



## BESTIARY

### EDGE OF ANARCHY

**J**ust ‘cause you’ve got a pole in your hand and a boat in the water don’t mean you’re the only one fishing for a meal out on the bay. You don’t see it often, and it don’t happen to any man worth his tackle, but there’s plenty out there you don’t wanta catch.

“At least once a year, usually in the spring months when the ruby fins run, you hear of some blitherwit who nets himself the big one. The fool’ll tug and haul and cuss and fight, and the fish’ll take its time—like it’s givin’ him a chance to think better. But man’s a stubborn catch, and most don’t know when to give up. Then, like thunder on the water, it’s all spray and shouting as some fat ol’ devilish tears up outta the blue, slapping and biting and mad as heck! Those are the days the fish take the men to market and we all think on getting work ashore.”

—Keen Ol’ Cap’n Jassin Shoakes, Captain of the *Widow’s Pride*

This month's entry into the *Pathfinder* Bestiary presents a variety of beasts known to plague the streets, seas, and sewers in and around Korvosa. While city folk tell stories of 20-foot-long jigsaw sharks swallowing up fishermen in Conqueror's Bay, or of rampant otyughs bursting through the city street, these beasts are hardly the most fearsome threats Korvosa has to offer. In the shadows of the city graveyard and in dark alleys prowl the creations of nefarious wizards, perverse works of flesh and porcelain. Hunters of the natural world also stalk the urban jungle, horrors from the deep and from far-flung shores seeking to prey upon unsuspecting citizens. And, perhaps most balefully, the insidious servants of fiends hide in plain sight, paving the way for their immortally evil masters.

Korvosa is a place of many dangers. Hopefully your PCs can handle them.

## WANDERING MONSTERS

Korvosa's sewers are as dangerous as they are deadly. In the reeking depths beneath the city, the dregs of society pick pitiful livings off the refuse of those above. Making the lot of these unfortunates all the worse, wild beasts and hungry monsters traverse the reeking depths—some stray wanderers from Varisia's wilds, others rampant terrors unleashed into the sewer tunnels on purpose.

The sewers beneath Korvosa form a vast and deadly dungeon, a perfect challenge for low-level characters. Although no part of "Edge of Anarchy" takes the PCs into Korvosa's sewers as written, characters have a knack for slinking into places they don't belong. The following random encounter table offers GMs plenty of ways to menace characters who decide to slip beneath the city's streets. This table supplements and expands the random encounter tables featured in the *Pathfinder Chronicles* sourcebook *Guide to Korvosa*.

The following descriptions explain certain sewer encounters on the table in more detail.

**Drain Spiders:** A constant annoyance to Korvosa's populace, these mottled brown sewer spiders infest the tunnels beneath the city, feeding on refuse, bats, and rats. These hunting spiders have the same stats as Tiny monstrous spiders, as described in the MM.

**Sewer Dwellers:** The most desperate of Korvosa's poor, diseased, malformed, and criminals make their homes in the city sewers. Such unfortunates usually have 1 level of an NPC class of the GM's choice.

**Stray Dogs:** Feral dogs and lost pets often find their ways below, where they form scavenging and hunting packs. These strays have the same stats as dogs in the MM.

**Thugs:** The least-discerning thieves and brutish criminals pick a living off the filth and other downtrodden filling Korvosa's sewers. These merciless thugs have the same stats as 1st-level warriors.

## KORVOSA SEWERS RANDOM ENCOUNTERS

d%	Monster	Avg. EL	Source
1–6	1d8 drain spiders	1	See text
7–11	1d6 dire rats	1	MM 64
12–21	2d8 rats	1	MM 278
22–25	1 reefclaw	1	<i>Pathfinder</i> #7
26–34	1d6 stray dogs	1	See text
35–42	1d4 sewer dwellers	1	See text
43–45	1 bat swarm	2	MM 237
46–47	1d4 goblin snakes	2	<i>Pathfinder</i> #1
48–49	1 tunnel terror	2	See text
50–52	1d4 shriekers	2	MM 112
53–58	1d6 stirges	2	MM 236
59–65	1d6 thugs	2	See text
66–69	1d6 goblins	3	MM 133
70–74	1d4 rat swarms	3	MM 239
75–76	1 violet fungus	3	MM 112
77–80	1d4 alligators	4	MM 271
81–82	1 otyugh	4	MM 204
83–88	1d4 wererats	4	MM 173
89–95	1d4 derro	5	MM 49
96–98	1 ochre jelly	5	MM 202
99–100	1 will-o'-wisp	6	MM 255



## THE MORE THINGS CHANGE...

You've probably noticed the new look of the *Pathfinder* Bestiary. Do not panic, the change is for the better! For the sanity of our beleaguered Art Director, Sarah, and because we're not the biggest fans of reusing art, we decided to let the monthly monster size comparisons go, lengthen this introduction, and expand the size of the bestiary as a whole. From now on, expect to see two pages for every Bestiary beastie, as well as supplementary information, usage suggestions, wandering monster tables, and more in-game monster info right here in this intro. (Fear not, GMs interested in the sizes, weights, and other dimensions of your monsters, we'll endeavor to include all that in every creature description.) Also, you'll see that the monsters are in alphabetical order now, and no longer arranged by CR—finally satisfying both James's and my own organizational OCD.

So, our apologies to the carrionstorm, crag spider, deathweb, ercinee, giant gecko, goblin dog, goblin snake, and smoke haunt for their cramped living quarters, but just turn the page and spread out with the carrion golem. It's a brave new bestiary, and we hope you enjoy!

—Wes Schneider

**Tunnel Terrors:** Drain spiders sometimes grow to incredible sizes, especially in the sewers near Korvosa's vaults and beneath the Academiae. These hunting spiders have the same stats as Large monstrous spiders, as described in the MM.



## CARRION GOLEM

A disgusting amalgamation of dead animal parts lurches from the shadows. The foul-smelling pieces have been stitched together with thick black thread in a shape to approximate that of a man, yet it is certainly not human. Cobbled together from bits of a dozen carcasses from half as many different species, the staggering shape utters a gurgling cry as it shamles forth to attack.

