



BESTIARY

ESCAPE FROM OLD KORVOSA

Legend tells of a terrible monkey god who sired a thousand young one night, and afterward he laid down to rest. In the dark, his pink idiot young were born, ever hungry and full of appetites worse than their father's. By the shadows they sniffed out their sire, wet and stinking upon the leafy ground, and with daylight they fed upon his bones and left naught but the skull.

“May you never meet the monkeys like the dead children, my son, and if you hear their screams on the wind, run—run for all you are worth, for I have seen these creatures take the flesh off an elephant and leave the bones standing”

—Rivani Dhatri, Shadows under Green

Far deadlier than the urban jungle of Old Korvosa, the impenetrable undergrowth and grasping vines of Vudra's vast and eldritch rainforests hide terrors unseen and unimagined in the supposedly civilized countries of Avistan. With Korvosa's connections to the Impossible Kingdoms of the distant east, the wealth and wonder of Vudra flow readily to the Jewel of Varisia—largely through the efforts of the unscrupulous Arkona family—bringing with them fantastic treasures and unbelievable tales.

This month's entry into the *Pathfinder* Bestiary unveils a handful of horrors from the humid jungles and spice-choked palaces of Vudra. The homeland of the earthbound evils, from these distant mahajanapadas the lords of the beast-headed fiends turn their multiple faces to the strange riches and uncouth countries of Avistan and Garund, eager to subjugate and enslave. With them they bring dread from the darkest jungles, the bones of behemoths given unholy life, and swarms of squealing, howling things insatiably hungry for flesh. Yet the wonders and terrors of the east pale in comparison to those of the planes, the domains of the deities and their unfathomable assassin known to mortals as the Mantis God.

Golarion is a deadly place, and those unwilling to brave its wonders had best stay at home.

WANDERING MONSTERS

With Old Korvosa consumed by chaos, those menaces that formerly hid in gurgling sewer drains and crumbling warehouses now stalk the street. Yet, as bad as the random monsters and human-hungry predators can be, the unscrupulous citizenry and agents of the city's cold-hearted queen are far worse. The following details a few of the local unfortunates and nefarious mercenaries one might randomly encounter wandering the blood-spattered streets of Old Korvosa.

Eccentric Local: Old Korvosa has always been a place where the unfortunate and uncivilized might hide away from the scorn of the everyday citizen. The events of the past weeks have made such outcasts even more desperate, with rambling beggars, zealous doomsayers, and the insane being common sights throughout the beleaguered slums. See page 12 for examples of Old Korvosa's more colorful unfortunates.

Gang: Whether men whose desperation has led them to alleyway banditry or members of a local thieves' guild, groups of dangerous residents wander the streets unchallenged. Such an encounter might involve young toughs up to no good, thugs shaking down their neighbors, or even heavies in the employ of Pilts Swastel. These encounters can range in EL from very low—requiring only a little sword rattling to disperse some skittish vandals—to very high, potentially employing the Old Dock Thug stats on page 21. The *Guide to Korvosa* might also prove helpful in fleshing out groups of Old Korvosan thieves.

OLD KORVOSA RANDOM ENCOUNTERS

d%	Monster	Avg. EL	Source
1–4	1d4 otyughs	6	MM 204
5–12	1d12 pseudodragons	6	MM 210
13–18	2d4 rat swarms	6	MM 237
19–26	2d12 stirges	6	MM 236
27–32	2d4 chokers	7	MM 34
33–38	2d4 wererats	7	MM 171
39–40	1 succubus	7	MM 47
41–43	1 vampire*	7	MM 250
44–49	2d12 zombies**	7	MM 265
50–53	1 dark naga	8	MM 191
54–61	2d6 imps	8	MM 56
62–65	1d8 mimics	8	MM 186
66–67	1 rakshasa	8	MM 211
68–69	1d10 shadows	8	MM 221
70–71	1 night hag	9	MM 193
72–81	Eccentric local	—	See description
82–89	Gang	—	See description
90–94	Gray Maidens	—	See description
95–98	Plague victims	—	See description
99–100	Red Mantis	—	See description

* 5th-level human fighter.

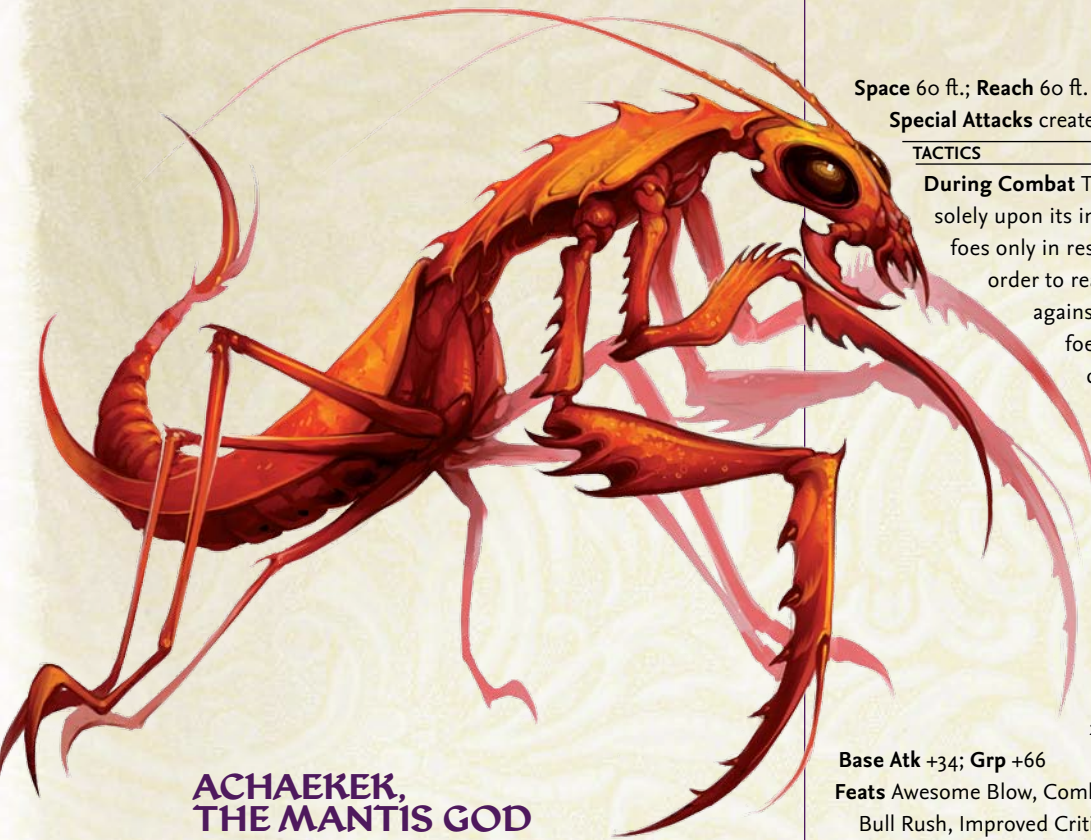
** Human commoner zombies.

