



BESTIARY

A HISTORY OF ASHES

“Our fathers didn’t name this place the Cinderlands just for its fires. Plenty of places burn, but none in so many ways as here.

“In the Cinderlands, the land burns: scorched by a sun that draws too close, charred by fires from the belly of the earth, parched by the rains that rarely come, and lashed by lightning when they do.

“In the Cinderlands, the wind burns: howling in waves of smoldering ash and black smoke, dancing with fires set by the heavens, and scouring flesh as sure as any flame.

“In the Cinderlands, the beasts burn, their skin like blisters, their teeth like stone, and their hunger like fire.

“In the Cinderlands, we burn, and it proves our mettle to all the world.”

—Nol Ashes-For-Eyes, Thundercaller of the Sklar-Quah

The Pathfinder Bestiary heads into the burning wastes of Varisia's Cinderlands this month—a parched, barren region home to all manner of deadly beasts and fiery foes. Of these fierce predators, several are unique to this burning region of Varisia's Storval Plateau: magical beasts with flaming maws, the raging remnants of the dead, and some things drawn to Golarion long ago that are best left buried. Not that a land known for plains of flaming gas, miniature volcanoes, and blizzards of burning ash really needs more ways to kill.

WANDERING MONSTERS

Well known as one of the deadliest expanses in Varisia, the Cinderlands are a place of stifling heat, flash fires, and endless ash. More than just the land's natural inhospitality makes these angry plains dangerous. Among the cracked clay, parched dust, and scorched bones, countless tenacious beasts make their homes. Yet for all its danger, several peoples seek to carve lives from the burning earth. Savages like orcs, gargoyles, and giants endlessly hunt for food and water, but also among them are the hardy Shoanti, unwavering human tribes determined to survive despite all with which their neighbors, nature, and the gods themselves confound them.

While braving the Cinderlands, travelers have much to dread. Characters forced to wander these blasted lands during the course of “A History of Ashes” might find their travels interrupted by any number of deadly beasts, murderous weather, or lethal terrain. Here are a few encounters from the Cinderlands Random Encounters table that warrant further details.

Dangerous Lands: The volatile nature of the Cinderlands produce a variety of deadly natural features. From sprawling gas fields to volcano-like cinder cones, these unpredictable terrains can kill as effectively as any wild beast. See “The Cinderlands” on page 58 of this volume for more details.

Emberstorm: Windstorms of ash and flame that sweep across the Cinderlands, emberstorms scour the land and char all in their path. See page 61 for full details on these black blizzards.

Orcs: Raiders from Urglin or the Hold of Belkzen frequently wander from their despoiled refuges to pillage Shoanti settlements and prey upon the beasts of the Cinderlands. While an orc hunting party of 1d12 typical orcs is EL 4, a fully armed raiding party of a dozen or more classed orcs might be significantly higher.

Shoanti: Any who roam the Cinderlands eventually encounter the land's fierce barbarians. An encounter with Shoanti can take a variety of forms, from a run-in with a lone Shoanti brave (EL 1), to a confrontation with a band of 6 Sklar-Quah Burn Riders (EL 9; see page 55) to happening across an entire tribe of migrating nomads.

CINDERLANDS RANDOM ENCOUNTERS

d%	Encounter	Avg. EL	Source
1–6	1 cindersnake*	1/3	MM 279
7–11	1d4 horned spirestalkers*	2	Pathfinder #1
12–14	1 ember scorpion*	3	MM 287
15–17	Emberstorm	4	See description
18–22	1d4 redback rattlesnakes*	4	MM 279
23–26	1d6 hippogriffs	5	MM 152
27–29	1 basilisk	5	MM 23
30–35	1d6 bush tigers*	5	MM 274
36–39	1 bulette	7	MM 30
40–45	1d12 cinderwolves	7	Pathfinder #10
46–51	1d12 ankhegs	8	MM 14
52–56	2d12 aurochs*	9	MM 269
57–59	1d4 chimeras	9	MM 34
60–63	1d6 wyverns	9	MM 259
64–67	2d6 gargoyles	10	MM 113
68–70	1d4 stone giants	10	MM 124
71–72	1 bonestorm	11	Pathfinder #10
73–75	1d4 storm rocs	11	MM 215
76–77	1 purple worm	12	MM 211
78–80	1d6 dragonnes	12	MM 89
81–83	1 red render	13	Pathfinder #10
84–88	Orcs	—	See description
89–95	Shoanti	—	See description
96–99	Dangerous lands	—	See description
100	1 adult red dragon	15	MM 75