### CARRION GOLEM

**CR 4**

N Medium construct

**Init** +1; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision;

Listen +0, Spot +0

**Aura** stench of death (10 ft.)

#### DEFENSE

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

**hp** 42 (4d10+20)

**DR** 5/bludgeoning or slashing; **Immune** construct traits, magic  
**Fort** +1, **Ref** +2, **Will** +1

#### OFFENSE

**Spd** 30 ft.

**Melee** slam +6 (2d6+3 plus disease)

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

#### TACTICS

**During Combat** A carrion golem uses only the simplest tactics in combat, selecting a foe at random and focusing on that target until it has been torn to pieces.

**Morale** Carrion golems fight until destroyed.

#### STATISTICS

**Str** 17, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +3; **Grp** +6

#### SPECIAL ABILITIES

**Disease (Ex)** A carrion golem is befouled with a thousand festering plagues. Anyone struck by a carrion golem's slam attack risks infection from a number of ailments. Roll 1d6 and consult the following to determine what particular sickness assails the victim. See DMG 292 for more information on diseases.

1. **Filth Fever** (Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con)
2. **Typhoid Fever** (Fortitude DC 15, incubation period 1d4 days, damage 1d6 Str)
3. **Tetanus** (Fortitude DC 14, incubation period 1d6 days, damage 1d4 Dex and 50% chance stiffened jaw muscles prevent speech for the next 24 hours)
4. **Cholera** (Fortitude DC 13, incubation period 1d3 days, damage 1d2 Con; as long as a character suffers Con damage from Cholera, he is fatigued)
5. **Rapture Pox** (Fortitude DC 14, incubation period 1 day, damage 1d4 Wis and 1d4 Cha; as long as a character suffers ability damage, he is sickened)
6. **Scarlet Leprosy** (Fortitude DC 20, incubation period 1d3 days, damage 1d6 Con and 1d6 Cha; whenever a character suffers Con damage, 1 point is permanent drain)

**Immune to Magic (Ex)** A carrion golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature.

*Gentle repose* causes a carrion golem to seize up and remain motionless for 1d4 rounds if it fails a Will save against the spell. *Animate dead* causes the various parts of the golem's body to shudder and tear at each other, dealing 1d6 points of damage per caster level to the golem (no save). Any magical attack that deals cold or fire damage slows a carrion golem (as the *slow* spell) for 2d6 rounds, with no saving throw. Any magical attack that deals electricity damage *hastes* a carrion golem, as the spell of the same name, for 2d6 rounds.

**Stench of Death (Ex)** Carrion golems are foulness incarnate.

Anyone within 10 feet of one must make a DC 12 Fortitude save or become nauseated for one round. If a creature succeeds on a save versus this effect, it is immune to that particular golem's stench for 24 hours. The save DC is Constitution-based.

**ECOLOGY****Environment** any**Organization** solitary**Treasure** none**Advancement** 5–7 HD (Medium), 8–15 HD (Large), 16–24 HD (Huge), 25–36 HD (Gargantuan), 37+ HD (Colossal)

Carrion golems are the creations of depraved wizards. Unable to get their hands on proper cadavers to craft flesh golems, these twisted spellcasters use whatever diseased parts come their way. Some deranged wizards even consider these abominations works of art and spend weeks collecting the choicest bits of carrion to form their masterpieces.

**HISTORY**

The first carrion golems were created by an acolyte of Geb named Yargtha, a warped tiefling necromancer who passed on the secrets of its creation to his many bastard sons. Tieflings have since favored these sick things as servants and guardians, perhaps because they find the golems' bizarre appearance reminiscent of their own mutations. Carrion golems are viewed as disgusting abominations by most respectable wizard academies, and those who create them are shunned. This isn't enough to discourage certain aspiring young arcanists from creating them, however. The Twilight Academy in Galduria remains particularly notorious for a rash of carrion golem attacks 20 years ago, in which a cabal of aspiring necromancers let their creations get out of hand and run amok in the surrounding farmlands.

**HABITAT & SOCIETY**

Carrion golems are most often found near the demesnes of necromancers and old crypts, where they serve as laboratory guardians. Those whose masters are slain wander aimlessly, though they are attracted to disease and instinctively flock to sites of plague outbreaks. While many of their creators maintain that the abominations are not inherently evil, and only attack living creatures when deliberately provoked, most sensible folk remain dubious—few wait around to find out when confronted by one. Stories abound of these monstrosities hungrily consuming living flesh in a futile attempt to feed, acting upon the fragmented memories of lives long gone.

**CONSTRUCTION**

Carrion golems are stitched together from whatever parts lie at hand. Wings, extra heads, and other bizarre appendages are often attached, though they have no practical use and serve only as tributes to the crafter's creativity or lack of sanity. The thing needs no eyes to see,

as many incorporate the still-functioning sensory organs of certain snakes, or other vibration-sensitive parts such as antennae that grant them blindsense.

Assembling the body requires a DC 15 Knowledge (arcana) check or a DC 15 Heal check.

CL 7th; Craft Construct, *animate dead*, *contagion*, *geas/quest*, *caster* must be at least 7th level; Price 5,000 gp; Cost 2,750 gp + 180 XP.

**VARIANTS**

The creation of a carrion golem is as much an art as a science, and each golem tends to be unique, reflecting the whims and sick desires of its creator. While the version addressed above applies to most individuals, a number of twisted variations follow.

**Mounts:** Occasionally, a particularly twisted individual creates a carrion golem using parts from horses and other large quadrupeds, making the construct strong enough to use as a mount. Employed primarily for the shock value, and occasionally called upon to lead the vanguard of evil armies, few things are more terrifying than a man riding into battle on a decaying horse with spider legs and a man's face, his legs stuck firm to the putrefying molded flesh of the saddle. These variant carrion golems are Large and have a speed of 40 feet.

**Stand-ins:** Some tieflings and other deformed spellcasters enjoy creating carrion golems in their own image. These disgusting variants are still cobbled together from an assortment of corpses, but the crafter carefully sculpts them and covers strange appendages in grafts of human flesh or scaly lizard hide (depending on their own weird physical traits). These golems impersonate their master with a +8 bonus on Disguise skill checks, though anyone attempting to interact with them immediately discovers the ruse. They are otherwise identical to common carrion golems.

**Weapons:** Eschewed by all but the most ruthless warlords, these carrion golems are excellent instruments of terror. Rigged with alchemical explosives inside their chest cavities, these monstrosities can be sent into a rebellious town or hamlet to wreak havoc, infecting the local populace with fear and disease. When dealt a mortal blow, a special glyph placed on its chest causes it to explode, showering everyone within a 30-foot-radius spread with gobbets of reeking flesh. The damage dealt by this explosion depends upon the nature of the alchemical ingredients used and stored inside the golem, but fire and acid are standard choices. In any event, the explosion deals 4d6 points of the appropriate energy damage (Reflex DC 12 half; the save DC is Constitution-based), and infects everyone who takes damage with a random disease, as if each had been hit by the golem's slam attack.