Gray Maidens: Even though Old Korvosa chokes in the grip of a full quarantine, Queen Ileosa's ironclad elite conduct occasional forays into the area, abusing the locals, beating down the worst of the rabble, and seemingly searching for someone or something. Gray Maidens are female human 4th-level fighters, and an average patrol of 2d4 soldiers has an EL of 6. Complete stats for Gray Maidens can be found in *Pathfinder* #8.

Plague Victims: Although the blood veil plague has run its course in most of the city, in Old Korvosa, away from the ministrations of healers and basic sanitation, the disease still thrives. In reeking homes and huddled in alleys, victims of the plague still languish, their very touch being all the contagion needs to pass on to the next generation of victims. Most plague victims are simple 1st-level commoners with no EL.

Blood Veil—contact or injury; Fortitude DC16; incubation 1 day; damage 1d3 Constitution and 1d3 Charisma.

Red Mantis: Agents of one of Golarion's most feared orders of assassins are at work in Old Korvosa. A party might encounter Red Mantis agents in the employ of Queen Ileosa either as the killers search for Neolandus Kalepopolis or as they attempt to assassinate the PCs themselves. A typical pair of Red Mantis assassins make an EL 8 encounter. See page 15 for complete stats for Red Mantis assassins and page 66 for further details on this lethal organization.



ACHAEKEK, THE MANTIS GOD

It is almost too enormous to comprehend: a titan nightmare clad in blood-red armor, a typhoon of grasping claws and toxic stings. Its legs are shuddering pylons, trees whose trunks bear bark of polished chitin. Its eyes are faceted crystal domes, lit from within by angry volcanic fire. Yet when the behemoth walks, its body moves with a silence made all the more horrific by the impossibility of its size.

ACHAEKEK, THE MANTIS GOD

CR 30

LE Colossal outsider (lawful, evil, extraplanar)

Init +21; **Senses** darkvision 240 ft., deathwatch, true seeing;

Listen +44, Spot +44

Aura unweaving aura

DEFENSE

AC 45, touch 15, flat-footed 32

(+13 Dex, +30 natural, -8 size)

hp 765 (34d8+612); regeneration 40

Fort +37, **Ref** +32, **Will** +28

Defensive Abilities freedom of movement, improved evasion; **DR** 20/epic; **Immune** ability damage, ability drain, blindness, death effects, energy drain, fire, mind-affecting effects, paralysis, poison; **Resist** acid 20, cold 20, electricity 20; **SR** 42

OFFENSE

Spd 180 ft.; climb 80 ft., fly 180 ft. (average)

Melee 4 claws +42 (2d8+16/15-20) and bite +40 (4d6+8/15-20) and sting +40 (2d8+6/15-20 plus poison)

Ranged 2 spikes +39 (2d8+16/18-20 plus poison)

Space 60 ft.; **Reach** 60 ft.

Special Attacks create gate, rend 4d8+24

TACTICS

During Combat The Mantis God focuses its fury solely upon its intended target, attacking other foes only in response to legitimate threats or in order to reach its primary target. Matched against a particularly dangerous foe, the Mantis God sometimes creates a *gate* and bull rushes its foe through it, then ceases concentration to strand the foe in a distant, inhospitable plane. It prefers melee attacks over ranged attacks.

Morale Achaek fights to the death, yet things have, to date, never progressed to this stage.

STATISTICS

Str 43, **Dex** 36, **Con** 46, **Int** 6, **Wis** 24, **Cha** 20

Base Atk +34; **Grp** +66

Feats Awesome Blow, Combat Reflexes, Hover, Improved Bull Rush, Improved Critical (claw, bite, sting), Improved Initiative, Iron Will, Multiattack, Power Attack, Wingover

Skills Climb +61, Hide +34, Listen +44, Move Silently +50, Spot +44, Tumble +50

Languages Infernal

SQ savage criticals

ECOLOGY

Environment any

Organization unique

Treasure none

Advancement 35+ HD (Colossal)

SPECIAL ABILITIES

Create Gate (Su) Once per minute, as a move action, the Mantis God can create a portal between planes by raking one of its claws through the air. This duplicates the effects of a *gate* spell used for planar travel. The gate remains open as long as Achaek concentrates.

Deathwatch (Su) The mantis god can sense life and death, as if under the effects of a *deathwatch* spell at all times.

Freedom of Movement (Su) Achaek is constantly protected by *freedom of movement*, as per the spell.

Improved Evasion (Ex) This ability works like the rogue special ability of the same name.

Poison (Su) Injury, Fortitude DC 45, initial and secondary damage 1d4 negative levels. Creatures that are immune to poison can still be affected by this supernatural venom's secondary damage (not its initial damage), although they gain a +10 circumstance bonus on their saving throw to resist the toxin. The save DC is Constitution-based.

Regeneration (Su) Only damage dealt by a creature of

demigod or greater status deals lethal damage to the Mantis God. Achaekkek regenerates even if it fails a saving throw against a *disintegrate* spell or a death effect. If the Mantis God fails its save against a spell or effect that would kill it instantly, the effect instead deals nonlethal damage equal to the Mantis God's full normal hit point total +10 (normally 775 points of damage). The mantis god is also immune to effects that produce incurable or bleeding wounds (such as a clay golem's cursed wound or a wounding weapon). There are rumors of specific weapons or legendary monsters capable of dealing lethal damage to the Mantis God as well.