* Native Cinderlands creature, see page 65 for stat details.



TRULY RANDOM ENCOUNTERS

When designing a random encounter table, there are generally two ways to go about it. You can create a list of encounters specific to the adventure you're preparing, or you can create a more organic list, choosing encounters and creatures likely to populate an adventure site regardless of your PCs' levels.

While the first method assures you'll get an encounter of an adequate EL every time, the convenience of that fact might detract from some GMs' feelings of verisimilitude. Using the other method, though, the PCs have a good chance of being under- or overmatched by the result.

In the cases of unbalanced encounters, GMs are encouraged to make such match-ups less combat based. Using this month's table as an example, waking up one morning and finding a cindersnake in one's boot isn't much of a threat per se, but it helps drive home the wild feel of the Cinderlands. Alternately, even the distant silhouette of a red dragon is probably enough to make unprepared parties run for cover and make them feel like they're part of a world that's populated by more creatures than just those within an encounter level or two of their level.

—Wes Schneider

BONESTORM

A swirling, 15-foot-high, funnel cloud composed of thousands of jagged human bones whirls in an uncontrolled vortex of death. From it, the air splits with the deafening grind of bone-on-bone.

BONESTORM

Always CE Diminutive undead (swarm)

Init +6; **Senses** darkvision 60; Listen +1,

Spot +1

Aura unholy winds 10 ft. (DC 18)

DEFENSE

AC 23, touch 20, flat-footed 17

(+6 Dex, +3 natural, +4 size)

hp 104 (16d12)

Fort +5, **Ref** +11,

Will +11

Immune cold,

swarm traits,

undead traits,

weapon damage;

SR 20

OFFENSE

Spd fly 50 ft.

(perfect)

Melee swarm (3d6 plus 3d6 unholy)

Space 10 ft.; **Reach** 0 ft.

Special Attacks wrath

TACTICS

Before Combat Unliving and

unthinking, a bonestorm does

not prepare before combat, it

simply turns and speeds toward

living creatures as soon as it

detects their presence, intent

on adding their bones to itself.

During Combat A bonestorm does

not preferentially select opponents,

rather just seeking to encompass as many living creatures

as possible. If injured, however, it does pause to suck up the

bones of any convenient skeleton.

Morale Completely devoid of fear or sense of self, a

bonestorm fights until destroyed.