## DEVILFISH

*Something monstrous looms in the murky water, a strangely fluid shape the size of a horse. As it draws near, the thing unfolds, a writhing nest of pale hook-lined tentacles connected by rubbery flesh, at the center of which snaps a razor-sharp beak. The monster's body is deep purple, fitted with powerful fins and a pair of immense sapphire eyes that sparkle with malevolent hatred.*

### DEVILFISH

**CR 4**

NE Large magical beast (aquatic)

**Init** +3; **Senses** see in darkness; Listen +1, Spot +3

**Aura** blood of Dagon (10 feet, in water only)

#### DEFENSE

**AC** 17, touch 12, flat-footed 14  
(+3 Dex, +5 natural, -1 size)

**hp** 47 (5d10+20)

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

**Resist** cold 10

#### OFFENSE

**Spd** 10 ft., swim 40 ft.

**Melee** tentacles +7 (3d6+4)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

**Special Attacks** Dagon's blood, improved grab, jet, savage bite +7 melee (2d6+4/18-20 plus poison)

#### TACTICS

**During Combat** A devilfish prefers to grapple foes, peel back their skin like fruit, and drop them in a puddle of their own gore. It takes a disturbing glee in tormenting foes, and when attacking a lone target, a devilfish attempts to draw out the victim's death as long as possible.

**Morale** A devilfish uses its jet ability to escape peril if brought below 10 hit points.

#### STATISTICS

**Str** 17, **Dex** 17, **Con** 18, **Int** 3, **Wis** 12, **Cha** 8

**Base Atk** +5; **Grp** +12

**Feats** Cleave, Power Attack

**Skills** Escape Artist +5, Hide +1, Spot +3, Swim +13

**Languages** Abyssal, Aquan, Common

**SQ** see in darkness, water dependent

#### SPECIAL ABILITIES

**Dagon's Blood (Su)** The unholy blood of the sea god runs through a devilfish. Once per day, as a standard action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease), while on land the slippery blood coats the ground (making the area difficult terrain). The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within range of a land-based burst of the stuff must make a DC 16 Fortitude save or be nauseated for 1d4 rounds. The save DC is Constitution-based.

**Jet (Ex)** A devilfish can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting. If it hasn't used its Dagon's blood ability, it may activate the cloud of blood as part of its jet.

**Improved Grab (Ex)** To use this ability, a devilfish must hit a creature at least one size category smaller than itself with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt a savage bite attack as a free action.

**Poison (Ex)** Injury (savage bite), Fortitude DC 16, initial damage 1d6 Strength, secondary damage 1d6 Strength. The save DC is Constitution-based.

**Savage Bite (Ex)** A devilfish can attack with its savage bite whenever it makes a successful grapple check. The bite threatens a critical hit on a roll of 18 to 20, and injects the target with poison as well.

**See in Darkness (Su)** A devilfish can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell or its Dagon's blood ability.

**Water Dependent (Ex)** A devilfish can survive out of the water for 1 hour, after which it becomes fatigued. After 2 hours, the devilfish becomes exhausted and begins to suffocate (see the drowning rules on page 304 of the DMG).

#### ECOLOGY

**Environment** aquatic or coastal regions

**Organization** solitary

**Treasure** none

**Advancement** 6–9 HD (Large), 10–15 HD (Huge), 16–30 HD (Gargantuan)

Sailors and sages alike whisper the tale of Kaktora's Last Stand. A titanic kraken, Kaktora once ruled Golarion's vast sea floor, her crushing tentacles claiming thousands of ships. Then Dagon came. The sea demon could not bear Kaktora's arrogant claim to Golarion's seas any longer, and in a rage he descended on the great kraken and tore her to pieces. Yet while Kaktora was slain, Dagon's blood filled the waters in which the countless fragments of her corpse floated. These fragments absorbed the sea demon's blood, twisting and transforming into a new life of their own. What swam out of that legendary battleground were the first devilfish, born from violence and raised on the blood of a demon god.

Devilfish are often mistaken for octopi, but they are in fact rather intelligent. Their tentacles are connected by a thick webbing, and when the creature attacks it does so with all seven of these hook-lined arms. Fishermen tell stories of devilfish purposely hooking themselves on lines just to increase the chances of capturing and capsizing fishing boats—often, even rumor of a devilfish sighting is enough to keep an entire fleet of fishermen on land for a week.

## ECOLOGY

Devilfish are larger than common octopi, their bodies on average growing 10 to 12 feet in length. These sick brooding sea monsters are also far more cunning than many other aquatic predators, luring prey into ambush, most often by allowing creatures to believe they are safe on dry land and then suddenly lurching out of the water to attack. Dagon's blood gifts devilfish with unnaturally long lives and they continue to grow until the moment of their death. A few devilfish have survived for centuries below the waves, plaguing shipping lanes for generations. Some specimens reach terrifying proportions, dwarfing the greatest megalodons and pulling the mightiest Chelish warships below the waves with a casual tug of one tentacle. Devilfish only require sustenance every few weeks to survive, but most gorge themselves whenever prey is available.

## HABITAT & SOCIETY

Devilfish hate their own kind as much as they hate everything else. They are solitary creatures who hide from men's eyes except when they are overcome by the urge to feast. Devilfish

### "FACTS" ABOUT DEVILFISH

Devilfish have plagued the seas for ages, and most sea captains can spin a tale or two about them.

**Birth Brings Death:** Women are ill luck at sea to some captains, more so when pregnant. Devilfish crave the souls of unborn babes and infants, and can smell a woman with child miles off. Many captains refuse to allow pregnant women aboard their vessels, and if they discover a woman on their ship who starts to show, they let them off at the closest port—the most cruel might even toss them to the unforgiving sea.

**The Change:** It is said that each octopus harbors a devilfish in its mysterious soul. Any octopus can become a devilfish at any moment, when the change comes upon it. Some transform when they pass through bloody waters, or when a tussle with a shark or other predator brings out their dark side. Some coastal communities hunt octopi to extinction in their region for this reason, leaving beaches strewn with severed tentacles and savaged bodies.