Rend (Ex) If the Mantis God hits a creature with two or more claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 4d8+24 points of damage.

Savage Criticals (Ex) All of Achaekkek's natural weapons threaten a critical hit on a roll of 18–20 (and with its Improved Critical feats, these attacks threaten on a 15–20). Any creature the Mantis God strikes with a critical hit must make a DC 43 Fortitude save to avoid being stunned for 1 round from the force of the blow. The save DC is Strength-based.

Tail Spike (Ex) As a standard action, the Mantis God can hurl two poisoned spikes from its stinger. Spikes hurled are replenished immediately. This ranged attack has a range increment of 100 feet.

True Seeing (Su) Achaekkek continuously uses this ability, as the spell.

Unweaving Aura (Su) Achaekkek is surrounded by an invisible aura of abjuration energy to a radius of 360 feet. Each round, a creature in this area must make a DC 32 Will save. Failure indicates that a random ongoing magical effect on that creature is dispelled, as if by a successful *dispel magic* effect. If the creature has no applicable magic auras to be dispelled, it takes 2 points of Charisma drain instead on a failed save. The save DC is Charisma-based.

Achaekkek is known to only a very few by its name—most know of this legendary assassin by its more common (although somewhat misleading) name of He Who Walks in Blood, or the Mantis God. Yet Achaekkek is not a true god, but rather one of the first creatures given life by the gods. Even early on, long before mortal life came to dominate the Material Plane, some of the gods realized they would need an agent to carry out their divine justice, an agent they could send without compromising their own standing among the divine or dirtying their hands tending to immortals and demigods who could someday, if left alive, rise in power to a point to challenge them. Achaekkek was created to be an assassin, a creature the gods could use against nascent enemies. Yet the gods did not wish to create a creature capable of being used against them,

MANTIS CULTISTS

The Red Mantis venerate the Mantis God as their patron, and just as He Who Walks in Blood cannot kill a God, so have the Red Mantis adopted this tradition to their ways such that they never assassinate a king or queen. A small concession, yet one that nevertheless works well in their defense, for many are the kings and queens who would not be as moved to oppose the cult in knowing that they cannot be touched.

Most of the Red Mantis are rogues, fighters, or bards—many take levels in various prestige classes (the Red Mantis assassin being the most common). Yet a few of their number are actual clerics—particularly in their hidden fortress, the Crimson Citadel. A cleric of the Mantis God's favored weapon is the sawtooth sabre, and he has access to the domains of Death, Evil, Law, Trickery, and War.

and thus created the Mantis God with the fundamental inability to act against the gods themselves—it can only slay those of demigod status or lower.

The faiths of Golarion disagree upon which of the gods created Achaekkek. The churches of Asmodeus, Zon-Kuthon, Norgorber, Lamashtu, Rovagug, Gorum, Pharasma, and Calistria all have compelling arguments that point to their patrons as the source of the Mantis God. Others believe that it was not one god but a convocation of gods who gave the divine assassin its life. Still others believe that the gods who created Achaekkek are themselves now dead, in some cases victims of their own murderous creation after their powers caused them to lose enough of their divinity to merely become immortals. One thing seems certain, though—although not all of Golarion's deities approve of the Mantis God, none have yet stepped in to unmake it. And to date, none have openly admitted to ever issuing a kill order to the Mantis God. It's almost as if Achaekkek knows instinctually who or what must be slain, or perhaps is receiving its orders from a source beyond that of the pantheon itself. He Who Walks in Blood strikes only rarely, and its victims seem strange and inconsequential at times.

VICTIMS

In past centuries countless demagogues and would-be deities have perished at Achaekkek's scything claws.

Arrogant Marsis: Revered as the most beautiful man in the world during the early years of the Age of Enthronement, Marsis's beauty drew thousands of admirers away from revering the gods, finally drawing the ire of the gods and the claws of the Mantis God.

Yazanova: The murderous queen of the Tusk Mountains, Yazanova feasted on the hearts of a hundred rival chieftains, aspiring to the mantle of goddess of the North. She and her armies fell to the Mantis god in –212 AR.



BEATIFIC ONE

This tall, feminine figure has golden tanned skin and well-formed curves, suggesting years of activity and work toward physical perfection. Beneath her diaphanous robes, the creature's legs cross over one another, while six arms—two facing toward her back—wave in a continuous dance. Three fanged heads sit atop a sturdy neck, studying every direction.

BEATIFIC ONE

CR 9

Always LE Medium outsider (asura)

Init +7; **Senses** darkvision 60 ft.; Listen +14, Spot +21

DEFENSE

AC 25, touch 17, flat-footed 18 (+7 Dex, +6 natural, +2 monk AC bonus)

hp 85 (11d8+33)

Fort +10, **Ref** +14, **Will** +14; +2 against enchantment spells and effects

Defensive Abilities improved evasion; **DR** 10/good; **Immune** disease, poison; **Resist** acid 10, electricity 10; **SR** 17

OFFENSE

Speed 70 ft.

Melee temple sword +17/+12/+7 (1d8+6) and spear +17 (1d8+3) and kukri (1d4+3/18–20) or

flurry of blows +11/+11/+11/+8 (1d10+6)

Special Attacks continuous barrage, flurry of blows

Spell-like Abilities (CL 6th)

At will—*disguise self*, *feather fall*, *see invisibility*, *ventriloquism*
3/day—*blindness/deafness* (DC 16), *blur*, *hypnotic pattern* (DC 16), *levitate*, *magic weapon*

1/day—*dimension door*, *hold person* (DC 17)

TACTICS

Before Combat Beatific ones are rarely surprised and use the moments before combat to cast *blur* and *magic weapon* upon themselves and their weapons.

During Combat Beatific ones hold their opponents in complete disdain and offer no quarter or honorable advantage. They enjoy tripping or disarming opponents, battering them with unarmed strikes, and using their foes' weapons against them.

