

Wrath of the Righteous



Bestiary

A cacophonous buzzing filled the air of the impossible cavern. The walls seemed to stretch higher each time I looked up and the sides of the rift seemed to collapse onto themselves in the distance behind us. Moving forward was the only option, and the buzzing just became louder with each step. Around a bend, a towering creature shuddered into view. It seemed to flicker in and out of existence as it tore at us with its claws between firing destructive green rays at us. We tried to teleport away, but our escape was thwarted—the demon’s magic brought us right back to face its horror.”

—Disou Kertonac, Riftwarden

Bestiary

The Pathfinder Bestiary for this volume of the Wrath of the Righteous Adventure Path features a demon dedicated to breaking planar boundaries, a devious plant that feeds on death, a towering Abyssal war machine, and Deskari, demon lord of chasms, infestations, and locusts!

MORE MALICIOUS ENCOUNTERS

The random encounter table presented here features a number of typical threats the PCs could encounter while in the ruins of Iz or on the other side of the planar boundary in Deskari's Rasping Rifts. During the course of the adventure, the PCs have 60% chance of a random encounter every hour they spend in Iz and a 75% chance of a random encounter every hour they spend in the Rasping Rifts. 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 simply choose a more appropriate encounter.

Kek (CR 19): When the Worldwound first opened, this poor, misguided humbaba (*Pathfinder RPG Bestiary* 3 151) heard tales of a massive rift to the Abyss in the northern lands of Golarion and began a long trek to see the site for himself. Because of Kek's size, many demons and other dangerous creatures let him be instead of engaging the colossal creature, and those who challenged the brute were quickly smashed to pieces. Kek has long heard stories of how he and others of his kind were once servitors of Pazuzu; now, he wishes to visit the Abyss and make amends to the demon lord in order to get back in his good graces. If the PCs offer to bring him along to the Abyss, Kek promises to fight alongside them for up to 1 month or until he can find his way to the Abyssal realm of High M'Vania.

Lanuetwan (CR 20): Called to the Worldwound to close the rift between the Material Plane and the Abyss, the lhaksharut inevitable (*Pathfinder RPG Bestiary* 2 164) called Lanuetwan was astounded to see the size and nature of the tear between worlds. After his arrival at the Worldwound, Lanuetwan first fought with Khorramzadeh in the skies above Iz, but slunk away after a nearly lethal defeat. Now that the PCs have made their move against the demons, the lhaksharut hopes to gain their assistance in sealing the rift, and plans to destroy anyone and anything that gets in the way of its goal.

Mephuleza (CR 22): Striking across the blistered sky above Iz, the red wyrm ravener (*Bestiary* 2 230) Mephuleza periodically swoops down into the Worldwound to bathe in the rift's otherworldly energies. While most demons don't mind the undead dragon's presence above the ruined city, Mephuleza does frustrate some of the more powerful fiends by consuming the souls of captives and torture victims—the demons can't be sure their sacrifices are going to their intended destinations when the undead dragon swallows them up. The ravener can be encountered anywhere within

The winning Monster Is...

Last year, Paizo was approached by August Bender, president of the Digital Designer's Guild, a nonprofit student organization that aids game design students (baltimoreindiegameseminar.wordpress.com). In 2012, August taught a free open workshop course at the University of Baltimore as an introduction to roleplaying games, using Pathfinder as a preferred system. After professors noticed an increase in comprehensive and analytical skills of the students who took August's course, he was asked to teach it again in 2013 with a wider-cast net. As part of this course, he challenged his students to design a monster for Pathfinder and asked Wes Schneider and Adam Daigle to judge his students' creatures, pick one from the many creations, and publish it in a volume of the Pathfinder Adventure Path. In this volume's Pathfinder Bestiary, you'll notice a sinister and bloodthirsty flower—the devious work of Tyler Pomplon. Congratulations on the corpse lotus, Tyler!

10 miles of Iz, including while the PCs are exploring the city. There might even be a powerful being in the city that would pay the PCs to rid Iz of this draconic nuisance.

