



BESTIARY

SEVEN DAYS TO THE GRAVE

Heart racing, lid thrown clear, I sought the breast of the infernal where he slept.

“Empty. Empty save dust, black soot, and the droppings of rats.

“If not here, then wh—’ A scream choked my words. With eyes the size of silver crowns, Duristan stood shocked, stiff as a churchyard post. Drifting like foul breath, the Viscount of Amaans loomed stark and terrible, his Garund-yellow eyes piercing my fiancé’s soul, pinning him like so many victims past. With the jerking grace of a hunting spider, envious Galdyce was upon the man of breath and blood, the torch slipping from numb fingers, the crypt set to spinning as the flame fell.

“Not thinking to aim, my bolt took flight, but whether for the heart of the monster or the man I do not know.”

—Ailson Kindler, *Galdyce’s Guest: Feast of the Nosferatu*

Lurking terrors and subtle horrors haunt the pages of this month's *Pathfinder* Bestiary. Corrupt and diseased, these abominations sow all manner of afflictions: the putrescence of monstrous vermin, the dreaded curse of vampirism, and the blasphemous corruptions of the planes and dark gods. Whether spreading their foul diseases or drawn to feast upon the ravages of pestilence, any of these menaces might be drawn to Korvosa in the wake of blood veil's blistering rampage.

Serving as a stark counterpoint to this host of grotesqueries, another herald of the gods emerges: the lawbringer, harbinger of the god of cities. While Korvosa's plight is unlikely to attract this extraplanar guardian, wherever the march of civilization faces insurmountable odds, there Abadar's favored minion takes the field.

Thus, without divine intervention, Korvosa must look within for salvation, a burden likely to rest on the shoulders of the PCs alone.

Wandering Monsters

Korvosa keeps a pretty good handle on its dead. Within the Gray, the smallest of the city's seven districts, the resident priests of Pharasma cater to the needs of the deceased, keeping hundreds of graves and mausoleums orderly, undisturbed, and honored. But even the most attentive guardians can't be everywhere at all times.

Beneath the Gray, the dead of Korvosa don't always rot peacefully. The crypts of nobles and former rulers house unquiet spirits, tombs of ancient Shoanti warriors bristle with deathless warriors, and mass graves belch forth all manner of mindless horrors. And this it to say nothing of the immortal residents of the city's most ancient vaults, or terrors wandering up from the darkness below. Foul things fester among the bones of the city's deceased, and great honor and fantastic wealth might be had by those daring enough to brave the halls of the dead. The following descriptions explain several encounters on the Korvosa Crypts Random Encounters table in more detail.

Ghouls: Necrotic cannibals, ghouls are a constant menace in Korvosa's crypts and graveyards. An encounter with these ravenous undead might include six ghouls or, in rarer cases, three ghouls and a bloated, reeking ghast leader.

Hauntings: The party encounters some manifestation of the dead, lingering memory, or expression of evil. You can handle this however you like and should treat it as a spontaneous effect with the same abilities as a *major image*. Alternatively, if you have *Pathfinder* #2 or #6, you might customize this effect to be similar to the haunts detailed on pages 24 and 10, respectively.

Priests of Pharasma: The clergy of the goddess of fate makes regular patrols of many crypts and the boneyard around its cathedral. Aside from the unquiet dead, the clergy also combats the depredations of vandals,

THE FIENDS

This volume of *Pathfinder* introduces a new fiend to Golarion and opens the doors to the planes. These immortal terrors oppose the works of gods and angels. They are the multiverse's embodiments of corruption, evil, and destruction: devils, daemons, and demons.

Devil: The corruptions of deities and their fallen servants, devils concern themselves with the twisting of the mortal mind. Social fiends, they seek to warp and distort that which is pure into fonts of depravity. Their victims are faith, politics, and philosophy—those who succumb to them become betrayers and traitors and heretics.

Daemon: The bane of mortality, daemons seek to harvest and consume life itself. Through death and the dispersion of souls they claim power, strengthening their own ability to sow ruin or the nefarious powers of those with whom they bargain.

Demon: Primordial embodiments of annihilation, demons undo all that can be destroyed. Whether through gross manipulations of the flesh, orgies of unrestrained vice, or unbridled savagery, they hate and devastate all they encounter, including other demons.

KORVOSA CRYPTS RANDOM ENCOUNTERS

d%	Encounter	Avg. EL	Source
01–03	1 caryatid column	3	<i>Tome of Horrors</i> 33
04–13	1d6 spider swarms	3	MM 239
14–18	1d10 giant maggots	4	<i>Pathfinder</i> #8 84
19–21	Rot grubs	4	<i>Tome of Horrors</i> 222
22–31	1d12 zombies	4	See description
32–36	1 crypt thing	5	<i>Tome of Horrors</i> 50
37–48	Ghouls	5	See description
49–57	1d6 imps	5	MM 56
58–62	1d6 derro	6	MM 49
63–64	1 revenant	6	<i>Pathfinder</i> #2 90
65–71	1d6 wights	6	MM 255
72–76	Yellow mold	6	DMG 70
77–81	1 spectre	7	MM 232
82–85	1d4 wraiths	7	MM 258
86–89	1d6 vampire spawn	8	MM 253
90–91	1 mohrg	8	MM 189
92–94	Haunting	—	See description
95–100	Priests of Pharasma	—	See description

vagabonds, and other villains who might disrespect the dead. PCs might have a hard time convincing Pharasma's devout that they aren't such miscreants.