**Marked by the Devil:** Anyone who survives a devilfish attack turns to murder and evil. The taint of a devilfish's tentacles darkens his soul forever, and it's only a matter of time before the survivor kills the innocent. More than a few survivors of devilfish attacks have been preemptively slaughtered by their friends and neighbors shortly afterward due to this taint.

are asexual, and can produce offspring three or four times during their lives by disgorging a small clutch of live young. The parent immediately abandons these young, who fight and feast among each other until only one survives. This lone devilfish grows quickly, reaching maturity in just a few weeks after a voracious feeding frenzy that usually involves the depopulation of schools of fish and pods of dolphins.

## GUTAKI

The majority of devilfish encountered along coastal waters are little more than monsters gifted with just enough intelligence and cruelty to enjoy their murderous ways. Yet in the deep ocean trenches of the world dwell the gutaki, said to be the most direct descendants of the ancient kraken Kaktora. The gutaki have taken to the worship of Dagon with fanatic fervor, venerating him as their creator, for without his wrath and blood, the fragmentary remains of the Mother would have rotted to nothing.

The gutaki have very little contact with surface-dwelling races, for unlike the typical devilfish, they are not amphibious. Adapted to life in the tremendous pressures of the depths, they even fare poorly in the upper reaches of the sea. The average gutaki has an Intelligence score of 12. Their cities are said to be things of both beauty and madness, to rival even those of the ancient aboleths, with whom these cruel beasts have warred for countless eons.



## DREAM SPIDER

This child-sized spider's blue-and-yellow-striped abdomen shimmers as it scuttles along its gossamer web. A drop of thick purple venom drips from its mandibles.

### DREAM SPIDER

N Small vermin

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +1, Spot +5

#### DEFENSE

**AC** 13, touch 12, flat-footed 11

(+2 Dex, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +2, **Will** +1

**Immune** mind-affecting effects

#### OFFENSE

**Spd** 30 ft., climb 20 ft.

**Melee** bite +3 (1d3 plus poison)

**Special Attacks** dream web

CR 1/2

#### TACTICS

**During Combat** Dream spiders try to lure opponents into their webbing before moving in to bite them. Opponents who become senseless due to Wisdom loss are often wrapped in webbing to ensure they do not recover and are slowly devoured.

**Morale** A dream spider typically flees from a fight if reduced to less than 2 hit points, but fights to the death if incapacitated prey is nearby.

#### STATISTICS

**Str** 10, **Dex** 15, **Con** 12, **Int** —, **Wis** 12, **Cha** 11

**Base Atk** +0; **Grp** -4

**Feats** Weapon Finesse<sup>B</sup>

**Skills** Climb +10, Hide +10, Spot +5

#### SPECIAL ABILITIES

**Dream Web (Ex)** A dream spider can spin webs just like a monstrous spider of the same size (MM 288) but its webs carry an iridescent hue, making them easy to notice (Spot DC 15). Any animal, humanoid, giant, or monstrous humanoid that comes in contact with these webs experiences strange hallucinations, taking 1 point of Wisdom damage per round of contact. A DC 11 Fortitude save negates this damage. If the webs of a dream spider are burned, they create a spread of poisonous gas in a 10-foot radius. This gas deals 1d4 points of Wisdom damage to all creatures in the area (not just to those susceptible to contact with webs as listed above). A DC 11 Fortitude save halves this damage. The cloud of colorful vapor remains for only a single round before dissipating harmlessly. The save DC is Constitution-based.

**Poison (Ex)** Injury, Fortitude DC 11, initial and secondary damage 1d4 Wis. The save DC is Constitution-based.

**Skills** Dream spiders have a +4 racial bonus on Hide checks in their webs and a +4 racial bonus on Spot checks. Dream spiders have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Dream spiders can use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

#### ECOLOGY

**Environment** tropical forest or any urban

**Organization** solitary, pair, or nest (3-8)

**Treasure** special (see below)

**Advancement** 2-4 HD (Small), 5-8 HD (Medium)

Native to the fecund jungles of the Mwangi Expanse, dream spiders are among the many wondrous and terrifying creatures to stalk the thick tropical forests of Garund. Their name among the people native to the region, Jalkara Kal, is the name of the mythic Prince of Dreams revered by many tribes of river people. The Sutra of the Ancients tells of Jalkara Kal's transformation into a spider after Mevenga the Leopard, Prince of Ravages, convinced the All-King that Jalkara was a traitor. The

All-King later learned of Mevenga's treachery, but had employed powers so rancorous against Jalkara that the punitive transformation could never be undone. The best the All-King could do was to return Jalkara's power over dreams and visions to him in his new arachnid form.

The dream spiders are Jalkara's brood, and depending on which tribe you ask, they have menaced or blessed the peoples of the jungle since time immemorial. The power of their venom, to gift the bitten with visions, is widely valued, but many fear the poisonous boon, believing the visions to be of some future doom. Some tribes hunt the Jalkara Kal viciously, driving the creatures from their lands.

Foreigners find the narcotic bliss that accompanies a dream spider's bite irresistible, and trappers both native and foreign now sell the strange monsters for three times their weight in gold to traders who bring the venomous beasts to Cheliox, Absalom, Varisia, and other cosmopolitan and decadent ports of call. Some are even rumored to spin their iridescent webs, which carry a similar poison, into an intoxicating silk cloth.

## ECOLOGY

Dream spiders lurk in dark places. In the jungles they spin their webs in the thick branches of the canopy above, skulk under mossy growths, or hide among fungal shelves jutting from the giant trees of the Mwangi. Thanks to the widespread and often illegal trade of Jalkara Kal, a number of these venomous beasts also infest many of Golarion's largest cities. There they hide on rafter beams, in attic corners, under moldy blankets in cellars, up unused chimneys, in the cabinets of abandoned kitchens, and like environs.

Dream spiders lay egg in lightless places and prefer to plant their brood in books above all. Libraries are often infested with dream spiders, and some sages claim great tales of history are the Jalkara Kal's favorite nest. The fact that the Prince of Dreams is also known as the Father of History either lends credence to the sages' tales, or perhaps inspires them to invent stories of spider-spewing tomes of past lore. More practical scholars, however, are quick to point out that the pages of books are easily chewed into the paste that constitutes the spider's nesting material. Dream spiders grow very quickly, as if time cannot hold them back from whatever dire and poisonous ambitions they harbor.