Morale If foes present sufficient threats, beatific ones redouble their efforts, but under no circumstances flee the field of battle.

STATISTICS

Str 22, **Dex** 24, **Con** 16, **Int** 16, **Wis** 24, **Cha** 19

Base Atk +11; **Grp** +21

Feats Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Grapple^B, Mobility, Snatch Arrows, Spring Attack

Skills Appraise +17, Balance +23, Climb +20, Concentration +17, Escape Artist +21, Hide +14, Jump +22, Knowledge (the planes) +10, Listen +14, Move Silently +21, Perform (dance) +11, Spot +21, Tumble +23

Languages Celestial, Common, Infernal, Vudrani; telepathy 100 ft.

SQ monk qualities, *summon asura*

ECOLOGY

Environment any

Organization solitary or band (2–4)

Treasure standard

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

Level Adjustment —

SPECIAL ABILITIES

Continuous Barrage (Ex) If a beatific one hits with the last attack of its flurry of blows, it may attempt an additional attack at a –2 penalty. If this attack hits, the beatific one may continue to make additional attacks, with a cumulative –2 penalty for each subsequent attack (–4 for the second attack, –6 for the third, and so on). If any attack misses, the barrage ends.

Flurry of Blows (Ex) The beatific one can attempt a flurry of blows as per the monk ability. It may use this ability whenever it has at least two of its six hands free or a special monk weapon equipped (see page 40 of the PH).

Monk Qualities A beatific one emulates many of the

VUDRANI WEAPONS

For centuries, Vudrani warriors and martial artists have crafted and cultivated a wide variety of weapons and fighting styles not seen in the lands of Avistan. Although rare, some of these unusual weapons might find their way west, either in the hands of foreign merchants or exotic fiends.

Bich'hwa: Also known as the waveblade or, literally “scorpion’s tail,” this short, double-curved blade has no hilt but features a knuckle guard and can easily be used in either hand. A bich’hwa provides a +2 bonus on any roll made to keep from being disarmed in combat.

This weapon is considered a special monk weapon for the use of flurry of blows and other monk abilities.

Katar, Tri-bladed: Although most katars (or punching daggers) boast a single long, thick blade, some feature a fan of three splayed razor edges.

Pata: An evolution of the standard katar, the pata is a short sword that ends in a full, fingerless gauntlet hilt. You punch rather than stab with the weapon, allowing you to put more force behind each strike. A pata provides a +10 bonus on any roll made to keep from being disarmed in combat.

Temple Sword: Typically used by holy men and guardians of religious sites, temple swords have distinctive crescent-shaped blades, appearing as an amalgam of a sickle and sword. Many temple swords have holes drilled into the blade or places on the pommel where charms, bells, or other holy trinkets might be attached.

You can use a temple sword to make trip attacks. If you are tripped during your own trip attempt, you can drop the temple sword to avoid being tripped.

Urumi: This terribly sharp longsword appears as a coil of steel, similar to a metal whip, but is capable of cleaving flesh and holding an edge as well as any forged blade. An urumi has reach and can strike opponents 10 feet away, but can also be used to attack adjacent foes.

With an urumi, you get a +2 bonus on opposed attack rolls made to disarm an enemy.

Built for flexibility, an urumi takes only half damage from attempts to sunder it.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type
<i>Light melee weapons</i>						
Bich'hwa	5 gp	1d3	1d4	19–20/x2	2 lb	Piercing or slashing
Katar, tri-bladed	6 gp	1d3	1d4	x4	2 lb	Piercing
Pata	14 gp	1d4	1d6	x3	3 lb	Piercing
<i>One-handed melee weapons</i>						
Temple sword	18 gp	1d6	1d8	19–20/x2	4 lb	Slashing
Urumi	30 gp	1d6	1d8	19–20/x2	3 lb	Slashing

strengths of the monk character class. On top of its own racial abilities, the beatific one receives the AC bonus, unarmed damage, bonus feats, speed bonus, and weapon proficiencies of a monk with a level equal to its Hit Dice, along with the diamond body, flurry of blows, improved evasion, and still mind abilities. All of these benefits are included in the statistics above.

Summon Asura (Sp) Once per day, a beatific one can attempt to summon 1 beatific one with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Scions of the vast and enigmatic pantheon of Vudrani deities, beatific ones torment mortal warriors, torture evil souls, and mete out the wrath of the gods. Paragons of physical perfection, these fiends are said to be masters of every weapon ever crafted and innately familiar with the forms and ways of every martial art imagined. When loosed upon the mortal world, these asuras—fiendish servants of the Vudrani deities—bring woe to warriors,

brutally test the philosophies of martial orders, and seek great battles in which to participate.

Beatific ones move with the grace of master martial artists and hone their fiendish forms through endless combat and morbid meditations. They stand 7 feet tall and weigh approximately 240 pounds.

HABITAT AND SOCIETY

Most beatific ones spend the majority of their time in Hell, specifically in the freezing and flaming domains of destructive Vudrani deities. The burning sand shores of Agniagon—the vast boiling lake of the three-headed serpent-god Vritra—attract numerous asuras and the corpse-strewn halls of dozens of beatific one ziggurat-like lairs. Left to their own devices, beatific ones either spend the centuries deep in meditative practice of cruel fighting styles or—like most asuras—sow strife and make trouble for mortals.

If killed, a beatific one reincarnates, typically as another beatific one or as another type of asura.



RAJPUT AMBARI

Standing motionless, this creature could easily be mistaken for a huge skeletal display of a long-dead war elephant. At further glance, its eyes burn a smoky black and pieces of stench-ridden flesh hang from crusty bones. Rusty barding drapes loosely over its skeletal spine, and ancient, rotten finery hangs over its skull and drapes flaccidly toward the ground.

RAJPUT AMBARI

CR 7

CE Huge undead

Init +1; Senses darkvision 60 ft.; Listen +0, Spot +0

DEFENSE

AC 21, touch 9, flat-footed 20

(+1 Dex, +12 natural, -2 size)

hp 104 (16d12)

Fort +5, Ref +6, Will +10

Defensive Abilities undead traits; DR 10/slashing

OFFENSE

Spd 40 ft.