Zombies: A group of human zombies patrols these sepulchral halls, either acting as they did in life or violently attracted to the PCs' noise, light, or brains. If you'd prefer something more monstrous, you might employ two bugbear zombies, a minotaur zombie, or a host of equal-EL skeletons.

DAEMON, LEUKODAEMON

Stalking upon a pair of chipped hooves, this man-shaped beast of bones and tattered flesh grips a longbow like a ready hunter. Where its head should be rests a sun-bleached horse's skull, while behind it hang filthy, moth-eaten wings. Upon its festering flesh crawl wormy things, squirming and roiling amid the blisters and necrotic symptoms of some terrible, rotting affliction. A cloud of flies surrounds the diseased-looking thing, their buzzing a morbid harmony to its stride's bony clatter.



LEUKODAEMON

CR 9

Always NE Large outsider (daemon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., telepathy 100 ft.; **Listen** +20, **Spot** +20

Aura infectious aura

DEFENSE

AC 25; touch 16, flat-footed 18
(+7 Dex, +9 natural, -1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +14, **Will** +12

DR 10/good; **Immune** acid, death effects, disease, and poison;

Resist cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

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

Melee 2 claws +13 (1d6+4) and
bite +8 (1d8+2)

Ranged +2 composite shortbow (+4 Str) +19/+14 (1d8+6 plus
contagion shot)

Special Attacks breath of flies, contagion shot, *summon daemon*

TACTICS

Before Combat Upon sighting foes, leukodaemons take to

the air, summoning other leukodaemons and readying their bows for a strike from above.

During Combat Far less effective in melee combat than at a distance, leukodaemons prefer to stay out of reach of their enemies, using their flight and speed to make repeated use of their breath of flies and contagion shot abilities. Leukodaemons favor using their contagion shot to spread cackle fever and slimy doom, due to the relative swiftness of their effects.

Morale Intimately familiar with the workings of the diseases they spread, leukodaemons flee to a safe distance after peppering dangerous enemies with arrows, waiting for their diseases to weaken their foes before returning to finish the fight.

STATISTICS

Str 19, **Dex** 24, **Con** 20, **Int** 16, **Wis** 21, **Cha** 16

Base Atk +10; **Grp** +18

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (short bow)

Skills Heal +18, Knowledge (religion) +16, Knowledge (the planes) +16, Knowledge (two others) +16, Listen +20, Move Silently +20, Search +16, Spot +20, Survival +18

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any**Organization** solitary**Treasure** standard**Advancement** 11–20 HD (Large), 21–30 HD (Huge)**Level Adjustment** —

SPECIAL ABILITIES

Breath of Flies (Su) Once per minute, a leukodaemon can unleash a cloud of thousands of corpse-bloated, biting black flies. 20-foot cone, damage 8d6 slashing, Reflex DC 20 half. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds after being breathed forth. This buzzing swarm manifests as a 20-foot-square cloud centered on the cone's original point of origin. This cloud has the same effects as a *stinking cloud*. The cloud has no effect until 1 round after the leukodaemon breathes.

The save DCs are Constitution-based.

Contagion Shot (Su) Any arrow a leukodaemon fires—either from its own bow or any other—is tainted with disease. If a creature is damaged by a leukodaemon's arrow, it must make a DC 19 Fortitude save or be affected as if by the spell *contagion*. The save DC is Constitution-based.

A leukodaemon can manifest arrows at will and never runs out of ammunition.

Infectious Aura (Su) Diseases are more virulent in the presence of a leukodaemon. All creatures within 50 feet of a leukodaemon take a –5 penalty on all Fortitude saves against disease. This penalty is equal to the leukodaemon's Constitution modifier.

Summon Daemon (Sp) Once per day, a leukodaemon can attempt to summon another leukodaemon with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Harbingers of plagues and daemons of disease, leukodaemons spread sickness among all who fall beneath the shadow of their black wings. Servants of Apollyon, the Horseman of Pestilence—one of the foul masters of Abaddon and among the most powerful of archdaemons—leukodaemons scour the planes at the behest of their dark master, claiming souls in his dreaded name. Among the greatest bowmen of the Lower Planes, the skull-headed fiends strike like the plagues they spread: silent, sudden, and deadly.

Most leukodaemons stand 14 feet tall, yet being composed mostly of dust, withered flesh, dried bones, and the buzzing of flies, weigh little more than 200 pounds.

ECOLOGY

Like their apocalyptic master, leukodaemons are actively destructive beings. They seek to murder all living creatures, claiming each life in the name of their foul daemon liege. Although their endless supplies of plague-ridden arrows could fell whole cities, the daemons' perverse affinities with disease and enjoyment of slow

DAEMONS OF THE APOCALYPSE

Seated upon thrones of corpses, the four lords of the daemon race covetously eye the aimless souls of the Material Plane, plotting cataclysms and atrocities to harvest them for their own. They are the Four Horsemen, the harbingers of the end, the daemon lords of apocalypse. Titles claimed and endlessly squabbled over by the most powerful of daemonkind, the bearers of these foul crowns are feared as the most terrible of fiends by some, honored as avenging angels by others, but known as doom to all. Serving as the emissaries and sentinels of each Horseman are the deacons, daemons who obey not one greater daemon, but the title of Horseman alone: leukodaemons, the deacons of disease; purrodaemons, the deacons of destruction; meladaemons, the deacons of wasting; and thanadaemons, the legendary, black-cloaked deacons of death.

suffering lead them to prefer sowing the seeds of sickness and watching an ailment grow from a minor infection to a full-fledged epidemic.