## TREASURE

Dream spiders are a treasure unto themselves. A live specimen is worth 50 gp, while a typical egg cluster is worth 100 gp (young dream spiders are difficult to raise in captivity, though). Dream spider webbing is worth 50 gp per nest, although care must be taken in handling the stuff. Silk spun from dream spider webs is particularly

## SHIVER

Enigmatic and eerily beautiful, dream spiders are now a hot commodity on the streets of Korvosa, where it's said their venom shows some the future.

Venom milked directly from a dream spider is potent, but not particularly habit-forming. When the venom is boiled in a mixture of water, alcohol, and webbing gathered from dream spider nests, the result is an addictive drug called "shiver." The process of creating the drug is complex, requiring a DC 22 Craft (alchemy) check to produce a single dose.

Shiver is taken by mouth, and its effects are swift. The drinker must make a DC 10 Fortitude save to resist taking 1 point of Wisdom damage. A minute later, he must save again or lapse into a comatose state for 1d4 hours, during which he experiences vivid, bizarre dreams. Each additional dose of shiver taken within 24 hours increases the DC to resist by +1 and the duration of the coma by 1d4 hours.

Shiver is extremely habit-forming. Each time a creature takes the drug, he can resist addiction with a DC 10 Fortitude check. An addicted character must make a DC 15 Fortitude save each week he doesn't use shiver to avoid taking 1d10 points of Wisdom damage. A character who makes two of these saving throws in a row recovers from his addiction.

valued in the crafting of clothing intended to bear illusion magic.

The primary value of a dream spider, though, is to an alchemist who has mastered the craft of brewing shiver from dream spider venom. A single dose of shiver is worth 10 gp, although actual street value can sometimes exceed five times that amount in areas where drug trades are tightly controlled or illegal. In Korvosa, a dose of shiver typically sells for 25 gp—enough that a life of petty theft can just barely keep an addict in ready supply.

## VARIANTS

Several sub-species of Jalkara Kal are known to exist—the specimen described above is merely the most populous breed, and the easiest to catch.

Perhaps the next most common variant is the death-eye dancer. These mottled black and purple dream spiders are usually bulkier than the common breed, and their fangs are noticeably larger as well (bite damage 1d6). The bite of a death-eye dancer also causes a victim to shuffle and spasm wildly, almost as if dancing—this venom deals 1d4 points of Dexterity damage in addition to the normal Wisdom damage.

Rarer are the much larger and more dangerous nightmare spiders—Medium-sized dream spiders with black and red markings whose venom causes three times the amount of Wisdom damage on the initial save and paralysis for 2d6 hours if the secondary save is failed.





## DOLL, SOULBOUND

This small ball-joint doll wears a bright white dress and stands, posed, without the aid of a doll stand. Its glass eyes stare straight ahead, vacant and seemingly sightless, before it blinks suddenly and shifts its stance.

### DOLL, SOULBOUND

**CR 2**

N (any) Tiny construct

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +3

#### DEFENSE

**AC** 14, touch 14, flat-footed 12  
(+2 Dex, +2 size)

**hp** 19 (3d10+3)

**Fort** +1, **Ref** +3, **Will** +1

**DR** 2/magic; **Immune** construct traits

**Weaknesses** mind-affecting effects

#### OFFENSE

**Spd** 20 ft.

**Melee** dagger +2 (1d2–2/19–20)

**Ranged** dagger +6 (1d2–2/19–20)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 3rd)

3/day—*light*, *mage hand*, *open/close*, *prestidigitation*

1/day—*levitate*, one additional ability dependent on alignment

#### TACTICS

**During Combat** Except in the direst situations, the soulbound doll avoids melee combat. It uses *levitate* to keep its enemies at a distance, focusing its offensive spell-like abilities on targets with ranged weapons or that attack it with ranged spells.

**Morale** A soulbound doll only fights until destroyed if it faces another soulbound doll of an opposing alignment. Otherwise, it flees any way it can when reduced to half its hit points.

#### STATISTICS

**Str** 7, **Dex** 14, **Con** —, **Int** 11, **Wis** 10, **Cha** 9

**Base Atk** +2; **Grp** –8

**Feats** Improved Initiative, Toughness

**Skills** Hide +16, Move Silently +5, Spot +3

**Language** Common

**SQ** alignment variations, soul focus

#### SPECIAL ABILITIES

**Alignment Variations (Sp)** All soulbound dolls are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful depending upon the nature of their soul focus. All soulbound dolls have an additional spell-like ability usable once per day dependent on their alignment as listed below.

**Lawful Neutral:** *suggestion* (DC 12)

**Neutral Good:** *heroism*

**Neutral:** *deep slumber* (DC 12)

**Neutral Evil:** *inflict serious wounds* (DC 12)

**Chaotic Neutral:** *rage*

**Enchantment Weakness (Ex)** The weakened conviction of the soulbound doll's soul makes it susceptible to mind-affecting effects, despite its construct traits.

**Soul Focus (Su)** The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into the neck or chest of the doll. As long as this soul focus remains intact, it can be built into another doll for the soul to animate, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later put into a new doll body the soul retains its personality and memories from its previous body or bodies. Regardless of its construction, a soul focus has hardness 8, 12 hit points, and a break DC of 20.

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or family (3–12)

**Treasure** no coins, 50% magic items

**Advancement** by character class; **Favored Class** rogue

**Level Adjustment** +4

Crafted from a fragment of a creature's soul, these small dolls are animated with sentient will. For the most part, the binding process strips almost all of the individuality and personal conviction from the soul fragment, making a brand new soulbound doll a blank slate onto which the creator can ascribe what values he desires. Despite this process, however, fragments of the original creature's will remains.

Soulbound dolls act as conversation companions, surrogate children, servants, guards, sentries, and warriors. In short, they perform nearly any function desired by their creators. Those created by city-dwellers tend to act civilized and polite, while those crafted in or near the wilderness possess traits appropriate for survival in their savage environment.

When a soul fragment is stripped from its soul, it retains just enough of its personality to influence the new personality born within the soulbound doll. As such, the creators of soulbound dolls are typically very careful to cull soul fragments from people who possess personality traits the crafters wishes to see in their dolls.