RUINS OF IZ ENCOUNTERS

d%	Result	Avg. CR	Source
01-05	1 marilith	17	<i>Bestiary</i> 63
06-11	1 cairn linnorm	18	<i>Bestiary</i> 3 182
12-14	1d4 ecorches	18	<i>Bestiary</i> 3 109
15-19	1 katpaskir	18	See page 86
20-26	1d8 greater apocalypse locusts	18	See page 9
27-31	1d8 mythic elder earth elementals	18	<i>Mythic Adventures</i> 194
32-37	1d8 mythic elder fire elementals	18	<i>Mythic Adventures</i> 195
38-40	Kek	19	See below
41-46	1d8 raspers	19	See page 40
47-50	1 vrolikai	19	<i>Bestiary</i> 2 81
51-56	1 fiendish ancient red dragon	20	<i>Bestiary</i> 99, 294
57-62	Lanuetwan	20	See below
63-68	1d6 mythic nalfeshnees	20	<i>Mythic Adventures</i> 183
69-72	1d4 nightcrawlers	20	<i>Bestiary</i> 2 200
73-76	1d8 shemhazians	20	<i>Bestiary</i> 2 80
77-84	1 mythic marilith	21	<i>Mythic Adventures</i> 182
85-90	1 devastator	22	See page 90
91-93	1 fomorian titan	22	<i>Bestiary</i> 4 261
94-98	Mephuleza	22	See below
99-100	1d4 thanatotic titans	24	<i>Bestiary</i> 2 267

WRATH OF THE RIGHTEOUS

Corpse Lotus

Planted in soil fertilized with corpses, this giant, blood-red flower writhes with prickly vines.

CORPSE LOTUS

CR 13



XP 25,600

N Huge plant

Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +21

Aura preserving mists (30 ft.)

DEFENSE

AC 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

hp 178 (17d8+102)

Fort +16, **Ref** +7, **Will** +6

Defensive Abilities all-around vision, **DR** 10/slashing;

Immune plant traits; **Resist** acid 10, electricity 10

OFFENSE

Speed 0 ft.

Melee 4 vines +20 (1d8+10 plus grab)

Space 15 ft.; **Reach** 25 ft.

Special Attacks swallow whole (4d6 acid damage, AC 17, 17 hp)

STATISTICS

Str 30, **Dex** 15, **Con** 23, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +12; **CMB** +24 (+26 bull rush); **CMD** 36 (38 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Vital Strike, Power Attack, Vital Strike

Skills Perception +21

SQ camouflage, digest corpse, preserving mists

ECOLOGY

Environment temperate forests or marshes

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) A corpse lotus can blend in exceptionally well with vegetated areas when not taking any actions. A creature must make a successful DC 20 Perception check to recognize a corpse lotus for what it is before the corpse lotus attacks the first time.

Digest Corpse (Su) A corpse lotus can consume a corpse to quickly heal damage it has taken. As a standard action, a corpse lotus can swallow any corpse (but not a skeleton) within reach to grant itself fast healing 5 for 1 minute. Any creature killed by a corpse lotus's swallow whole ability automatically triggers this ability. A corpse lotus must wait until 1 minute after its fast healing has ended before it can use this ability again.

Preserving Mists (Su) Corpse lotuses emanate a fine mist that spreads across the ground to a range of 30 feet. Any corpse within this area is affected as if by *gentle repose*.

Vines (Ex) A corpse lotus's vines are primary natural attacks with the grab ability. A corpse lotus doesn't gain the grappled condition when grappling enemies with its vines.

A corpse lotus begins life as a small flowering plant that blooms near carrion, but given enough time, it can grow into an incredibly large and dangerous monstrosity. This terrifying plant possesses grasping vines capable of pummeling opponents before dragging them toward its beaklike maw. Always found where prey or corpses are abundant, corpse lotuses have been known to grow in dungeons, ruins, and battlefields in addition to more typical wooded locales.

Every corpse lotus has a single bulbous flower in its center, similar in shape to a lotus flower. The blossom's dark petals are streaked with blood-red pigment, and hide an acidic maw in their center. Corpse lotuses in different regions tend to resemble the dominant plant species in the surrounding area (with the exception of its distinct petals), thus granting the plants natural camouflage and enabling them to hide among the foliage. Their vines are thick and convulse violently when grasping at potential prey. Corpse lotuses gain their name from the garden of dead bodies that frequently surrounds the plant—typically animals or humanoids that strayed too close to the lotus. At rest, a corpse lotus can reach 8 feet in height and splay its leaves nearly 15 feet around.