In a sense, leukodaemons have no heads. They wear bleached skulls, typically those of equines in honor of the Horseman of Pestilence. In lands where horses are unknown, though, these daemons often take the skulls of other beasts of burden or simply those of more fearsome creatures. They can remove or change their skulls as easily as other races change clothes, the seat of their senses being vested within a blistered nodule hidden beneath the bony shield.

HABITAT & SOCIETY

Leukodaemons are members of a servile caste of daemonkind known as deacons, or “destroyers,” fiends fundamentally bound to the service of the Four Horsemen, the lords of the daemon race. Each Horseman commands obedience from one race of deacon, a vast personal army sworn to serve an archdaemon for as long as it holds the title of Horseman. Should the Horseman be killed or otherwise dethroned, all subservient deacons know of the vacuum in power or successful coup, either immediately allying with the newly ascended Horseman or indulging in their typically short-held freedom.

Currently, leukodaemons serve the archdaemon Apollyon, Prince of Locusts and Horseman of Pestilence. From the Throne of Files upon the bleeding wastes of Abaddon, the archdaemon devises world-scouring plagues to increase his power beyond that of his fellow fiendish rulers, sending his armies of deacons across the planes to wreak his terrible will. When not acting in direct service of their dark lord, leukodaemons haunt the Plaguemere, a vast swamp of festering pox pits and withered forests surrounding the Throne of Flies.



DAUGHTER OF URGATHOA

What once might have been a woman now towers as a monstrosity of exposed muscle, twisting marrow, and hellish majesty. Flesh worn like a tattered gown and bone warped into gruesome weapons, her rent gut spills a wave of hardened fluids, dried bowels, and supremely powerful muscles into a single tentacle-tail, propelling the feminine horror forward.

DAUGHTER OF URGATHOA

CR 8

Always NE Large undead

Init +3; **Senses** darkvision 60 ft.; Listen +17, Spot +17

Aura desecrate (20 ft. radius)

DEFENSE

AC 23; touch 12, flat-footed 20

(+3 Dex, +11 natural, -1 size)

hp 104 (11d12+33)

Fort +7, **Ref** +7, **Will** +11

Immune undead immunities

OFFENSE

Speed fly 40 ft. (perfect)

Melee great claw +13 (1d8+9 plus diseased touch) and claw +11 (1d6+5 plus diseased touch) and tail +11 (1d8+5)

Special Attacks diseased touch, spells

Spells (CL 6th, +13 melee touch)

3rd—*animate dead*^D, *contagion* (DC 16), *dispel magic* (DC 16)

2nd—*death knell* (DC 15), *hold person* (DC 15) (2), *spiritual weapon*^D

1st—*cause fear*^D (DC 14), *entropic shield*, *inflict light wounds* (DC 14), *protection from good*

0—*detect magic*, *guidance*, *inflict minor wounds* (DC 13), *resistance*, *virtue*

D domain spell; **Domains** Death, War

TACTICS

Before Combat In the moments before zealously charging into battle, a daughter of Urgathoa casts beneficial spells upon herself, waiting until the last moment to cast *spiritual weapon* to summon a crackling black scythe into existence.

During Combat A daughter of Urgathoa delights in spreading disease, either using her diseased touch attack or *contagion*. If aided by minions, she uses her spells to aid her allies and confound her enemies from a distance before tearing her way into melee.

Morale While some daughters of Urgathoa see the wisdom in escaping to thwart their dark goddess's foes another day, more fanatical ones believe themselves to be invincible and fight until destroyed.

STATISTICS

Str 27, **Dex** 17, **Con** —, **Int** 19, **Wis** 16, **Cha** 17

Base Atk +5; **Grp** +17

Feats Combat Casting, Combat Reflexes, Multiattack, Power Attack

Skills Balance +12, Bluff +10, Concentration +17, Escape Artist +10, Intimidate +12, Knowledge (religion) +14, Listen +17, Move Silently +10, Sense Motive +10, Spellcraft +11, Spot +17, Tumble +10

Languages Common, Abyssal or Infernal, and two others.

SQ great claw, unholy fortitude

ECOLOGY

Environment any

Organization solitary or cult (with 2d8 clerics of Urgathoa)

Treasure double standard

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

Level Adjustment —

SPECIAL ABILITIES

Great Claw (Ex) When a follower of the goddess of disease is transformed into a daughter of Urgathoa, she grows a massive and terrible weapon. This great claw typically takes the form of some signature weapon or distinctive feature (not necessarily a claw), grown huge, lethal, and incorporated into the daughter's foul form. A great claw is treated as an evil-aligned weapon and (at the time of the creature's creation) she chooses if it deals bludgeoning, piercing, or slashing damage.