## ECOLOGY

Soulbound dolls are constructs and thus do not contribute to the natural environment. The extraction of a soul fragment can occur willingly or unwillingly. An unwilling soul binding is an attack on the target creature's very essence, an assault against the very basics of what it means for that creature to be who it is. A willing soul binding, on the other hand, is a gift from both the giver and the binder of the soul. The creature from whom the soul fragment comes gives the gift of proto-life to the creator's doll, while the creator gives the creature's soul an additional vessel in which to live.

## HABITAT & SOCIETY

A soulbound doll serves its creator with absolute loyalty (although chaotic and evil soulbound dolls tend to be somewhat rebellious). If a doll's creator willingly gives it away, the doll serves its new master with nearly as much loyalty (only disobeying its new master if its creator gives it a contradictory order).

Good, lawful, and neutral soulbound dolls tend to get along and live together in relative peace and harmony. Chaotic and evil soulbound dolls prefer to live alone with their masters.

## CONSTRUCTION

A soulbound doll's body is made from whatever materials the creator wishes (common choices include wood, stone, and porcelain), as well as one exquisite item worth at least 2,000 gp to serve as the soul focus. This item is typically a single tiny gemstone, but it may also be a finely-crafted miniature dress or a Tiny masterwork weapon. Assembling

## SOULBOUND DOLLS IN GOLARION

Presented here are three examples of soulbound dolls.

**Mwangi Fetish Dolls:** The jungles of the Mwangi Expanse are home to numerous tribes that practice magic unheard of elsewhere in the Inner Sea region. These magic traditions grant some tribal sorcerers the ability to animate wooden dolls as protectors. While most of these dolls serve as sentries around villages, a few are crafted for more sadistic reasons.

**Pestico's Daughters:** A doll maker and dabbler in arcane magic before the death of his wife, Vadid Pestico's loneliness pushed him ever more deeply into the eldritch mysterious surrounding life, death, and souls. Eventually, he stumbled upon the formula for crafting soulbound dolls, and with that knowledge he set about making the daughters he and his wife never had. Most of the lifelike daughters who call him Father are well-mannered little girls, but recently one of them seems to have gone bad.

**Terra Cotta Guardians:** Only recently, a band of adventurers in the Tian Xia nation of Qin uncovered a massive burial palace devoted to an ancient wizard-king. Surrounding his sepulcher were hundreds of tiny terra cotta statues of soldiers, priests, and demons. Unfortunately for the grave-robbing adventurers, the statues were all soulbound doll guardians. Later groups made peaceful contact with the leader of the eternal army, who calls himself Wu Zhan Yu. Yu and his subordinates happily answer questions put to them about their creation and the wizard-king who made them, but they do not allow entry beyond a certain point in the chamber surrounding the tomb.

the body requires a DC 20 Craft (sculpting) or Craft (doll-making) check.

Creation also requires a soul fragment from a living or recently deceased creature (died within 1 hour of the start of the binding ritual). The binding process strips most of a soul fragment's personal conviction and personality, but not necessarily all. If the source soul has a non-neutral component to its alignment, one of those components (selected randomly if the creature has two) influences the soulbound doll's final alignment. If the soul used to infuse the doll is from that of a still-living creature, the creature can resist the procedure with a DC 20 Will save. If the saving throw is failed, the creature takes 1d4 points of Wisdom damage and 1 point of Charisma drain. Stripping a soul fragment from someone who is already dead does not deal damage or drain to the corpse, nor does it inflict any lasting damage on the soul itself, which is free to proceed on to the afterlife once the doll's fragment is secured. The soul fragment retains no memories from its former life.

CL 9th; Craft Construct, *lesser geas*, *levitate*, *light*, *mage hand*, *magic jar*, *open/close*, *prestidigitation*, soul of a living creature; Price 10,000 gp; Cost 6,000 gp + 320 XP.



## RAKTAVARNA

All at once, this mundane sword begins to twitch and writhe, as if with a life of its own. Gold embellishments vanish, steel melts, and evaporates in a cloud of fragrant incense as the weapon reshapes itself into an enormous hooded serpent, fierce horns protruding above glowing red eyes.

### RAKTAVARNA

LE Small outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Listen +10, Spot +10

#### DEFENSE

**AC** 16, touch 14, flat-footed 13  
(+3 Dex, +2 natural, +1 size)

**hp** 19 (3d8+6)

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

**Immune** sleep; **Resist** fire 10

#### OFFENSE

**Spd** 20 ft., climb 10 ft.

**Melee** bite +7 (1d4+1 plus memory poison)

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

**Special Attacks** change shape

**Spell-like Abilities** (CL 3rd)

**At will**—*clairaudience/clairvoyance*, *detect thoughts* (DC 16)

**3/day**—*suggestion* (DC 16)

#### TACTICS

**During Combat** If forced to fight, a raktavarna closes quickly to bite, hoping to remove its presence from its enemy's memory so it may revert to its disguised form and continue its deception.

**Morale** A raktavarna is a spy, not a soldier, and unless acting on orders to kill, it seeks to avoid combat whenever possible, fleeing when confronted directly.

#### STATISTICS

**Str** 13, **Dex** 16, **Con** 15, **Int** 12, **Wis** 14, **Cha** 11

**Base Atk** +3; **Grp** +0

**Feats** Alertness, Weapon Finesse

**Skills** Bluff +14, Climb +15, Decipher Script +6, Disguise +14, Escape Artist +9, Hide +13, Listen +10, Move Silently +9, Spot +10

**Languages** Common, Infernal; telepathy 60 ft.

**SQ** bound to the master

#### SPECIAL ABILITIES

**Bound to the Master (Su)** A raktavarna is forever bound to the rakshasa who created it. What it sees the rakshasa knows, and this includes anything the raktavarna views via *clairaudience/clairvoyance*. The range of this bond is unlimited (functioning even across planes). Casting *dispel evil* on a raktavarna stuns its rakshasa master for 1d4 rounds (no save). A rakshasa can sever the bond at will, though doing so kills the raktavarna instantly.

**Change Shape (Su)** A raktavarna can assume another form at will as a move action. A raktavarna can take on the form of any inanimate object of an equal size or smaller. While in object form, it can employ its spell-like abilities, is aware of everything transpiring around it (retaining full use of its senses), can still communicate telepathically, and retains the mental link with its rakshasa master. Anyone handling or inspecting a raktavarna in its object form can attempt a Spot check, opposed by the raktavarna's Disguise check, to notice the deception. A raktavarna can resume its serpent form as a move action. While in object form, the raktavarna can give off any aura it chooses (including none), allowing it to take the form of magic items (even though *identify* reveals no abilities).