STATISTICS

Str 3, **Dex** 23, **Con** —, **Int** —, **Wis** 12, **Cha** 10

Base Atk +8; **Grp** —

SQ gather bones

ECOLOGY

Environment any

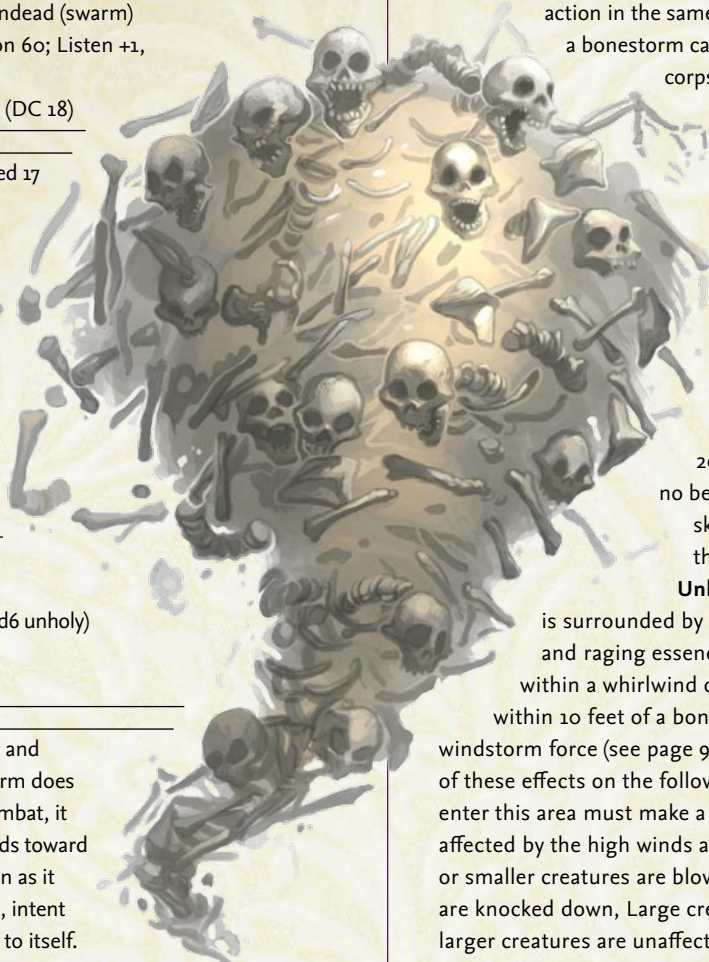
Organization solitary

Treasure none

Advancement none

Level Adjustment —

CR 8



SPECIAL ABILITIES

Distraction (Ex) Any living creature that begins its turn with a bonestorm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Gather Bones (Su) By spending a full-round action in the same square as a dead creature, a bonestorm can shred the flesh from the corpse and absorb the bones into its swarm. The absorption grants the bonestorm healing (or temporary hit points if it is unwounded). The amount of healing depends on the size of the body absorbed. A Small creature grants 2 points of healing. A Medium grants 5 points, Large grants 10 points, and Huge grants 20 point. A bonestorm gains no benefit from collecting the skeletons of creatures smaller than Small or larger than Huge.

Unholy Winds (Su) A bonestorm is surrounded by fierce netherwinds, the howls and raging essences of souls forever trapped within a whirlwind of death. As such, the area within 10 feet of a bonestorm is affected by winds of windstorm force (see page 95 of the DMG or the summary of these effects on the following page). Creatures that enter this area must make a DC 18 Fortitude save or be affected by the high winds as dictated by their size: Small or smaller creatures are blown away, Medium creatures are knocked down, Large creatures are checked, and larger creatures are unaffected. In addition, these winds are responsible for a bonestorm's movement and protect it from the damage and dispersal Diminutive swarms typically face when affected by powerful winds.

Wrath (Su) A bonestorm cuts apart creatures occupying the same space as it, not just with splintered bones and bludgeoning skulls, but with the unholy energies of the damned souls that make up the undead whirlwind. Thus, 3d6 points of the damage dealt by a bone swarm is physical, and 3d6 points are untyped damage, resulting directly from unholy power.

Bonestorms are the charnel offspring of vast battlefields, the wrathful resurrections of legions of the fallen unwilling to let go of their wrath and unable to accept defeat. Amid violent currents of tormented souls, the rent corpses of the fallen rise again, formless masses of marrow and splintered bone that know only revenge.

While bonestorms can spontaneously form—typically days or weeks after a particularly violent or meaningful battle—they have also been known to be created by malicious necromancers and arcane warlords. Brought into being to serve as lifeless engines of war or to wreak havoc upon their creators' enemies, bonestorms purposefully brought into existence have slightly more direction than their spontaneously forming counterparts. Upon completing a task, however, its not uncommon for one of these cyclones of bones to indulge its motivating rage, attacking and destroying living things far in excess of its creator's wishes.