Desecrate Aura (Su) A daughter of Urgathoa is surrounded by a 20-foot aura that functions as the *desecrate* spell. In addition to those in this aura, the daughter is constantly affected by the benefits of *desecrate* (already factored into

her statistics). If dispelled, she can renew this effect as a standard action.

Diseased Touch (Su) Any time a daughter of Urgathoa strikes with her great claw or claw attack, she can choose to afflict the damaged opponent with a disease, as per the spell *contagion*. The target is still allowed to make a DC 16 Fortitude save to resist the disease, as per normal.

Spells A daughter of Urgathoa casts spells as a 6th-level cleric. The save DCs are Wisdom-based.

Unholy Fortitude (Ex) Daughters of Urgathoa gain bonus hit points equal to their Charisma modifier times their Hit Dice, and a bonus on Fortitude saves equal to their Charisma modifier.

Within the church of the goddess of undeath, few more coveted stations exist than daughter of Urgathoa. Yet no high priest can bestow the title and no living worshiper can take the role. Rather, daughters of Urgathoa are selected by the fickle goddess herself, chosen from her most zealous and accomplished priestesses and only at the moment of their deaths. When such fanatics expire, the Pallid Princess takes note, binding soul to skin and warping the dead flesh into a form of terrible majesty. Blessed with power over death and disease, these adopted daughters of the Pallid Princess take positions of revered authority within their mistress's church, inspiring the goddess's minions to new heights of fanaticism and new depths of corruption.

No two daughters of Urgathoa look alike. As distinct from one another as they were in life, the bodies of these transformed priestesses writhe with new appendages of misshapen organs and sharpened bone. In every case, however, the undead thing's body shows some element of the woman it once was, with reminiscent features, favored accoutrements, or distinctive effects now mimicked in flesh. Without fail, one hand undergoes a terrible transformation, becoming huge and pocked or taking the shape of a weapon favored in life.

Most daughters of Urgathoa stand nearly 15 feet tall and weigh more than 600 pounds.

ECOLOGY

As with most undead, the transformation into a state of unlife removes daughters of Urgathoa from the natural workings of the world. Yet, although they have no need nor ability to eat, sleep, reproduce, or otherwise participate in nature's cycle, the works of the Pallid Princess's resurrected favorites can often be seen in the regions in which they dwell. With a new form, abilities drawing from the might of the goddess herself, and a not-altogether-unfounded sense of invincibility, daughters of Urgathoa commit blasphemous acts and plot unspeakable atrocities. The inception of terrifying plagues, pogroms of undead against the living, and the

creation of evil artifacts typify their least-imaginative plots, and with whole cults of fanatical followers at their command, their foul claws can scour entire regions.

HABITAT & SOCIETY

Even after their transformations into things of pestilence and dead flesh, daughters of Urgathoa remain social beings. In life, the priestesses most likely to be adopted by the goddess typically surround themselves with fanatical cults, most of which see their leaders' transformation as a glorious inevitability. The resurrection of a daughter of Urgathoa often strengthens such cults, as the goddess's devout travel far to serve those touched by their unholy lady. Thus, the change means little for those so blessed, being revered where they were once revered, and shunned where they were once shunned.

DAUGHTERS OF URGATHOA

As Urgathoa's adopted daughters typically work in secrecy, none can say how many of these flesh-warped horrors currently plot against the unsuspecting souls of Golarion. Noted here are merely a handful of those favorites of the Pallid Princess known to plot over the lands of Avistan.

Andaisin the Reaper: A soon-to-be resurrected daughter of Urgathoa, Andaisin's still-mortal hand guides the creation of the blood veil plague afflicting the Varisian city of Korvosa. The creation of such an effective and lethal new disease serves as the crowning achievement of years of mercilessness and disease-crafting. Her inhumanity having drawn the eye of the Pallid Princess, with her death Andaisin will become a daughter of Urgathoa, blessed with a body of frozen flesh and a claw of scything bone.

The Gluttons of Steeplespine: Two daughters of Urgathoa dwell within the grotesque cathedral of Urgathoa in Absalom. Forgoing leadership of the city's powerful faith, the obese Daughter Endroma of Tolguth and slug-like Daughter Nisvyraka the Goreflay lie encysted within the cathedral's ancient catacombs, keeping, collecting, and poring over centuries of the Pallid Princess's most unholy writings. From their rotted lips knowledge of long-forgotten plagues, secrets of primal unlife, and the foulest of the Mother of Rot's magic passes to cults far-flung and foul, tainting the world anew.

The Wight Mother of Isger: Tentacled and monstrously beautiful, the unliving martyr Ilcayna Alonnor has led the Pallid Princess's cult in Isger for more than a century. Having sacrificed herself to an uncontrolled legion of wights, the young priestess spontaneously resurrected and led the undead to consume the entire hamlet of Finder's Gulch—including the living members of the cult of Urgathoa there. Today, the Wight Mother's almost entirely undead cult plagues western Isger, a mutated and magically altered legion of deathless minions following the direction of her massive clawed hand.



GIANT FLY

Scraping its barbed forelimbs across its head's filth-encrusted hairs, this gigantic fly stares mindlessly with terrible multifaceted eyes. It moves in jerks and twitches, wings buzzing unnervingly as it dances in anticipation of impending corpses to feed upon.