**Memory Poison (Su)** Injury, Fortitude DC 15, initial damage 1d4 Wis, secondary damage none. Anyone who takes Wisdom damage from the bite of a raktavarna must also make a DC 15 Will save. Those who fail have their memories altered by the whims of the raktavarna. This functions just like the spell *modify memory*, with the exception that it happens instantaneously. The raktavarna typically uses this ability to wipe its presence from the victim's mind. The save DC is Constitution-based and includes a +2 racial bonus.

**Skills** A raktavarna receives a +8 racial bonus on Bluff and Disguise checks.

#### ECOLOGY

**Environment** any, often urban or populated area

**Organization** solitary

**Treasure** standard

**Advancement** 4–5 (Small), 6–9 (Medium)

Rakshasas' love of gold is timeless. Something about the way the blood of a fresh sacrifice clings to its lustrous surface drives rakshasas to distraction, and some sages claim the fiends invented coins as a means of controlling men's souls. Whether this is true or not, rakshasas definitely invented some of the most sinister and creative

uses for them. Raktavarnas are one such diabolic creation. All smoke, blood, and gold, these wretched things are the souls of once-regal giant serpents mingled with the heart's blood of a conquered prince or great warrior. The ceremony for creating a raktavarna is complex, and the confluence of desecrated incense and heart-ripping sacrifice over a bed of coins spent on warfare produces a twisted monster whose only will is to serve its rakshasa master as eyes, ears, and fangs.

These terrors drift through men's lives, passing from hand to hand as weapons or strange coins from foreign lands, curiosities brought home by traders and emissaries and given to greater men as tribute. In this manner the raktavarnas gain entry into corridors of power throughout Golarion, and what they see, their foul masters know.

### ECOLOGY

A raktavarna is 4 feet long in its snake form, and its powerful body weighs more than 100 pounds. Spirits of dead snakes mingled with men's shades, raktavarnas are as immortal as their deathless masters. They require no food, though they crave the taste of hot blood. The creatures never sleep and remain constantly alert, watching, ever ready to do their dark masters' bidding. Capable of remaining dormant in their object form for centuries, some raktavarnas linger in the vaults of powerful kings and queens, while others use their *suggestion* on the weak to move from spy to unwitting spy, collecting information for the rakshasa that spawned them. Only rarely do raktavarnas reveal their natural form, and then only to torment their victims, when such knowledge comes far too late to be useful.

### HABITAT & SOCIETY

Raktavarnas are slaves. They obey their masters, though some remember enough of their former lives, as great snakes slithering through the jungle or rulers of men, to hate what they have become. Still, the blood commands them, and they cannot stray too far from their masters' will. They have no sense of social order beyond their abject subjugation to the fiends who wrought them. More vicious specimens take on the forms of sentient magic items and enjoy lording their power over the mortals who carry them, forcing them into unnecessarily brutal acts such as self-mutilation or killing loved ones.

### TREASURE

Raktavarnas secretly lust for gold just as their masters do. If a raktavarna can collect 1000 gold pieces of its own, it is freed from its master's influence forever. Only one piece of gold may be collected from a given person without alerting its master, however, and the raktavarna cannot use its spell-like abilities to compel this gift. Raktavarnas

### THE TIGER AND THE COIN

Most raktavarnas take the form of snakes, but not all. Perhaps the most famous of all stories involving a raktavarna features an especially powerful creature made using the soul of a majestic tiger instead of a snake. This fiend, called Sharah, took the form of a gold coin covered in Vudran runes. When crusaders from Taldor raided one of its master's chief holdings, Sharah secreted itself in the treasury, where it was picked up by one of the raiders. From there, it moved slowly up the chain of command, whispering seditious thoughts in the ears of its bearers and fomenting rebellion within the crusaders' ranks, until finally it reached their leader. There its quiet urgings drove the warlord to madness, and in the order's final hours, as the leader stood blood-spattered and desolate among the remains of his loyal soldiers, the raktavarna revealed itself and completed its master's vengeance. As a result, to this day, Taldoran merchants will sometimes hang Vudran coins from the roofs of their stalls, a tribute to keep rakshasas from taking an interest in their dealings.

jealously hide and guard their hoards, since if the gold is stolen they must begin afresh. Any other treasure a raktavarna collects during the course of its duties is immediately turned over to its master to allay suspicion and keep the rakshasa from noticing the theft. As a result, raktavarnas rarely carry any gear.

Often, the raktavarna itself can function as treasure for an unsuspecting carrier. In the form of a weapon, a raktavarna can shed an aura of magic, and while a spell like *identify* won't reveal any particular powers, the raktavarna can contact its handler via telepathy. The outsider uses this contact to bluff its new "owner," pretending to be an intelligent weapon. Of course, this deception lasts only as long as the owner suits the raktavarna's particular plans.

### CREATION

To create a raktavarna, a rakshasa must cut the heart from the chest of a prince, princess, or warlord. He must then immediately feed the still-beating organ to a snake—the traditional snake being the deadly emperor cobra. The snake itself is then ritually slaughtered and its blood drained into a gold brazier, which is used to burn exotic incense gathered from secret ledges in the Outer Rifts, where demons caper and devil-ghosts howl—this incense can be purchased in certain hidden markets for 5,000 gp. The rakshasa must then cast *suggestion*, *lesser geas*, and *lesser planar binding* upon the burning brazier, and the new raktavarna solidifies from the oily black smoke to serve its new master. At this point, the rakshasa must spend 500 XP to bind the raktavarna to itself, otherwise the creature dies as soon as it is born.



## REEFCRAW

*This horrifying creature has the chitinous head, claws, and front end of a lobster, but the lower body of a spiny eel. A row of bright red spines runs down the length of its back.*

### REEFCRAW

**CR 1**

CN Small aberration (aquatic)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +1

#### DEFENSE

**AC** 14, touch 12, flat-footed 13

(+1 Dex, +2 natural, +1 size)

**hp** 11 (2d8+2)

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

**Resist** cold 5

#### OFFENSE

**Spd** 5 ft., swim 40 ft.

**Melee** 2 claws +3 (1d4 plus numbing poison)

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

**Special Attacks** death frenzy, constrict 2d4, improved grab, tenacious grapple

#### TACTICS

**During Combat** A reefclaw charges at the nearest opponent and uses its claws to attempt a grapple. Once a reefclaw establishes a grapple, it maintains that grapple until either it or its victim dies. If a creature escapes a reefclaw's grapple, the enraged reefclaw pursues that creature until one of them is dead. In a group, reefclaws each attack different creatures and never aid one another.