ECOLOGY

Despite being rooted in the ground, corpse lotuses are dangerous predators. While they derive sustenance from sunlight and water, their favored food is fresh meat, which provides enough nutrition for these plants to reach behemoth proportions. Any creature that wanders too near a corpse lotus risks being dragged in by the plant's vines toward its hungry center. The lotus's enormous, exotically patterned petals guard the flower's gaping maw, which is coated in a thick layer of acidic mucus to prevent prey from escaping. This mucus exudes a sweet, fruity aroma that attracts many kinds of animals toward the lotus.

While the corpses that gradually pile up around a corpse lotus would normally eventually block out the plant's sweet odor, corpse lotuses emit a fine, supernatural mist that rolls along the ground around them and preserves their slain bounty. The mist has no color or aroma, and indeed can go completely unnoticed without the aid of magical detection. The anti-aging properties of this mist magically halt the process of decay on the collected corpses, leaving them in much the same state in which they died. Botanists and scholars have attempted to harness the powers of a corpse lotus's preserving mist for restorative elixirs and life-prolonging potions, but the strange vapors have proven useful only for embalming those already deceased.

The preserved corpses surrounding a corpse lotus also help to attract carrion feeders such as vultures, owls, and

Bestiary

beetles to the hungry plant. Rather than decimating these flying scavengers, however, corpse lotuses have evolved to let aerial feeders pass, so that they may inadvertently consume corpse lotus seeds and redistribute them near and far. This is the corpse lotuses' primary means of reproduction. The fact that corpse lotuses of any kind—including the more mundane, miniature variety—can be used to pollinate corpse lotus seeds makes this form of reseeded particularly effective.

A corpse lotus's single, large flower sprouts from a tangled mess of vines and roots near the center of the plant. The flower's petals are surprisingly thick and resilient, guarding the plant both from the elements and from anything that may struggle to escape its grasp. Its vast root system extends for almost 50 feet into the soil, making the plant extremely difficult to uproot, but thankfully also ensuring that the plant is immobile, other than its vines. While most of the vines that sprout from a corpse lotus are harmless and are merely used to transmit information about the plant's surroundings to the center blossom, four larger, much stronger vines extend from the flower and allow the lotus to manipulate corpses, snatch prey, and defend from attacks. These fibrous vines are roughly 10 inches thick, 25 feet long, and incredibly difficult to sever.

HABITAT & SOCIETY

Corpse lotuses can be found in forests, jungles, and marshes the world over, though they thrive in wooded areas that are heavily populated or at least close to humanoid settlements. A corpse lotus's seeds are carried in the preserving mist that seeps from the plant's base. These seeds cling to any creatures that venture too near a corpse lotus, and given enough time create a fine film around fallen prey. Practiced adventurers can recognize this film as a telltale sign of a nearby corpse lotus.

Depending on the amount of available meat nearby, a corpse lotus may never grow into the deadly goliath presented here; many remain small, unintelligent flowers. It is possible for a newly sprouted corpse lotus to reach its full maturity in a matter of months if it has access to an ample food supply. In less desirable situations, it can take up to 6 years for one to reach full size.

Upon reaching maturity, a corpse lotus develops a modicum of intelligence on par with clever beasts. This intelligence allows the lotus to distinguish carrion feeders from prey and to ration its food stores during

lean times. A corpse lotus deprived of meat may eventually dwindle back down to a mindless small flower. Corpse lotuses don't attack other plants, oozes, or constructs unless they are attacked first.

Corpse lotuses are not often hunted, but must occasionally be removed from heavily trafficked areas. In some cases, bold entrepreneurs or daring herbalists cultivate corpse lotuses as personal guardians or as symbols of strength. Particularly heinous cultivators may replant corpse lotuses in bare dungeon chambers, outfitting the chambers' ceilings with trapdoors that drop unsuspecting intruders straight onto these hungry plants.



WRATH OF THE RIGHTEOUS

Demon, Katpaskir

Four clawed arms sprout from this fiend's chest like the limbs of a buried insect struggling to crawl free. Overlapping iridescent plates of chitin cascade down the monster's back, shrouding four membranous dragonfly wings.