GIANT FLY CR 1

Always N Medium vermin

Init +3; **Senses** darkvision 60 ft.; Listen -2, Spot +2

DEFENSE

AC 13; touch 13, flat-footed 10
(+3 Dex)

hp 15 (2d8+6)

Fort +6, **Ref** +3, **Will** -2

Immune disease, mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +2 (1d6+disease)

Special Attacks disease

STATISTICS

Str 12, **Dex** 17, **Con** 16, **Int** —, **Wis** 7, **Cha** 2

Base Atk +1; **Grp** +2

Skills Spot +2, Survival -2*

SQ disease carrier

ECOLOGY

Environment temperate or tropical marshes

Organization solitary or swarm (5-20)

Treasure none

Advancement 3-5 HD (Medium), 6-11 HD (Large), 12-20 (Huge)

Level Adjustment —

SPECIAL ABILITIES

Disease Carrier (Ex) Although giant flies are immune to disease, they become carriers of any contact or injury disease they are exposed to. They do not suffer the effects of the disease, but they can pass it on to any creature they bite. All giant flies have a disease randomly determined by rolling 1d6 on the following chart. See page 292 of the DMG and "Plague and Pestilence" in this volume for more details on the following diseases.

d6	Disease
1	Mindfire
2	Shakes
3	Bonecrusher fever
4	Sleeping sickness
5	Slimy doom
6	Filth fever

Skills Giant flies have a +4 racial bonus on Spot checks.

*They also have a +4 racial bonus on Survival checks to orient themselves.

GIANT MAGGOT

Rolling upon powerful spines and folds of its own corpse-white bulk, this huge, bile-slick maggot blindly gnashes a maw full of spiny ridges, devouring all that falls within its path.

GIANT MAGGOT

CR 1/2

Always N Medium vermin

Init -1; **Senses** darkvision 60 ft.; Listen -3, Spot -3

DEFENSE

AC 9; touch 9, flat-footed 9

(-1 Dex)

hp 7 (1d8+3)

Fort +5, **Ref** -1, **Will** -3

Immune disease, mind-affecting effects

OFFENSE

Speed 10 ft., burrow 5 ft.

Melee bite +0 (1d6)

Special Attacks regurgitate

STATISTICS

Str 10, **Dex** 8, **Con** 16, **Int** —, **Wis** 5, **Cha** 1

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

ECOLOGY

Environment temperate or tropical marshes

Organization solitary or swarm (2-40)

Treasure none

Advancement 2-3 HD (Medium), 4-12 HD (Large), 13-20 HD (Huge)

Level Adjustment —

SPECIAL ABILITIES

Regurgitate (Ex) Once per day, a giant maggot can vomit the putrid contents of its stomach upon one creature within 5 feet. The target must make a DC 12 Fortitude save or be sickened for 1 minute (or until the target spends a full-round action with at least a gallon of water to wash off the vomit).

Grown to monstrous size within the fetid bowels of Golarion's most disgusting swamps, giant flies—and their monstrously bloated maggot young—reach sizes of up to 7 feet from their barbed rear legs to their filth-sucking proboscises. Although dozens of different types of monstrous flies have been recorded, the most common of Avistan's varieties appear as gigantic, bloodthirsty gadflies. The sickening drone of these disgusting vermin's flight taints the air as they circle sites of carnage and decay in search of smaller prey and spilled blood.

ECOLOGY

Giant flies follow a lifecycle similar to their minute and infinitely less grotesque mundane cousins. As the hundreds of eggs laid by a female fly hatch, giant maggots are born. These ravenous larvae devour all they can, yet where the centimeter-long maggots of most flies must make do with dead flesh, giant maggots possess the strength and mobility to hunt more lively prey. Rather than flesh-scraping mouth hooks like those of smaller species, giant maggots possess maws filled with rows of spiny ridges, capable of gnawing through even the thickest hide.

Those giant maggots that survive and flourish—for approximately 2 weeks for most breeds—seek shelter or

burrow into soft earth to pupate. After a matter of days, gigantic flies emerge, ready to feed, mate, and spawn more of their nauseating ilk.

While normal flies parasitically subsist alongside larger animals, giant flies are consummate predators. Forgoing the stealth of their smaller brethren, these monstrous insects are capable of overpowering creatures up to the size of a horse. Although the numerous varieties of giant fly have vastly differing tastes—some using scissor-like maws to chomp away at live flesh while others favor a slurry of predigested dead meat—these mindless hunters attack any fleshy creature they encounter, regardless of size or apparent strength.

HABITAT & SOCIETY

Far too large to live among the filth of animals or men, giant flies flourish in places of natural rot or widespread ruin. Bogs and dense marshes sometimes host small swarms of giant flies. Mass numbers of bodies left to rot as the result of a large battle, massacre, or natural disaster sometimes lead to explosions in giant fly populations near such sites, with corpses still serving as a favorite food of the monstrous insects. Unsurprisingly, some of the Outer Planes' more horrific extremes serve as fetid paradises for giant flies and their larvae, most notably the expanse of Abaddon known as Sheol, the Common Grave, which is home to sky-darkening swarms of the horrifying vermin.

VARIANT GIANT FLIES

Although each of the thousand species of flies do not have their own monstrous counterparts, there are still a number of regional variations between types of giant fly. Listed below are three of the more common ones.

