is a biological representation of how the Abyss constantly consumes and recycles itself.

Aside from the obvious offensive benefits a vescavor queen's acid gland imparts to it, this gland is thought to be a way for the vescavor queen to break down more durable materials for consumption. Vescavor queens also develop abilities that allow them to control their brood swarms and ignore the swarms' constant gibbering and biting. Vescavor swarms are birthed from a leathery, cocoon-like egg sac that the young vescavors eat through in order to break into the world.

HABITAT & SOCIETY

Vescavors are native to the darkest corners of the deepest reaches of the Abyss. However, with the opening of the Worldwound, they are no longer relegated to the dark and twisted recesses of that realm. Even so, once through the rift between planes, many vescavors don't travel very far, instead setting up their hives in the Worldwound. To date, no vescavors have been reported more than 100 miles from the border of the Worldwound, though nothing stops their spread like the *wardstones* do the demons. It is their own complacency and desire for familiar surroundings that keep them in this region and prevent them from spreading far and wide.

A single queen presides over a region or nest, with all the swarms in the area falling into its brood, whether or not it actually birthed them. Becoming a vescavor queen relies not on ambition or work—such concepts are alien to vescavors' nature—but on instinct and chance. When a queen dies, vescavors notice the sudden lack of a source of chaos and then disperse. Some nearby swarms move in to feed on the remnants of the queen. The vescavor that consumes the most material from the queen's corpse takes over the mantle as queen, growing into its new size and developing its enhanced abilities within a week.

Whether queen for a day or a decade, the vescavor queen is never challenged by vescavor swarms. As long as there is something to eat (which for a vescavor swarm means anything but adamantine), vescavors are content engines of destruction. A vescavor queen's ability to heal other vescavors solidifies its unshakable rule.

Being creatures of the Abyss, vescavors can live in nearly any environment, though they often choose areas



that are environmentally similar to their natural habitat if they find themselves on the Material Plane. As such, they often make their homes underground or in natural caves, where the darkness suits them. They might even burrow their own tunnels and caves underground if nothing natural suits their preferences. As with the chaos they embody, there is no rhyme or reason to the designs of their self-made lairs—they follow wherever their mouths lead them.

A vescavor queen holds off producing new swarms until it has a proper nest. The standard gestation period for a new swarm is roughly 3 weeks, at the end of which the queen lays an egg sac. Though vescavors don't strictly need to eat to survive, their ravenous desire to consume, as well as how readily available and abundant a food source is, can alter the gestation period. Scarce resources can delay hatching from 3 to 4 weeks, or vast quantities of food can hasten the birthing process to a single week between hatchings. Vescavor queens remaining in the Abyss spawn new vescavors at different and completely random intervals, independent of location or availability of edible material.