**Morale** A reefclaw grappling a creature fights until killed. If unable to grapple a creature, a reefclaw flees if reduce to 1 or fewer hit points.

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 12, **Int** 5, **Wis** 12, **Cha** 13

**Base Atk** +1; **Grp** +5

**Feats** Improved Initiative, Weapon Finesse<sup>B</sup>

**Skills** Swim +13

**Language** understands Common

**SQ** amphibious, ferocity, numbing poison

#### SPECIAL ABILITIES

**Amphibious (Ex)** Although reefclaws are aquatic, they can survive indefinitely on land.

**Constrict (Ex)** On a successful grapple check, a reefclaw deals 2d4 points of damage.

**Death Frenzy (Su)** When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a full attack action against creatures it threatens. If more than one creature is within reach, the reefclaw makes each attack against a random target (even against other reefclaws).

**Ferocity (Ex)** A reefclaw is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

**Improved Grab (Ex)** To use this ability, a reefclaw must hit a creature of any size with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Reefclaws receive a +8 racial bonus on grapple checks.

**Numbing Poison (Ex)** The spines covering a reefclaw secrete a slightly tacky ooze that is mildly anesthetic. As a part of its self-grooming, a reefclaw rubs the tines of its powerful claws against its spines, transferring some of the ooze onto its claws, which it then combines with its saliva to create a numbing poison (injury DC 12; initial numbness, secondary o). The save DC is Constitution based. This numbness confers a –2 penalty on grapple and Strength checks for 1 minute.

**Skills** A reefclaw has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**ECOLOGY****Environment** any**Organization** solitary, school (2–5), or harem (6–12)**Treasure** none**Advancement** 3–8 HD (Small), 9–15 (Medium), 16–21 (Large)

Ferocious hunters, reefclaws terrorize both coastal waters and major rivers, feeding voraciously on fish, crustaceans, dolphins, and even land mammals come to riverbanks to drink. Once a reefclaw latches onto a victim it stays attached until either it or its prey is dead.

Reefclaws were originally created by Runelord Alaznist to act as guardians in her moats and rivers. Even before the fall of Thassilon, reefclaws occasionally escaped their lives of servitude and became legendary terrors of coastal villages across Varisia.

Reefclaws understand the most prevalent language used near their lairs (usually Common or Varisian), but they lack the ability to speak and they cannot normally read.

**ECOLOGY**

Although they were created unnaturally in the flesh-warping vats of Bakrakhan, reefclaws fill the niche of ferocious high-end aquatic predator. Since their creation more than 10,000 years ago, reefclaws have spread from Varisia, south into the Inner Sea and all the rivers that empty into it. Less picky than jigsaw sharks and more powerful than Varisian violin crabs, reefclaws pose a danger to any who work along or in coastal and river waters. More Korvosan pearl divers die each year to reefclaws than to every other predator combined.

**SOCIETY**

Reefclaws mostly live as solitary creatures, although females sometimes gather in groups called harems. These harems form among females ready to mate (which occurs once every 2 or 3 years). When a harem finds a male ready to reproduce, the group descends on the lone male and rips him open, forming a cloud in the water through which the females swim multiple times. When they finish their flurry, the females then feed on the rest of male's body. A harem repeats this process four or five times over a month's period, then disbands while the impregnated reefclaws gestate. After 3 months, a female lays tens of thousands of eggs, less than 1% of which make it to adulthood.

**REEFCLAW FISHING**

Reefclaw meat is considered a delicacy in many cities, particularly Korvosa and Absalom, although many more discerning folk argue that the consumption of reefclaw is immoral, as these creatures are far from unintelligent. These arguments typically fall on deaf ears—enough so that reefclaw fishing remains a profitable, if dangerous, career.

**NUMBING POISON**

The Shoanti long ago learned how to harvest the numbing toxin from reefclaws and how to increase its concentration to make it a more useful poison. Numbing poison is delivered via injury. A creature poisoned by this venom must make a DC 13 Fortitude save to avoid taking 1d3 Strength and 1d3 Dexterity damage. After a minute, he must save again to resist taking the same damage. A dose of numbing poison is worth 100 gp.

**LEGENDARY REEFCLAWS**

With the proliferation of these watery menaces, tales and legends of their ferocity have only increased, especially in coastal towns and villages in Varisia. Parents of coastal communities sometimes use these legends to strike fear into the hearts of their children. The two most famous reefclaw stories follow.

**The Lasting Churn:** Near the mouth of Conqueror's Bay, less than half a mile from the massive chain that protects Veldraine and Korvosa, exists an unending whirlpool of blood and ripped flesh. Here swim hundreds of reefclaws in the largest harem ever witnessed. Individual reefclaws have been observed joining and later leaving the Lasting Churn, but its numbers never seem to fluctuate by much. The harem has lasted, nonstop, for the entire 43 years since its discovery, and all attempts at discerning its cause and longevity have led only to death and horrible maiming.

**Meatclaw:** Legend in Korvosa speaks of an impossibly massive reefclaw who lives in a submerged cave below the seashore cliffs north of the city. According to the legend, Meatclaw is 40 feet long with a claw "bigger'n a horse," who received his distinctive moniker thanks to a clublike deformed claw. Those who make their living off the river claim that any expedition or boat lost on the Jeggare fell victim to Meatclaw. That no recorded sighting or verifiable account has ever been made of Meatclaw means little to those who believe in him, who defend the lack of evidence by saying, "Ol' Meatclaw done et them what seen 'im."

The classic method of catching reefclaws requires at least two fishermen. A hook at the end of a heavy chain is baited with a haunch of meat and then thrown over the side of a boat and allowed to float a few feet off the sea floor. When a reefclaw clamps onto the meat and attempts to retreat to its lair, the chain jerks and one fisherman can then winch it up, pulling the reefclaw alongside the boat's edge. The second fisherman then hacks off the reefclaw's claws, which remain affixed even in death to the bait, allowing the body (whose meat is generally considered to be unpalatable) to drop back into the sea. Skilled reefclaw fishermen can catch a dozen reefclaws on a single side of beef over the course of a single day of fishing, although just as many hopeful fishermen loose hands of their own to the dangerous creatures.