Giant Housefly: Where the giant gadfly uses scissor-like mouthparts to obtain its liquid meal, the giant housefly dissolves its food by retching an acidic slurry over its meal and lapping up the dissolved nutrients. These giant flies are in all ways exactly like the typical version, but their bite attacks deal an additional 1d4 points of acid damage.

Giant Hoverfly: As their name suggests, giant hoverflies have great control over their aerial movement, having a flight speed of 70 feet and perfect maneuverability. Most giant hoverflies resemble giant wasps or bees, but are typically less deadly than those overgrown pests.

Giant Tsetse Fly: With long legs and a pronounced proboscis, the giant brown tsetse fly can be found in various tropical regions, particularly throughout the southern Mwangi Expanse. These bloated, mosquito-like vermin spread only sleeping sickness with their bites, although—like typical giant flies—they might spread other diseases as well.



LAWGIVER

The titanic golden statue of a great knight looms here, four times taller than even the most intimidating warrior. Bearing a gigantic hammer almost too large for it to hold, the sculpture depicts thick, rigid armor, but no details beneath, hiding the identity of the wearer. Upon its breast gleams a golden relief of runes, a key, and a shining city.

LAWGIVER

Always LN Gargantuan construct (extraplanar)

Init +1; **Senses** all-around vision, darkvision 60 ft., see in darkness; Listen +19, Spot +26

CR 15

DEFENSE

AC 34; touch 7, flat-footed 33
(+1 Dex, +27 natural, -4 size)

hp 159 (18d10+60)

Fort +6, **Ref** +7, **Will** +13

Defensive Abilities construct traits; **DR** 15/chaos; **Immune** acid, electricity, flanking, rust effects; **Resist** cold 10, fire 10; **SR** 25

OFFENSE

Speed 40 ft., fly 60 ft. (poor)

Melee *Gavel of Abadar* +20/+15/+10 (4d6+14) or
2 slams +20 (1d8+11)

TACTICS

Before Combat The Lawgiver is a cautious opponent and, if given time, takes several moments to judge the battlefield before entering combat. In most cases, it prefers to let battle come to it, using its freeze ability to appear as nothing more than a giant statue, then coming to devastating life once Abadar's enemies surround it.

During Combat The Lawgiver attacks with the *Gavel of Abadar*, pounding a single opponent until dead before moving onto another enemy. If possible, it pursues its foes, using its wings to mete out judgment wherever the foes of law might flee.

Morale The herald of the god of law fights until its master commands it to retreat or it is destroyed. Even if killed, though, the herald reappears at Abadar's side 1 day later.

STATISTICS

Str 32, **Dex** 12, **Con** —, **Int** 14, **Wis** 24, **Cha** 20

Base Atk +13; **Grp** +36

Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +12, Knowledge (architecture and engineering) +12, Knowledge (local) +12, Knowledge (religion) +12, Listen +19, Sense Motive +24, Spot +16

Languages Celestial, Common, Draconic, Infernal
SQ freeze, golden body, herald of Abadar, wings of Abadar

ECOLOGY

Environment any

Organization solitary

Treasure none

Advancement 19–26 HD (Gargantuan), 27+ (Colossal)

Level Adjustment —

SPECIAL ABILITIES

All Around Vision (Su) The Lawgiver is aware of everything around it at all times, providing it with a +4 racial bonus on Spot and Search checks. The Lawgiver cannot be flanked.

Freeze (Ex) The Lawgiver can hold itself so still it appears to be a gigantic, golden statue. An observer must succeed on a DC 25 Spot check to notice the Lawgiver is really alive.

Gavel of Abadar The *Gavel of Abadar* is a Gargantuan warhammer

that is treated as though it had the axiomatic weapon quality. Aside from dealing the usual +2d6 points of damage to creatures of chaotic alignment, three times per day, as a standard action, the Lawgiver can touch a creature with the hammer. Any creature touched in this way is affected by the spells *cure serious wounds*, *neutralize poison*, *remove blindness/deafness*, *remove curse*, *remove disease*, and *remove paralysis*, as if cast by an 18th-level cleric. If the Gavel of Abadar is ever removed from the Lawgiver's hands, the herald can summon the weapon back to its hand as a standard action.

Golden Body (Ex) The Lawgiver is a creature of living gold and blessed steel, granting it immunity to acid, electricity, critical hits, and rusting effects (such as the *rusting grasp* spell or a rust monster's rust attack).

Herald of Abadar (Su) The Lawgiver can be summoned by clerics of Abadar using the spell *gate* or *greater planar ally*, despite any restrictions of those spells.

See in Darkness (Su) The Lawgiver can see in darkness of any kind, even that created by spells like *deeper darkness*.

Wings of Abadar (Su) As a free action, the Lawgiver can manifest a pair of gigantic golden wings. These wings grant the herald a flight speed of 60 feet with perfect maneuverability. The Lawgiver can dismiss its wings at will. Alternatively, as a standard action, the Lawgiver can take the form a two-headed golden eagle, one of Abadar's many symbols. The Lawgiver retains its normal hit points and bonus on Spot in this form, but otherwise has the same statistics and abilities of an eagle (MM 272).