Melee slams +14 (2d6+8) and 2 stamps +9 (2d6+4); or

gore +14 (2d8+8/×3)

Space 15 ft.; Reach 10 ft.

Special Attacks trample 2d8+13, war stomp

TACTICS

During Combat Rajput ambaris immediately attack anyone their creator or handler directs them to. They start by trampling the nearest enemy

and then use war stomp to knock down foes, following up with slams and gores to finish off opponents.

Morale Rajput ambaris fight until destroyed.

STATISTICS

Str 26, Dex 13, Con —, Int —, Wis 10, Cha 1

Base Atk +8; Grp +24

SQ undead servitor

ECOLOGY

Environment warm forests

Organization any

Treasure standard

Alignment neutral

Advancement 17–22 (Huge); 23–29 (Gargantuan)

SPECIAL ABILITIES

Trample (Ex) Reflex half DC 26. The save DC is Strength-based.

War Stomp (Su) Rajput ambaris are trained to slam their skeletal front feet hard into the earth, creating a small shockwave that can knock nearby opponents prone. Any opponent standing immediately adjacent to a rajput ambari when it uses this ability must make a DC 25 Reflex save or be knocked prone. War stomp is a full-round action. The save DC is Strength-based.

Undead Servitor Rajput ambaris are completely subservient to their creators and any other creature capable of commanding undead. A rajput ambari is treated as an undead creature of half its Hit Dice for the purposes of being commanded and when counting the total Hit Dice of undead an evil cleric has under his control.

A rajput ambari always understands the language of its master and anyone controlling it.

Carrying Capacity: A light load for a rajput ambari is up to 1,836 pounds; a medium load, 1,837–3,678 pounds; and a heavy load, 3,679–5,520 pounds. A rajput ambari can drag 27,600 pounds.

Horrors born from the depths of Vudra's endless jungles, rajput ambari are undead elephants granted terrible powers through necromantic rites. Massive and terrifying, many of these earth-shaking undead behemoths retain the exotic trappings and elegant finery of the Vudrani princes who once doted upon them. The glory of such beasts is long forgotten,

though, as most serve as unholy slaves and fearless beasts of war for uncaring necromancers and deathless masters.

ECOLOGY

The size of a rajput ambari varies widely depending on which part of the world the original elephant skeleton came from—Vudrani elephants typically near 16 feet in height, while Mwangi elephants grow up to 18 feet tall. Juvenile elephant skeletons are almost never used to create a rajput ambari. In Vudra, undead elephants are feared abominations, but terrifying rumors tell of lumbering mastadons from the distant north being animated in rituals akin to those that create rajput ambaris.

HABITAT & SOCIETY

Rajput ambaris have no societal structure, functioning only as their creators command. Vudrani necromancers typically use rajput ambaris much like living elephants, though without the need for handlers. Thus, when encountered, most are found performing menial tasks, serving as guards, or transporting undead warriors.

Although rajput ambaris are unintelligent undead, necromantic scholars postulate that some facet of the rites used to create the undead beasts causes them to retain some vestige of instinct. The evidence of this theory rises in the rare cases in which a rajput ambari is left without a master. When no longer able to perform past orders or left without commands for weeks, a rajput ambari sometimes begins walking of its own accord. In these rare and seemingly impossible situations, the undead elephant tends to wander back to the lands where it was captured and might even readopt some of the motions and tendencies of life—much to the horror of local hunters and living elephants alike.

CREATING A RAJPUT AMBARI

A spellcaster of 18th level or higher can create a rajput ambari utilizing the *create undead* spell. In addition to the usual components required by the spell, though, the rite to animate a rajput ambari requires the full skeleton of an adult elephant and adornment of a regal bearing. At the very least, these additions add 400 gp to the spell's total cost.

ORIGINS OF THE RAJPUT AMBARI

Although none can say who created the first skeleton or raised the first zombie, the rajput ambari is an unusual undead in that its creation is well documented in Vudrani lore. In 4465 AR, the necromancer-priest Rajput Shivji Shashibhushan, known as the Vile Prince, gathered together his cult of followers in the mountains and jungles of northern Vudra and set about building a dark citadel, a temple to all the foul powers of Vudrani lore and a personal palace where his experiments would go largely unnoticed.

ELEPHANTS IN VUDRA

For more than just the people of Vudra, trained elephants make intimidating and reliable mounts. Capable of transporting numerous passengers, large loads, and even siege-scale weaponry, these titans are respected and coveted for the fortitude they exhibit in traversing vast distances, harsh environments, and raging battles. Held as symbols of wealth and prestige in many cultures, elephants often wear the finest trapping their owners can afford: fine silken coverings, precious jewelry, and gold-trimmed howdahs. They are equally coveted in battle, as their ability to transport warriors, crush opponents, and strike fear in enemies is second to none in the animal world. Elephant handlers are typically known as *mahouts*, who use a sharp hook called an *ankusha* to steer the beasts.

Carrying Capacity: A light load for an elephant with Strength 30 is up to 3,192 pounds; a medium load, 3,193–6,384 pounds; and a heavy load, 6,385–9,600 pounds. An elephant can drag 48,000 pounds.

Movement: An unencumbered elephant can travel 4 miles per hour and 32 miles per day. With a load between 3,193 and 9,600 pounds, it can travel 3 miles per hour and 24 miles per day.

Price: In Vudra, a young domesticated elephant costs 600 gp. An adult elephant trained to carry passengers costs 1,800 gp. An adult elephant trained for battle or other work—typically trained with four of its six possible tricks (see Handle Animal, PH 74)—costs 2,800 gp.

Shivji's first need was labor—labor that didn't need rest or sleep to realize his grand designs. Thus, his morbid imagination fell upon the great elephant graveyards of the Ajitesh Valley. In short order, he raised an army of undead elephants, which his followers took to calling rajput ambaris—a combination of their necromantic lord's title and the Vudrani word for the carriage house that living elephants sometimes carry upon their backs. With insight to see past his megalomania, Shivji left his minions susceptible to the commands of other worshipers of dark deities, bestowing his most trusted lieutenants with the knowledge to command them in his absence.