A bonestorm typically rises to about 10 feet tall, though it has no weight besides the hundreds of pounds of bones caught up in its macabre vortex.

ECOLOGY

Bonestorms are wholly unnatural creations, formed of tortured souls and rage. As mindless undead, they exist only to serve their creators or, in the cases where these horrors come into being of their own accord or escape a master's control, blindly wreak their formless rage upon the living.

Bonestorms cannot be conversed with: they have no intellect of their own. If successfully rebuked, one of these undead swarms can be directed to follow simple commands, though once its instructions are exhausted, it goes back about its assault on the living

HABITAT & SOCIETY

Bonestorms are most commonly found wherever residual ill will and a sufficient supply of raw bone material permits them to subsist: graveyards, battlefields, and catacombs being most common. While bonestorms often rise from the corpses of defeated armies—especially those defeated while defending their countries, on religious crusades, or fighting for other strongly held beliefs—such grim sites are by no means the only places these horrors form. In some cases, bonestorms have been known to rise from trash mounds piled high with the discarded bones of wasted or maltreated animals, from the catacombs of the dishonored dead, from shipwreck sites on lonely desolate coastlines, and even from the ashes of unjustly burned outcasts. Wherever the lingering wrath of numerous souls and a large number of bones come together in one place, there might a bonestorm form.

Although mindless, bonestorms do seem to be drawn to burial grounds, ossuaries, and similar areas of death. With their ability to gather up the remains of the dead to fuel their revenge, this draw seems to be less a matter of morbid affinity and more an instinct to sustain their existence and continue on their vengeful rampages.

WIND EFFECTS

The bonestorm makes use of a variety of conditions typically caused by weather and high winds. For ease of reference, the most pertinent of these conditions are detailed here.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

CREATING A BONESTORM

A cleric, wizard, or sorcerer may create a bonestorm by casting *create greater undead*, if the caster possesses the required caster level of 19th or higher. In addition to the material components required by the spell, the caster also requires 16 Hit Dice worth of unanimated corpses within 100 feet to use as raw material. These corpses may be separated from the caster by earth or walls, allowing the creator to animate the buried or entombed.

Although mindless, and even when animated by magic, bonestorms are creatures of rage. This makes them relatively difficult to control. Whenever a bonestorm completes a task given it by its creator or other caster who has gain control of it, there is a 10% chance that the undead swarm breaks away from its controller and goes berserk, rampaging of its own accord. While a caster can regain control of a berserk bonestorm, it requires an additional control undead check.

THE BONES OF BLOODSWORN

In 4396 AR, Chelish victory at the Battle of Bloodsworn Vale paved the way for southern colonization of the Varisian wilderness. This path, however, was opened with the bones of thousands of Shoanti warriors who, for all their ferocity and bravery, could not stop the march of Chelish imperialism. From the battlefields of Bloodsworn Vale rose one of the largest and most famous bonestorms in existence, simply called the Bones of Bloodsworn by those forced or frightened to travel the valley. Spontaneously formed from the corpses of thousands of Shoanti warriors determined to defend their lands even after their ignominious deaths, the incredible bonestorm was destroyed by a band of heroic early Korvosans known as the Watchers of the Way in 4411 AR. More than a dozen times in the past few centuries, however, bonestorms of terrible size and destructive power have spawned from Bloodsworn Vale's thorn-tangled earth, wreaking havoc and brutal revenge upon Varisia's invaders anew.



CINDER WOLF

This wolf-like beast has a charred and blackened hide, its flesh split in places and seeping a fiery red ooze. The slavering creature stalks closer, snarling gutturally as cinders flicker from its maw.