Abadar's herald is the Lawgiver, a golem-like creature of gold and consecrated steel. Massive and powerful, the divine emissary appears as a 25-foot-tall giant in elaborate golden armor and bearing a titanic warhammer. Standing still, the Lawgiver appears as a fantastic statue crafted in honor of the god of law. When active, its steps shake the earth and the blow of its legendary hammer—the god-forged *Gavel of Abadar*—can shatter castle walls. Stoic, infinitely patient, and entirely dedicated to the Keeper of the First Vault, the Lawgiver is like an intelligent golden volcano: mountainous and indomitable, yet capable of exacting incredible destruction. This sentinel of civilization appears where the forces of chaos threaten to undo the works of lawful communities and hinder progress's inexorable march.

Terse in nature, the herald of Abadar restricts communication to an unusual limit. Although the giant can speak several languages, it has only ever been heard speaking in numbers and measurements or—more frequently—in direct quotes from Abadar's holy writings, the *Order of Numbers* or the *Manual of City Building*. Encyclopedic in its knowledge of the god of cities's holy texts, this restriction rarely prevents the Lawgiver from making its intentions known.

ECOLOGY

A unique titan of living metal, the Lawgiver has no apparent need for food, drink, rest, or other mortal comforts. On most of its rare appearances, the creature's stoicism and stillness lead even devout worshipers of the Judge of the Gods to mistake the giant for a reward from their god or simply one temple's ostentatious display of piety. More than once, needy clerics or thieving heretics have attempted to chip away parts of the golden herald or melt it down entirely, with the Lawgiver's reaction varying depending on the individual assaulting. While thieves are typically crushed beneath the giant's heel, in some cases the Lawgiver seems to have no purpose other than to allow a struggling or robbed temple to sheer off a few hundred coins' worth of gold so it might continue its work. The titan always seems to heal lost pieces when seen next, but it never grants those who summon it permission to take gold from its body.

HABITAT & SOCIETY

The Lawgiver goes where powerful worshipers of Abadar call him and where the god of cities and law orders. While a literal giant on the battlefield, often the mere suggestion of the Lawgiver's prowess or the Master of the First Vault's displeasure is enough to avert a disruptive conflict completely.

Amid the harrowing accounts of Gojan the Sharp's trials in Numeria, volume 3 of the *Pathfinder Chronicles* relates a widely debated episode involving a mysterious golden statue that numerous modern theologians identify as the herald of Abadar. According to Gojan, in the fearful night prior to what seemed to be an inevitable slave revolt, a massive and magnificent statue appeared upon the Sable Barrow, one of the hills overlooking the city of Chesed. Holding a gigantic hammer and posed as if ready to smite the city, the mysterious statue bore the symbol of the Judge of the Gods upon its breast, looming like some divine threat. The figure baffled slave and master alike, ultimately leading many of the superstitious rebels to reconsider their murderous uprising. The mysterious statue disappeared four nights later, but within a week's time Gojan bore witness to the fifth Barrow Siege, wherein savage hordes from the west sought to raze Chesed. The city barely resisted, winning a costly victory that would have been unimaginable in the wake of a crippling internal revolt.

On several occasions in the past century, followers of the god of law have reported seeing the Lawgiver wandering remote places, from ancient caves to deep underwater trenches, seemingly searching for something. Neither Abadar nor the golden titan ever speak of these travels, leading to widespread conjecture and debate among the faith of the Gold-Fisted.

NOSFERATU

Intense and pale as death, the somberly dressed man stands rigidly, his arms crossed over his chest, his eyes wide and intense, and his nose wrinkled in an expression of extreme distaste. Yellow teeth bared, his overly large incisors jut forward, not like those of a man, but of a filth-hungry vermin.

Vampirism is a living curse. Since before the earliest of elven records, accounts of the bloodthirsty dead stain the growth of civilization. Yet nothing that counts its age in millennia remains the same forever. Deemed the progenitor of modern vampirism by some scholars, the curse of the nosferatu lacks the elegance and romance of its modern form, harkening to a forgotten age of verminous hunger and eerie powers. Granted immortal life but not immortal youth, nosferatu are the withered, embittered corpse-sires of vampirekind. In their ancient memories they bear the cruelty of epochs past and age-spanning plots devoid of the modern affliction of morality.

CREATING A NOSFERATU

“Nosferatu” is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A nosferatu uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Armor Class: The base creature’s natural armor bonus improves by +8.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature. If the base creature has a swim speed, the nosferatu retains the ability to swim and is not vulnerable to immersion in running water (see weaknesses).

Attack: A nosferatu retains all the attacks of the base creature and also gains a claw attack if it didn’t already have one. If the base creature can use weapons, the nosferatu retains this ability. A creature with natural weapons retains those natural weapons. A nosferatu fighting without weapons uses either its claw attack or its primary natural weapon (if it has any). A nosferatu armed with a weapon usually uses the weapon as its primary attack

along with a claw or other natural weapon as a natural secondary attack.

Damage: Nosferatus have claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the nosferatu’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A nosferatu retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 nosferatu’s HD + nosferatu’s Cha modifier unless noted otherwise.

Blood Drain (Ex): A nosferatu can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution and Wisdom drain each round the pin is maintained. On each such successful attack, the nosferatu gains 5 temporary hit points.