With the aid of his titanic undead, Shivji's fortress rose with frightening speed—a citadel of a thousand thousand skulls he called the Palace of Ivory and Bone. Once the fortress was completed, dozens of rajput ambaris were put to work pulling the massive winches required to open the heavy, elephant-tusk gates of the citadel.

Shivji Shashibhushan's war against the Vudrani mahajanapadas ended 40 years after the completion of the Palace of Ivory and Bone, with the necromancer slain at the head of his largest rajput ambari host. Even as his horror-filled castle eventually sank into obscurity and lore, Shivji's rajput ambaris—his greatest feat as a necromancer—linger on even as his name is slowly forgotten.



RAKSHASA MAHARAJAH

Floating serenely with legs crossed over one another, this exquisitely attired being casually examines the curved, long-handled blade in its hands. The face staring contemplatively ahead bears beautiful human features, but from the creature's neck emerge several fearsome animal heads, each considering a different direction.

RAKSHASA MAHARAJAH

CR 18

Always LE Medium outsider (native)

Init +11, extra initiative; **Senses** darkvision 60 ft., all-around vision; Listen +27, Spot +31

DEFENSE

AC 35, touch 17, flat-footed 28 (+7 Dex, +18 natural); cannot be flanked

hp 207 (18d8+126)

Fort +18, **Ref** +18 **Will** +17

DR 20/good and piercing; **SR** 30

OFFENSE

Speed 40 ft., fly 30 ft. (good)

Melee +3 *falchion* +26/+21/+16/+11 (2d4+10)

Spell-Like Abilities (CL 15th)

1/day—*dominate monster* (DC 24)

Spells Known (CL 15th)

7th (5/day)—*delayed blast fireball* (DC 26), *mass hold person* (DC 26)

6th (7/day)—*flesh to stone* (DC 25), *greater dispel magic*, *mass bull's strength*

5th (7/day)—*dominate person* (DC 24), *seeming* (DC 24), *teleport*

4th (7/day)—*dimension door*, *greater invisibility* (DC 23), *lesser globe of invulnerability*, *solid fog*

3rd (8/day)—*fireball* (2; DC 22), *slow* (DC 22), *vampiric touch* (DC 22)

2nd (8/day)—*darkness*, *misdirection* (DC 21), *resist energy*, *see invisibility*, *touch of idiocy* (DC 21)

1st (8/day)—*identify*, *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement* (DC 20)

0 (6/day)—*arcane mark*, *daze* (DC 19), *detect magic*, *flare* (DC 19), *mage hand*, *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 19)

TACTICS

Before Combat Most rakshasa maharajahs are

surrounded by loyal (or enchanted) servitors at all times, making it obvious when a threat is approaching. In addition to bolstering themselves with spells like *mage armor*, these creatures use illusions to confuse their foes.

Once confronted with enemies, a maharajah uses spells like *darkness*, *solid fog*, and *obscuring mist* to hide itself and attack from concealment.

During Combat Rakshasa maharajahs prefer to get the

maximum benefit from their extra initiative to hurl spells more than once per round. A favorite tactic is to hurl a *delayed blast fireball*, then a pair of *fireballs* the following round, hoping to overwhelm even the strongest of magical defenses.

Morale A rakshasa maharajah views itself as the epitome of its

kind—a rakshasa so powerful that no force, no matter how great, can ultimately succeed against its superior might. If faced with overwhelming evidence to the contrary (if the rakshasa is reduced to 20 hit points or less), it attempts to flee the battlefield—but only for long enough to heal its wounds using a hidden cache of potions or other stored magic. Thus restored, the maharajah begins combat anew, attempting to restore its honor and that of its species.

If even this becomes dangerous, a well-timed *greater invisibility* and *teleport* allows the maharajah to escape long enough to formulate a better plan.

STATISTICS

Str 21, **Dex** 24, **Con** 24, **Int** 25, **Wis** 22, **Cha** 29

Base Atk +18; **Grp** +23

Feats Combat Casting, Eschew Materials, Hover, Improved Initiative, Maximize Spell, Quicken Spell, Widen Spell

Skills Appraise +28, Bluff +30 (+32 acting), Concentration +28,

Decipher Script +28, Diplomacy +36, Disguise +30, Hide +28, Intimidate +32, Knowledge (arcana) +28, Knowledge (nobility and royalty) +28, Listen +27, Search +32, Sense Motive +27, Spellcraft +30, Spot +31, Survival +6 (+8 following tracks)

Languages Common, Vudrani, and five others

ECOLOGY

Environment any

Organization solitary

Treasure double standard plus +3 *falchion*

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

Level Adjustment —

SPECIAL ABILITIES

All-Around Vision (Ex) A rakshasa maharajah's many heads allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A maharajah rakshasa cannot be flanked.

Change Shape (Su) A rakshasa maharajah can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa maharajah retains all its powers, abilities, and spellcasting. A rakshasa maharajah remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa maharajah reverts to its natural form when killed. A *true seeing* spell reveals its natural form: a perfect human body with a single human head and a ring of three to five additional animal heads springing from the same neck.

Detect Thoughts (Su) A rakshasa maharajah can continuously use *detect thoughts* as the spell (caster level 15th; Will DC 25 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Extra Initiative (Su) At the beginning of an encounter, the rakshasa maharajah rolls twice for initiative. The rakshasa acts normally on the higher of the two initiative counts each round; on the lower initiative count, the rakshasa maharajah may take a single standard action.

Spells Rakshasa maharajahs cast spells as 15th-level sorcerers. The save DCs are Charisma based.

All rakshasas aspire to power, but there are those for whom this hunger is more than an obsession, it's a birthright. Legends among rakshasakind tell of the maharajahs—those rakshasas whose depredations and acts of cruelty have elevated them above others of their kind remaking them as embodiments of every myth, fable, and cautionary tale involving the beast-headed fiends. Accorded the respect and deference of their lessers, maharajahs inspire one emotion that few can in the race: fear.