CINDER WOLF

CR 2

N Medium magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +4

DEFENSE

AC 15, touch 11, flat-footed 15
(+1 Dex, +4 natural)

hp 15 (2d10+4); fast healing 3 (in fire)

Fort +5, **Ref** +4, **Will** +1

Resist fire 10

Weakness vulnerable to cold

OFFENSE

Speed 50 ft. (10 squares)

Melee bite +5 (1d6+4 plus 1d4 fire)

Special Attacks trip

TACTICS

During Combat When encountered alone, a cinder wolf attempts to run down its prey, attacking only once its victim is too tired to put up a fight. In packs, they circle prey, trapping their victims between multiple pack members. Once the prey slows down, the cinder wolves surround their target and close in, setting themselves up

to receive flanking bonuses. When fighting an opponent of its size or larger, a cinder wolf tries to trip its foe and attack it on the ground, giving itself and any pack members a better chance to bite.

Morale An individual cinder wolf breaks off the attack if reduced to fewer than 5 hit points. A group of cinder wolves retreats if more than 75% of their original number are slain or have already fled.

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +2; **Grp** +5

Feats Track

Skills Listen +4, Spot +4, Survival +3
(+7 when tracking living creatures)

SQ fiery body

ECOLOGY

Environment temperate or warm deserts

Organization solitary, pair (2), or pack (5–24)

Treasure none

Advancement 3–4 HD (Medium); 5–7 HD (Large)

Level Adjustment +2 (cohort)

SPECIAL ABILITIES

Fast Healing (Ex) A cinder wolf heals 1 point of damage every round that it resists a point or more of fire damage, so long as it has at least 1 hit point. This fire must be from an external source, not from a cinder wolf's fiery bite.

Fiery Body (Su) A cinderwolf inflicts 1d4 points of fire damage when it bites a foe in addition to the normal bite damage. In any round that the cinderwolf resists at least one point of fire damage, it gains fast healing 3.

Trip (Ex) A cinder wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cinder wolf.

Skills Cinder wolves have a +2 racial bonus on Listen, Spot, and Survival checks. *The Survival bonus increases to +6 when tracking living creatures.

Vicious predators and tireless trackers, cinder wolves are a relentless threat to the travelers and native tribes who make the Cinderlands their home. Ravenous creatures that endlessly hunt to fuel their fiery metabolisms, cinder wolves attack nearly any creature, from well-armored horned spirestalkers and ember scorpions to Shoanti barbarians and even stone giant warriors. Fleet footed and fearsome in appearance, these tenacious pack hunters thrive amid the flames of the Cinderlands, their fiery bites and relentless hunger embodying the deadliness of the burning plains.

An adult cinder wolf stands just over 3 feet tall and weighs up to 200 pounds. What little fur they have is often singed and black, but can also be ash-gray. Their eyes are frequently bloodshot red with yellow irises.

ECOLOGY

Sages widely hold that cinder wolves were originally the offspring of the Kodar crag wolf—now found almost exclusively along the western and northern faces of the mountain range—and hell hounds kept by ancient wizards and their minions. Although countless generations have bred the outsider nature out of modern cinder wolves, the fiery connection to their distant relatives remains readily apparent in their dark fur and flaming breath.

Cinder wolves are unfortunate creatures, as even after centuries of survival, the blood of natural creatures and their hellish ancestors does not mix well. Although the species breeds true and is more than capable of survival, the life of a cinder wolf pup is often short and painful. Unborn cinder wolves do not gain their resistance to flame until late in their mothers' pregnancies, developing it as a reaction to the intense heat of their mothers' metabolism and countless burns while still being carried. Thus, of the dozen or so pups a mother typically births, more than half are stillborn, and even those that do survive bear lifelong scars.

While the infernal fires of a hell hound are a product of its connection to the Lower Planes, in a cinder wolf they rely upon an unnatural quick metabolism for fuel. As such, cinder wolves are constantly hungry, needing to eat several times their weight each week—a particular difficulty in a region as harsh as the Cinderlands—lest the flames within them run low. When these fires gutter out completely, the cinder wolf dies as well.

Cinder wolves are somewhat short-lived, as they are only resistant to the Cinderlands' annual firestorms and not immune. While their resilience and instincts allow most to weather or avoid the worst emberstorms or volcanic events, a sizable portion of the cinder wolf population is culled every year when particularly deadly storms blow through.