KATPASKIR

CR 18

XP 153,600
CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., see *invisibility*; Perception +37

Aura distance distortion (30 ft., DC 26)

DEFENSE

AC 31, touch 15, flat-footed 26 (+5 Dex, +16 natural)

hp 304 (21d10+189)

Fort +16, **Ref** +17, **Will** +17

Defensive Abilities *freedom of movement*; **DR** 10/cold iron and lawful; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 29

OFFENSE

Speed 40 ft., burrow 20 ft., fly 60 ft. (average)

Melee 2 claws +31 (2d6+10/19–20), 4 talons +31 (1d8+10)

Special Attacks breaching, mirror of the tainted rift

Spell-Like Abilities (CL 20th; concentration +26)

 Constant—*freedom of movement*, see *invisibility*

 At will—*blink*, *dimension door*, *dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *plane shift* (DC 23)

 3/day—*banishment* (DC 23), empowered *disintegrate* (DC 22), *maze*

 1/day—*gate*, *summon* (level 7, 1d4 fiendish army ant swarms 50%), *summon monster IX*

STATISTICS

Str 31, **Dex** 20, **Con** 28, **Int** 17, **Wis** 21, **Cha** 22

Base Atk +21; **CMB** +31 (+35 sunder); **CMD** 46 (48 vs. sunder)

Feats Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Maneuvers, Dimensional Savant, Empower Spell-Like Ability (*disintegrate*), Greater Sunder, Improved Critical (claw), Improved Initiative, Improved Sunder, Power Attack

Skills Bluff +30, Disable Device +29, Fly +29, Knowledge (arcana) +27, Knowledge (planes) +31, Perception +37, Sense Motive +29, Spellcraft +27, Use Magic Device +30; **Racial Modifiers** +4 Knowledge (planes), +8 Perception

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

SQ teleportation disruption, warp sense

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breaching (Su) When a katpaskir calls or summons a demon or creature with the fiendish simple template into an area where the summoned creature's entry would be blocked

 by a magical effect (such as *magic circle against evil*, *forbiddance*, or *dimensional lock*), it can force the caster or creator of the effect to attempt a caster level check against the katpaskir's spell resistance. On a failed check, the blocking effect is immediately and permanently negated.

Distance Distortion (Su) Reality bends and warps within 30 feet of a katpaskir. The demon moves and attacks normally through this distorted area, but other creatures within this area treat all distances as if they were double the actual distance for all purposes, including movement, range for spells, and ranged attacks. In addition, a creature that begins its turn within this aura must succeed at a DC 26 Will save or be slowed for 1 round (as the *slow* spell). *Freedom of movement* prevents the slow effect but not any of the other effects of the distance distortion aura. The save DC is Charisma-based.

Mirror of the Tainted Rift (Su) When one or more creature with the celestial simple template is summoned as part of the spell or ability within 30 feet of a katpaskir, the katpaskir can, as an immediate action, summon an equal number of creatures of the same type with the fiendish simple template. If a good-aligned outsider is called or summoned within 30 feet of a katpaskir, it can duplicate the calling or summoning spell as an immediate action, calling or summoning one or more demons as if it had cast the same spell.

Teleportation Disruption (Su) When a creature uses a teleportation effect to enter or leave a space within 30 feet of a katpaskir, the caster must immediately attempt a caster level check (DC equal to the katpaskir's spell resistance). On a failed check, the teleportation effect is negated. If it chooses, the katpaskir can instead redirect the arrival location of the teleportation effect to any unoccupied space within 120 feet.

Warp Sense (Ex) A katpaskir can automatically sense disruptions in the planar fabric within 1 mile. The demon is immediately aware of any conjuration effect used within this area, and it also knows the direction and approximate distance. When a teleportation effect is used within 1 mile of a katpaskir (including arriving within this area from somewhere else), the demon can use *clairaudience/clairvoyance* as an immediate action centered on the point the teleportation effect originated from or the point the teleportation effect is directed at as long as the point is within 1 mile; if both points are within 1 mile, the katpaskir can use *clairaudience/clairvoyance* centered on both.

Katpaskirs are a pox and pestilence upon not just the world, but reality itself. Just as bugs burrow into unwatched crevices, katpaskirs pry their way into other realms and dimensions. They gnaw and scratch and grind away at the edges of the universe, the planar junctures where the folds of creation bend in upon themselves. They have

Bestiary

an uncanny sense for finding natural rifts, portals, and convergences, and they seek ever for ways to expand and untether these natural gates. By setting them loose to drift across the world, they unhinge the orderly substrate of the multiverse, casting all into primordial chaos as the planes unravel. Their voices are strange and echoing, like several voices sounding together, each distorted and cacophonous and rising and falling asynchronously in pitch and volume. When not actively engaged in a task, katpaskirs tend to stand perfectly still, with the exception of its insectlike limbs, which rhythmically stroke the air in front of them. When other creature come near—or if some teleporting creature triggers the demon's warp sense special ability—it snaps out of this self-imposed stasis, ready to attack. Katpaskirs are a little over 7 feet tall and weigh just less than 600 pounds.