ECOLOGY

A rakshasa maharajah emerges only after a rakshasa of great power and influence has spent several lives as

a member of the *samrata*, the height of the rakshasa's social-spiritual caste system. In a method not altogether understood even by the fiends, when rakshasas of legendary cruelty reincarnate, sometimes their new forms exhibit the increased powers and multiple heads of a maharajah. When a rakshasa ascends to maharajah status, others of its kind take notice, with rakshasas coming from far and wide to serve even a young maharajah—eager to curry its favor at an early age. The appearance of a maharajah denotes that great change is imminent: the maharajah will fulfill some terrible destiny, found a lasting nation of rakshasa, undergo some manner of divine ascension, or face some greater foe who breaks its domain into large-enough chunks for its lieutenants and servants to claim and still have room to expand. It is rare in the extreme for more than a handful of rakshasa maharajahs to emerge in the same century.

There are tales of even greater rakshasa forms than the maharajah, great beings with more heads than can be counted and more power that can be imagined. Such a state might be a further evolution from maharajah, or it might be a unique form created by the creature's destiny and ambition.

HABITAT & SOCIETY

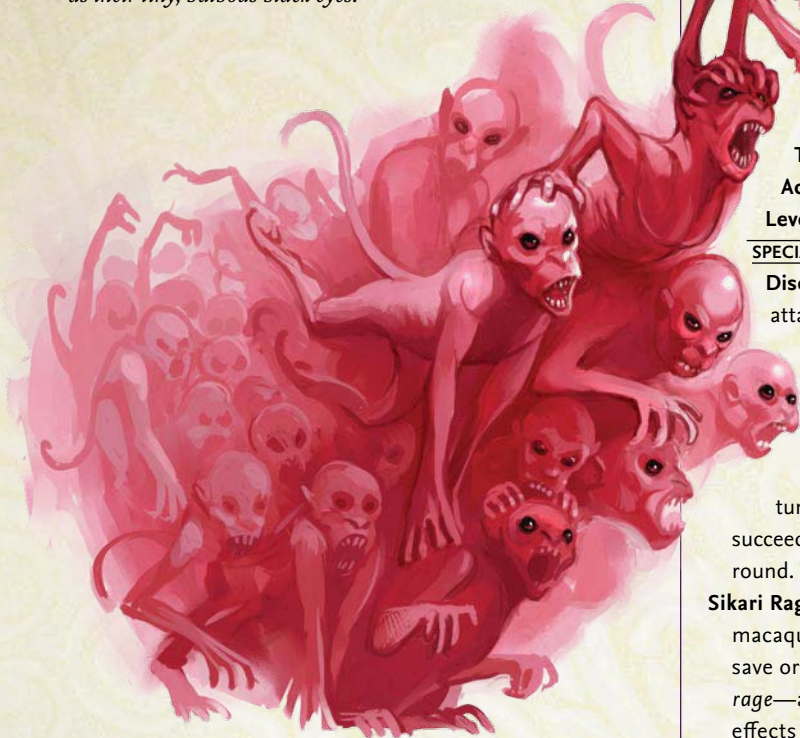
So great is a rakshasa maharajah's power and influence that it can spend most of its time enjoying the luxury of its years of toil. When not manipulating armies or the machinations of lesser rakshasas, it can often be found surrounded by the most beautiful of its servitors—often charmed or dominated humanoids, or, if the maharajah is powerful enough, good-aligned outsiders—lounging in opulence.

The lair of a rakshasa maharajah is typically a glorious, decadent thing. After decades or centuries of work, gold filigree decorates the columns, and great friezes of rakshasa myths and folklore decorate the walls. Rather than couches or divans, great pillows stuffed with exotic feathers—and crafted from the hides of even more exotic creatures—serve for furniture, and all about hang the trophies of a centuries-long life of tyranny: the crowns of defeated rulers, the wealth of ruined countries, and the heads of failed lieutenants.

A rakshasa maharajah's great experience and power, however, does not make it immune or ignorant to threats. Disloyal servants, powerful kings, ambitious rivals, and meddling adventurers all might step forth to challenge a rakshasa maharajah's rule. To that end, a maharajah employs devious methods to ensure its own safety, with assassination, false rumors, and illusory doubles serving as useful tools to ferret out threats. Wary of attack and often with wide territories to control, most rakshasa maharajahs have several secluded palaces and lavish redoubts, and travel among them endlessly.

SIKARI MACAQUE SWARM

Hundreds of tiny, hairless, reddish-hued monkeys burst from the thick jungle canopy. All at once, they're climbing every tree, swinging from every branch, covering every inch of the ground. Their mouths seem permanently open in a yowling shriek, a cacophony of rage only half as fearsome as their tiny, bulbous black eyes.



SIKARI MACAQUE SWARM

CR 5

N Tiny animal (swarm)

Init +5; **Senses** low-light vision, scent; Listen +9, Spot +10

DEFENSE

AC 17, touch 17, flat-footed 12
(+5 Dex, +2 size)

hp 65 (10d8+20)

Fort +9, **Ref** +14, **Will** +6

Defensive Abilities half damage from slashing and piercing weapons, swarm traits

OFFENSE

Spd 30 ft., climb 30 ft.

Melee swarm (2d6 plus Sikari rage)

Space 10 ft.; **Reach** —

Special Attacks distraction, Sikari rage

TACTICS

During Combat Sikari macaque swarms attack as many foes as possible, attempting to induce their own horrific rage in their opponents.

Morale Sikari macaque swarms are filled with constant fury and always fight to the death.

STATISTICS

Str 5, **Dex** 21, **Con** 15, **Int** 3, **Wis** 16, **Cha** 5

Base Atk +7; **Grp** —

Feats Agile, Alertness, Lightning Reflexes, Weapon Finesse

Skills Balance +15, Climb +21, Escape

Artist +11, Listen +9, Spot +10

SQ diseased

ECOLOGY

Environment warm forests

Organization solitary, fury (2–5 swarms), frenzy (6–12 swarms)

Treasure none

Advancement —

Level Adjustment —

SPECIAL ABILITIES

Diseased (Ex) Sikari macaque swarms are driven to attack as a symptom of a disease infecting their species. A *remove disease*, *heal*, or similar malady curing effect instantly halves a swarm's hit points, causing dozens of the normally benign primates to stop their attack and wander off.