A cinderwolf's vision is remarkable in its ability to view heat to a limited extent. By following the lingering heat left by a creature's passage, cinderwolves are adept at tracking live prey. This heat sight proves limited beyond its usefulness in tracking, though, and too weak for the hunters to glimpse prey through solid barriers.

HABITAT & SOCIETY

A typical cinder wolf den might have as many as a dozen adults, with as many as double that number adolescents and cubs. When threatened, all but the cubs fight, the

CINDER WOLF PELTS

The hides of cinder wolves prove exceptionally useful in the creation of heat resilient armors. By making a DC 16 Survival check, one can successfully skin a cinder wolf, leaving its coarse pelt in quality good enough to work into armor or other goods. Should this pelt be used later in the creation of a suit of hide armor (in addition to all the normal materials, DC 13 Craft [armorsmithing]), that armor can be enhanced with the fire resistance, improved fire resistance, or greater fire resistance special abilities at 75% of the normal price.

A cinder wolf pelt is an uncommon commodity and can rarely be found for sale, the bristly fur being uncomfortable and hard to work with and the demand—despite their usefulness in magic—is limited. Even when found in Varisian markets, the cost is typically upwards of 600 gp. Thus, most who desire a cinder wolf pelt are forced to either find and skin a cinder wolf himself, or trade with Shoanti native to the Cinderlands.

older wolves doing all they can to bring down or lead off danger.

Cinder wolves build their lairs in hot places: near gas fields, on the edges of cinder cones, and within rocky outcroppings exposed to the midday heat and frequent emberstorms. The predators favor such lairs as they suffer near constant pain from their skin splitting and rupturing in cool air. Aside from finding smoldering dens, their only relief from this pain comes from licking themselves—thus exposing their skin to their fiery breath—but it is a very small comfort at best.

The Shoanti of the Cinderlands hunt cinder wolves when their numbers become too great for the local wildlife to support—usually just prior to significant annual firestorms—and the predators begin turning their attention to the humanoid tribes. Many barbarian tribes hold annual hunts specifically to thin the numbers of the cinder wolves and reduce the predators' depredations on their tribes. Experienced hunters who have slain more than one cinder wolf usually sew the pelts together to make hide armor and blankets.

TRAINING CINDER WOLVES

The constant hunger and pain cinder wolves endure make them hard to manage and even more difficult to tame. Taming a cinder wolf requires 6 weeks of work and a DC 25 Handle Animal check. This DC decreases to 20 if the beast is trained in an area that is constantly 100 degrees or hotter. Even after this initial training, though, the DCs of all attempts to further train a cinder wolf are 5 higher, unless they're again made in areas of extreme heat. Although difficult to teach and quick to disobey, cinder wolves make excellent trackers and are widely coveted by hunters on the Storval Plateau and beyond.



HAVERO

This massive mound of tentacles rises and falls, hinting at the breathing of a great slumbering beast below. Every so often, the tip of one of the glistening filaments twitches to life, spontaneously growing a razor-like feeler, horrible eye, or other alien appendage. The creature's body is a looming clot of these appendages, a twitching knot of wriggling matter.

HAVERO

CR 24

NE Colossal aberration

Init +5; **Senses** darkvision 100 ft.; Listen +9, Spot +46

DEFENSE

AC 43, touch 3, flat-footed 42

(+1 Dex, +40 natural, -8 size)

hp 459 (34d8+309); fast healing 25

Fort +20, **Ref** +12, **Will** +28

Defensive Abilities alien mind; **DR** 20/—; **Immune** cold, inhaled effects, mind-affecting effects, **Resist** acid 30, fire 30, electricity 30; **SR** 34

Weaknesses light sensitivity

OFFENSE

Spd 20 ft., fly 60 ft. (clumsy)

Melee variable (see below)

Space 60 ft.; **Reach** 120 ft.