ECOLOGY

Katpaskirs form in the Abyss from the souls of those apocalyptic preachers, doomsayers, and cult leaders who, not content to merely announce the end of days, took it upon themselves in life to bring a living hell to the realms where they resided. Some led suicide cults of dozens if not hundreds, while others organized ultraviolent gangs of nihilistic thugs, spouting cultured witticisms and philosophical sophistries while perpetrating the basest depravities. For them, the anarchic dissolution of society was only a harbinger of the very real disintegration of all that is.

These fiends are a natural fit for the armies of Deskari, and indeed, katpaskirs have been used by the Locust Lord for many eons as apocalyptic leaders and generals in his plane-spanning campaigns. Some of Deskari's most fervent and influential worshipers are known to have become katpaskirs in the afterlife, earning the powers of cataclysm and madness they so desperately sought while still mortal.

HABITAT & SOCIETY

Except in unique circumstances that align with their goals, katpaskirs rarely interact with humanoid cultists of Deskari. In part, this is because their power makes them nigh uncontrollable even for the mightiest spellcaster, but also because these demons see little use in humanity and their ilk. To katpaskirs, mortals are part

of the reality that must be destroyed, not the implements of its destruction. They may make brief use of humanoid minions, but at their earliest opportunity they devour and destroy those seeking to serve them, unleashing a horde of fiendish terrors to finish their mission of ultimate destruction. Crazy cultists of Deskari and powerful members of the Blackfire Adepts sometimes call upon katpaskirs to help the group create new portals to Deskari's Rasping Rifts or tear rifts between worlds, but such humanoids know that such a summoning ensures their own final reckoning as well.

Katpaskirs are drawn to newly opened rifts and thin places between the planes. Upon reaching such areas, a katpaskir may either attempt to accelerate the opening of the rift or wait for whatever creatures come through once it opens.



WRATH OF THE RIGHTEOUS



Demon Lord, Deskari

Larger than an elephant, this towering insectile nightmare wields a scythe made of bone. Its wings are swarms of biting flies, and its inhuman eyes glitter with cruel intelligence.

DESKARI

CR 29



XP 6,553,600

CE Gargantuan outsider (chaotic, demon, earth, evil, extraplanar)

Init +14; **Senses** darkvision 60 ft., *detect good*, *detect law*, swarmsight, *true seeing*; Perception +54

Aura frightful presence (180 ft., DC 36), *unholy aura* (DC 28)

DEFENSE

AC 47, touch 32, flat-footed 37 (+4 deflection, +10 Dex, +15 natural, +12 profane, -4 size)

hp 742 (33d10+561); regeneration 30 (epic and good or deific)

Fort +31, **Ref** +32, **Will** +32

Defensive Abilities Abyssal resurrection, all-around vision, *freedom of movement*, rasping armor; **DR** 20/cold iron, epic, and good; **Immune** ability damage and drain, charm and compulsion effects, death effects, electricity, energy drain, petrification, poison; **Resist** acid 30, cold 30, fire 30; **SR** 40

OFFENSE

Speed 60 ft., climb 60 ft., fly 90 ft. (good)

Melee *Riftcarver* +51/+46/+41/+36 (4d6+30/19-20/x4 plus poison), bite +41 (2d8+8 plus poison), sting +41 (2d6+8 plus poison)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon, enhanced venom, infestation, poison, swarm master

Spell-Like Abilities (CL 29th; concentration +39)

Constant—*detect good*, *detect law*, *freedom of movement*, *true seeing*, *unholy aura* (DC 28)

At will—*astral projection*, *blasphemy* (DC 27), *control winds*, *desecrate*, *greater dispel magic*, *greater teleport*, *hungry pit*^{APG} (DC 25), *insect plague*, *shapechange*, *telekinesis* (DC 25), *unhallow*, *unholy blight* (DC 24)

3/day—*control weather*, *creeping doom*, *reverse gravity*, *summon demons*, *symbol of weakness* (DC 27)

1/day—*imprisonment* (DC 29), *earthquake*, *time stop*

STATISTICS

Str 44, **Dex** 30, **Con** 42, **Int** 29, **Wis** 31, **Cha** 31

Base Atk +33; **CMB** +54 (+56 bull rush, +58 sunder); **CMD** 92 (94 vs. bull rush, 94 vs. sunder, 100 vs. trip)