Distraction (Ex) Any living creature that begins its turn with a Sikari macaque swarm in its square must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Sikari Rage (Ex) When a creature is damaged by a Sikari macaque swarm, it must succeed at a DC 17 Fortitude save or be affected as if by the spells *confusion* and *rage*—a kind of blind fury known as Sikari rage. These effects last for 1d6 rounds, and the effects of multiple bites are cumulative.

While the fast-acting nature of this effect is similar to a poison, it is actually a disease, and the spell *remove disease* immediately ends the effects. Creatures that are immune to disease are also immune to this ability. The save DC is Constitution-based.

Skills Sikari macaque swarms have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Often called the Red Wind, a churning mass of Sikari macaques feels no fear, barely acknowledges pain, and destroys everything in its path. A species of monkeys native to the Sikari region of Vudra, Sikari macaques are small, hairless, and mean. Their appearance and temperament are not native traits, however, as within recorded Vudran history nearly every member of the species has fallen victim to a mysterious affliction known as Sikari rage. Thus, what was once a highly social and endearingly curious breed of tawny-furred monkeys has been reduced to gangs of

flesh-hungry brutes shrieking through jungle boughs, consuming and demolishing anything in their path.

A typical Sikari macaque stands just over 1 foot tall and weighs less than 5 pounds. Swarms of these deadly primates usually number from 30 to nearly a hundred.

ECOLOGY

For the overwhelming population of Sikari macaques infected with Sikari rage, life begins exactly as they live it: enraged. After a relatively short gestation period of 4 months, a Sikari macaque is born into a tumultuous world of spinning fur and gnashing teeth. Snatched up by its mother or another female and carried along with the swarming host, a newborn Sikari macaque is a naked, squealing thing, all thrashing limbs and snapping teeth. In only a few days' time, though, these infantile tantrums become the wild rages of a swiftly moving, sharp-clawed, and dangerously crazed member of the primate swarm.

Sikari macaques in captivity have lived nearly 20 years, but in the wild their lives are much shorter, usually no more than 5. The Red Wind doesn't just leave a sea of destruction and shattered plant life in its wake, it also leaves a path of twisted primate corpses. The monkeys might not feel pain when deep in the thrall of their rage, but the vicious, clawing mass of fellow macaques inevitably overwhelms sickly children and crippled or infirm adults. Those unable to keep up and fend for themselves—against both prey and the beatings of their fellows—are either consumed or tossed aside to bleed their last into the soft jungle soil.

The macaques subsist on meat from any creature they can pick off alone or overwhelm as a swarm. They're generally nocturnal, preferring to find perches high in the jungle canopy in which to rest while the sun slips across the sky. During mating season, however, Sikari macaques can be found awake and restless for weeks on end. Mating season seems totally random and many scholars believe that a family unit instinctually knows when it has room to grow and does so.

An individual Sikari macaque is gaunt, thin, and completely lacking hair. Their pale skin is splotchy and covered in patches of angry red welts—a symptom of the disease that infects their species. Bulbous onyx eyes stare blankly out of high eye sockets and their mouths seem to perpetually hang open, revealing thin rows of knife-edge teeth. Their hands and feet end in needle-like claws, and their grip is far stronger than one would expect from an animal of such small stature.

HABITAT & SOCIETY

Even in their diseased rage, Sikari macaques form tight family units of up to a hundred genetically linked monkeys. These families are constantly on the move, their incensed natures driving them rabidly onward. Swarms of the

ravenous primates slow and finally rest only during the hottest hours of the day, and even then usually only for a period of 4 to 6 hours. Although rarely spied by outside observers, during these exhausted hours the primates nurture their offspring, although this extends to little more than mercilessly teaching their young how to hunt and fight, and where to best attack larger beasts.

Although interactions between Sikari macaques are typically violent, their disease-addled deadliness increases tenfold when directed toward prey or actual threats. Without warning, dozens of individual macaques merge into a single roiling mass of red-hued flesh, capable of shredding even a tiger as they tear their way through the jungle. Having no real attachment to any one specific location, Sikari macaques travel aimlessly and often far from their native breeding grounds, swarming over anything slow or stupid enough to cross their path.

Sometimes, swarms of Sikari macaques cross paths. Those members not killed outright in the resulting violence come together to form a larger swarm. In extreme cases, multiple swarms might collect and travel together, forming large, dangerous groups called furies or frenzies. Vudrani hunters have a special and rightful fear of Sikari macaque frenzies, with many paying monthly penance to Lahkgya of the Red Face, Patron of Monkeys, in hopes that he won't unleash his deadly children upon their hunting grounds or villages.

Sikari macaques can most commonly be found in the thick, vine-choked Sikari region of northern Vudra. Although they fear nothing, their swarms tend to stay far away from civilization, preferring vegetation-choked mountain slopes or deep river valleys.

SIKARI RAGE

Sikari macaques suffer from a deadly, highly virulent disease known in Vudra as Sikari rage. Symptomatically akin to stages of rabies, the disease is spread by scratches and bites dealt by infected monkeys. Although most animals are immune to Sikari rage, humanoids and other types of macaques have dramatic reactions to the disease, almost immediately falling into a furious stupor as the affliction attempts to gain purchase. This rage passes in mere moments, however, as the highly selective malady swiftly dies outside of its chosen host species.

The first case of Sikari rage appeared near the village of Bannaquet in 4679 AR, not far from the ruins of Reverchaldam, former home of the ousted society of insidious alchemists known as the Breathers of Ash. What began as isolated attacks by crazed monkeys turned into a siege that the village barely withstood. Even today, most of the citizens of Bannaquet live upon the bare slopes of Sadar Vosdeol, forsaking outcasts and the poor to the lower neighborhoods of Old Monkey Town.