Dominate (Su): A nosferatu can crush an opponent’s will just by looking into his eyes. This is similar to a gaze attack, except that the nosferatu must use a standard action, and those merely looking at it are not affected. Anyone the nosferatu targets must succeed on a Will save or fall instantly under the nosferatu’s influence as though by a *dominate animal* or *dominate person* spell (whichever applies; caster level 12th). The ability has a range of 30 feet.

Telekinesis (Su): As a standard action, a nosferatu can use telekinesis, as the spell, as if it were a 12th-level sorcerer.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Int +2, Wis +6, Cha +4. As an undead creature, a nosferatu has no Constitution score.

Feats: Nosferatus gain Alertness, Improved Initiative, Lightning Reflexes, and Skill Focus twice, assuming the base creature meets the prerequisites and doesn’t already have these feats.



Skills: A nosferatu has a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Special Qualities: A nosferatu retains all the special qualities of the base creature and gains those described here.

Beast Senses (Ex): A nosferatu gains darkvision to 60 feet, low-light vision, and scent.

Damage Reduction (Su): A nosferatu has damage reduction 5/wood and piercing (this includes all wood-shafted weapons like arrows, crossbow bolts, spears, and javelins, even if the weapon's actual head is made of another material).

Fast Healing (Ex): A nosferatu heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes swarm form and attempts to escape. It must reach its coffin within 1 hour or be utterly destroyed. Any additional damage dealt to a nosferatu forced into swarm form in this manner has no effect. Once at rest in its coffin, a nosferatu is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Resistances (Ex): A nosferatu has resistance to cold 10, electricity 10, and sonic 10.

Spider Climb (Ex): A nosferatu can climb sheer surfaces as though with a *spider climb* spell.

Swarm Form (Su): As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has the same number of hit points as the nosferatu, and any damage done to the swarm affects the nosferatu. While in swarm form, a nosferatu cannot use its natural claw attack or any of its special attacks, although it gains the natural weapons and extraordinary special attacks of the swarm it transformed in. It also retains all of its usual special qualities. While in swarm form, the nosferatu is still considered to be an undead creature with its total number of Hit Dice. It can remain in swarm form until it assumes another form; retakes its original form as a standard action; or until the next sunrise.

Telepathy (Su): A nosferatu can communicate telepathically with any creature within 60 feet that speaks the same languages. In addition, a nosferatu can communicate with any animal, magical beast, or vermin.

Turn Resistance (Ex): A nosferatu has +4 turn resistance.

Weaknesses: Nosferatus have all the weaknesses of normal vampires (see page 253 of the MM).

Environment: Any, usually same as base creature.

Organization: Solitary

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class. Nosferatus have all the class restrictions of normal vampires (MM, page 253).

Level Adjustment: Same as the base creature +8.

SAMPLE NOSFERATU

The long-withered son of forgotten princes, the nosferatu Ramoska Arkminos has long searched for a cure to the curse of vampirism. Under the guidance of Conte Tiriac of Ustalav, his often amoral research benefits from limitless resources, yet after centuries of work, seems no closer to revealing a cure—a source of frustration he eagerly takes out on disruptive intruders.

RAMOSKA ARKMINOS

CR 10

Male nosferatu human wizard 8

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent, telepathy 60 ft.; **Listen** +15, **Spot** +15

DEFENSE

AC 27; touch 15, flat-footed 24

(+4 armor, +2 deflection, +3 Dex, +8 natural)

hp 57 (8d12); fast healing 5

Fort +2, **Ref** +7, **Will** +13

Defensive Abilities turn resistance +4; **DR** 5/piercing and wood; **Immune** undead traits; **Resist** cold 10, electricity 10, sonic 10; **Weakness** vampire weaknesses

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d6)

Special Attacks blood drain, dominate (DC 19), telekinesis (DC 19)

Spells Prepared (CL 8th, ranged touch +7)

4th—*crushing despair* (DC 19), *dimension door*, *fire shield*, *stone skin*

3rd—*dispel magic*, *hold person* (DC 18), *lightning blot* (DC 17), *stinking cloud* (DC 17)

2nd—*invisibility*, *scorching ray*, *touch of idiocy* (DC 17), *web* (DC 16)

1st—*disguise self*, *mage armor* (already cast), *magic missile*, *ray of enfeeblement* (DC 15), *silent image* (DC 15)

0—*detect magic*, *ghost sound* (DC 14), *mage hand*, *message*

STATISTICS

Str 10, **Dex** 16, **Con** —, **Int** 19, **Wis** 20, **Cha** 17

Base Atk +4; **Grp** +4

Feats Alertness, Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Negotiator, Skill Focus (Craft [alchemy]), Skill Focus (Heal), Spell Focus (enchantment)

Skills Concentration +10, Craft (alchemy) +12, Decipher Script +9, Diplomacy +5, Heal +13, Hide +11, Knowledge (arcana) +14, Knowledge (history) +9, Knowledge (religion) +9, Knowledge (the planes) +9, Listen +15, Move Silently +11, Search +12, Sense Motive +14, Spellcraft +9, Spot +15

Languages Common, Draconic, Infernal, Varisian

SQ spider climb, swarm form

Combat Gear *wand of magic missile* (3rd, 31 charges), two *potions of inflict moderate wounds*; **Other Gear** *ring of protection* +2, *cape of the montebank*, spellbook, antique jewelry worth 70 gp