Feats Awesome Blow, Combat Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Flyby Attack, Greater Sunder, Hover, Improved Bull Rush, Improved Critical (scythe), Improved Initiative, Improved Sunder, Power Attack, Staggering Critical, Toughness

Skills Acrobatics +46 (+58 when jumping), Bluff +46, Climb +74, Disable Device +46, Fly +44, Intimidate +43, Knowledge (arcana, dungeoneering, engineering, planes) +42, Perception +54, Sense Motive +46, Spellcraft +45, Stealth +34, Use Magic Device +46; **Racial Modifiers** +16 Climb, +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Terran, Undercommon; telepathy 300 ft.

SQ wall crawler

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple (*Riftcarver*, other treasure)

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a swift action, Deskari can spit out a line of noxious black slime in a 120-foot line that creates a 20-foot-radius-spread puddle of the stuff on the ground where the line terminates. Any creature caught in this area of effect takes 20d10 points of acid damage and is subject to the effects of Deskari's poison. A successful DC 42 Reflex save halves the damage, but does not mitigate the poison's effects. The line and puddle created by this attack remain as active acid on the ground for 1d4 rounds, affecting any creatures that move through an affected area. Damage caused by this breath weapon does not persist into additional rounds, but on the round a creature takes this damage, it is considered to be taking continuous damage for the purposes of spellcasting and concentration checks. The save DC is Constitution-based.

Enhanced Venom (Su) Any poisons created by Deskari (or even those used by him) become enhanced, and can affect creatures normally immune to poison. If an affected creature is mythic and is normally immune to poison, it instead receives a +4 bonus on its saving throw against Deskari's poison effects.

Infestation (Su) Whenever a creature becomes poisoned by Deskari, it also becomes infested with thousands of microscopic demonic eggs that quickly multiply and spread throughout the victim's bloodstream and flesh alike. Once infested, a creature remains infested even after the poison's effects end or are cured. A creature that has been infested by Deskari is recognized by all mindless swarms as a host, and such swarms never deal damage to the creature unless influenced and compelled to do so by an outside influence. An infested creature takes a -4 penalty on all saving throws made against Deskari's attacks or spells cast by his clerics. As a swift action, Deskari may command a creature's infestation to accelerate; this deals 20d6 points of damage and stuns the target for 1 round (a successful DC 42 Fortitude save halves the damage and negates the stun effect) as the eggs hatch and a fiendish locust swarm (*Pathfinder RPG Bestiary 4* 183) bursts out of the creature's body (ending the infestation). Infestation is a disease effect, and the save DC is Constitution-based.

Poison (Ex) Bite, breath weapon, sting, or *Riftcarver*—injury; *save* Fort DC 42; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution drain plus infestation; *cure* 3 consecutive saves. The save DC is Constitution-based.

Rasping Armor (Su) The armor plates that protect Deskari's body rasp together whenever he is damaged by a physical attack, creating a discordant shrieking and grinding sound. Every time a

Bestiary

creature strikes Deskari with an attack that deals bludgeoning, force, piercing, or slashing damage, all creatures within 10 feet of Deskari must succeed at a DC 42 Fortitude save or be sickened for 1d6 rounds. A sickened creature that fails this save becomes staggered for 1 round. A staggered creature that fails this save becomes nauseated for 1 round. Finally, a nauseated creature that fails this save becomes stunned for 1d6 rounds. This is a mind-affecting sonic effect that does not affect demons. The save DC is Constitution-based.

Swarm Master (Su) Deskari is immune to swarm damage and other swarm effects (such as distraction). As a swift action, he can direct the movement of any swarm within 30 feet. An intelligent swarm can resist this compulsion by succeeding at a DC 36 Will save. Any swarm created by or conjured by Deskari deals +3d6 points of swarm damage, and the damage caused by such a swarm is treated as chaotic, epic, and evil for the purpose of overcoming damage reduction. The save DC is Charisma-based.

Swarmsight (Su) Deskari can see through the eyes of any swarm he commands or controls, including the swarm of biting flies that makes up his wings (this swarm, incidentally, grants him all-around vision).

Wall Crawler (Su) Deskari can climb any vertical surface with ease and never has to attempt Climb checks to avoid falling as a result of taking damage. This grants him a +16 racial bonus on Climb checks.

Known as the Lord of the Locust Host and the Usher of the Apocalypse, Deskari has long plagued the region of Sarkoris, ever since he discovered a strange thinness between that nation and his own Abyssal realm. His first attempt to capitalize upon this strange feature ended with his defeat at Aroden's hands, but after the god's death at the outset of the Age of Lost Omens, Deskari and his cult wasted no time in opening the Worldwound to allow the demon lord's plans for Golarion to continue.

Deskari carved his realm from the raw matter of the Abyss using a great scythe called *Riftcarver* (see page 63), a weapon he crafted from the remains of the strange creature his father, Pazuzu, mated with tens of thousands of years ago. Today, Pazuzu and Deskari have what passes as a cordial relationship—the two demon lords do not work together, but neither do they oppose each other's goals on the Material Plane and beyond.

DESKARI'S CULT

Deskari is worshiped primarily by the denizens of the Worldwound on Golarion—by tieflings, fallen crusaders, demons, half-fiends, and all manner of other vile creatures that dwell within that devastated land.

Deskari's symbol is a pair of crossed locust wings dripping with blood. His favored weapon is the scythe, in honor of his devastating weapon of choice, *Riftcarver*, but his worshipers sometimes prefer to use smaller weapons, especially when they must move unnoticed among enemies. Deskari grants access to the domains of Chaos, Destruction, Evil, and War, and to the subdomains of Blood, Catastrophe, Demons, and Tactics.



WRATH OF THE RIGHTEOUS

Devastator

Steel wings like two tower-sized razor blades arc from this mechanized horror's back. Each of its four monstrous limbs ends in an implement of brutality. Its smoldering aura scorches the air, sizzling and crackling with impossible energies that defy reality.

DEVASTATOR CR 22/MR 8 
XP 614,400

CE Gargantuan construct (extraplanar, mythic^{MA})

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +34

Aura corruption (60 ft.), *unholy aura* (DC 24)

DEFENSE

AC 44, touch 20, flat-footed 38 (+4 deflection, +6 Dex, +24 natural, +4 profane, -4 size)

hp 365 (30d10+200)

Fort +14, **Ref** +20, **Will** +18

Defensive Abilities absorb good magic, unchanging; **DR** 15/ adamantine and epic; **Immune** acid, cold, construct traits, electricity, fire; **SR** 33

OFFENSE

Speed 50 ft., burrow 30 ft., fly 60 ft. (average)

Melee 4 blasphemous weapons +45 (2d8+18/19-20), 2 wings +40 (2d6+11/19-20 plus bleed)

Space 20 ft.; Reach 20 ft.

Special Attacks bleed (2d6), destroyer, display of Strength, farwalker (2), mythic power (10/day, surge +1d10), rend (2 blasphemous weapons, 2d8+27)

Spell-Like Abilities (CL 20th; concentration +26)

Constant—*unholy aura* (DC 24)

At will—*blade barrier*, *dimensional anchor*

3/day—*blasphemy* (DC 23), *plane shift*

1/day—*destruction* (DC 23), *earthquake*, *implosion* (DC 25)

STATISTICS

Str 37, **Dex** 23, **Con** —, **Int** 15, **Wis** 18, **Cha** 22

Base Atk +30; **CMB** +47 (+49 bull rush); **CMD** 71 (73 vs. bull rush)

Feats Awesome Blow, Blind-FightTM, Cleave, Combat Reflexes^M, Critical Focus^M, Great Cleave, Improved Bull Rush, Improved Critical (blasphemous weapon), Improved Critical (wing), Power Attack, Staggering Critical, Toughness^M, Vital Strike, Weapon Focus (blasphemous weapon), Weapon Focus (wing)

Skills Acrobatics +21, Climb +28, Fly +18, Intimidate +36, Knowledge (planes) +17, Perception +34

Languages Abyssal, Celestial

SQ always a chance, extra mythic power, mythic sight (2)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or catastrophe (3-13)

Treasure standard

SPECIAL ABILITIES

Absorb Good Magic (Su) The twisted angelic essence held prisoner inside each devastator allows these terrifying war machines to harness the energies most commonly employed by their natural enemies. Whenever a creature targets a

devastator with a spell with the good descriptor, the caster must make a successful DC 30 caster level check or the spell is absorbed by the devastator and has no effect. If the devastator is in the area of effect of such a spell and the caster level check fails, the devastator absorbs the entire spell and leaves all other targets unaffected. A devastator gains 5 temporary hit points for every spell level of the spell absorbed. These temporary hit points disappear after 1 hour.

Aura of Corruption (Su) A devastator emanates an aura that bolsters chaotic evil outsiders. Any such creature with 15 or more Hit Dice within 60 feet of a devastator gains a +10 enhancement bonus to Strength and Charisma. In addition, the creature's spell resistance increases by 5. If such a creature doesn't already possess spell resistance, it gains spell resistance equal to 11 + its CR.

Blasphemous Weapons (Ex) Each of a devastator's wicked weapons and its razor-sharp wings are treated as +5 *unholy* weapons that deal bludgeoning, piercing, and slashing damage and count as chaotic and evil for the purpose of overcoming damage reduction.

Terrifying, cruel machines forged from Abyssal steel, devastators are central figures in any demonic host's world-razing armies. These skyscraping metal goliaths are capable of driving the mad throngs of demons surrounding them to unthinkable feats of savagery and decimating even the mightiest of angelic choruses. In an unholy act of supreme irony, devastators derive their power from the souls of those goodly outsiders who fall in their attacks against the Abyss, and the war machines are capable of transforming virtue and piety into corrupt energy that fuels their fury. Few have witnessed these massive engines of unfettered chaos and destruction and lived to speak of the experience, but those few who have gazed into the maw of one of these metal monstrosities are forever changed.

These towering abominations hold a special place in the nightmares of holy champions and pure-hearted priests. Faith and the divine favors crusaders rely upon in order to squint into the evil gaze of demonkind affords them nothing against a devastator, which is capable of absorbing such divine energies for its own perverted use. Devastators stand 40 feet tall and weigh upwards of 40 tons.

ECOLOGY

Said to be one of the demon lord Haagenti's vile creations, devastators were built to serve as guardians and war machines for Abyssal hordes. Such a construction is no mere tower of metal, however, since the final step in the creation of a devastator calls for the battered body of an angel (or other powerful good outsider) whose spirit has been shattered and utterly corrupted. Such a fallen angel is kept on the brink of death as it is lashed to the devastator's dread frame, and when the engine is finally activated, any semblance

of righteousness is forever drained from the defeated celestial's screaming spirit. In this way, a devastator's body acts as both a war machine and a brutal cage.

A devastator is painstakingly crafted by hundreds of miserable fiendish dretches, and is wrought of strange metals and materials found in only the deepest, darkest realms of the Abyss. The angelic soul that fuels the construct is the inheritor of an existence of impotent rage, anguish, and humiliation. Some reports claim that the innards of a devastator are more murderous and gnashing than its fearsome exterior, and the unholy ministrations carried out from within the machine defy any mortal definition of torture. The ultimate fate of the twisted angel caged within remains a mystery. Some scholars suppose the angel must surrender to some sort of respite in death. Others whisper fearfully of the unquiet essence that might rise from the broken cage of a devastator—an avenging angel that is filled with dire hatred for the world and that stalks the souls it once swore to protect.

HABITAT & SOCIETY

These sinister machines of pure destruction are all imbued with the corrupted life essence of at least one angel—now twisted into a demented thing filled with the unwholesome urge to sow ruin and agony among its former brethren. Devastators are most often deployed as the guardians of important causeways between the Abyss and invaded territory on other worlds, but occasionally they are assigned to act as the bodyguards or favored toys of particularly powerful demon lords who enjoy having these smoldering monstrosities around in case of a holy raid on their stronghold.

When a new Abyssal incursion is launched against a virgin world, a devastator usually leads the advance force, wreaking untold havoc and redefining destruction for the uninitiated civilizations it touches. Three devastators patrol the Worldwound, hunting parties of crusaders and any other strike forces that might seek to seal off this rift to the Abyss. Each of the three is unique in its appearance

and armaments. Those few crusaders who have survived encounters with the devastators have invented nicknames to better identify them and share intelligence on how to combat or avoid them. The Grinning Grinder is the most active and infamous at present, but some (clerics especially) fear Faith-Breaker more. The third—Fury Engine—terrified crusaders for many years, but it is rumored that the crimson devastator was destroyed in a suicidal assault by a chorus of angels some 30 years ago. Some, however, claim Fury Engine's fate is more involved, whispering that the angels captured the devastator and then secreted the construct to a remote location on some deserted, lonely plane of existence. There, the angels toil tirelessly in hopes of saving the tormented soul of a powerful planetary trapped within the devastator's hellish interior.