Special Attacks appendages

TACTICS

Before Combat As most haveros are deep in hibernation upon being encountered, the creatures often take 1d3 rounds to rouse themselves to action.

During Combat Haveros manufacture appendages as needed to respond to their environment and enemies, generally fighting with two tentacles, two ocular tentacles, two slashing tentacles, two armored tentacles, and an acid spewer.

Morale Haveros understand the concepts of fear and flight but such ideas do not apply to their existences. Thus, haveros fight until destroyed.

STATISTICS

Str 38, **Dex** 12, **Con** 28, **Int** 5, **Wis** 29, **Cha** 30

Base Atk +25; **Grp** +55

Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack.

Skills Spot +46

Languages telepathic savant

SQ no breath

ECOLOGY

Environment any (usually outer space)

Organization solitary

Treasure none

Advancement 35+ (Colossal)

Level Adjustment —

SPECIAL ABILITIES

Alien Mind (Ex) Anyone who attempts to link minds with a haveros (such as via *detect thoughts* or *telepathy*) risks the trauma associated with tapping into its raw alien thoughts. Such an act forces the character to make a DC 36 Will save. Those who fail are permanently affected by a *feblemind* spell (CL 20th). The save DC is Wisdom-based.

Light Sensitivity (Ex) Haveros despise sunlight. Even when it lacks an ocular appendage, a haveros is dazzled in the presence of natural sunlight or when within the radius of a *daylight* spell.

Appendages (Ex) A haveros can alter the shape of any of its hundreds of squirming appendages, specializing them into a variety of tentacular tools. A haveros has 20 appendage points, which it can spend as a full-round action to create a number of specialized appendages not exceeding this point total. As another full-round action, it can withdraw its tentacles back into itself, dissolving them and regaining the points spent to create them. If one of a haveros's tentacles is destroyed in combat, it immediately regains the points used to create it.

For example, a havero could use its 20 points to create 6 slashing tentacles, a grasping tentacle, and an incorporeal tentacle; 4 brilliant energy tentacles; 20 reaching tentacles; or any other number of tentacles whose sum total is 20 points. Haveros typically manifest the following tentacles, although some might have the ability to create more. The point cost of each tentacle is listed after each name.

Tentacle (1): Grants the following attack—tentacle +23 (2d6+14).

Ocular Tentacle (2): Grants +8 bonus on Spot checks per ocular tentacle.

Slashing Tentacle (2): Grants the following attack—claw +23 (2d6+14/18–20).

Armored Tentacle (3): Increases the havero's total natural armor bonus by +2 per armored tentacle.

Grasping Tentacle (3): Grants the following attack—tentacle +23 (2d6+14); constrict (2d6+14), improved grab.

Reaving Tentacle (3): Grants the following attack—tentacle +23 (2d6+14), rend 4d6+21; requires two reaving tentacles, both of which must hit the same target in the same round in order to rend.

Acid-Spewer (4): 30-ft. cone, damage 6d6 acid, Reflex DC 36 half; each additional 4 points spent adds +6d6 acid damage and 10 feet to the cone's length.

Poison Stinger (4): Grants the following attack—sting +23 (2d6+14 plus poison); havero poison: injury; Fortitude DC 36; initial and secondary damage 3d6 Wisdom drain. The save DC is Constitution-based.

Incorporeal Tentacle (5): Grants the following attack—incorporeal touch +23 (2d6 negative energy plus 1d10 Charisma drain, can attack targets through walls and other solid barriers).

Vorpal Tentacle (10): Grants the following attack—pincer +23 (4d6+14; on a successful critical hit, target is beheaded as per the *vorpal* weapon quality).

No Breath (Ex) A havero does not breathe, and as such is immune to inhaled toxins and odor-based effects.

Telepathic Savant (Su) A havero can transmit vague impressions of its thoughts across limitless distances to any creature it is aware of. A havero does not communicate using language and its thoughts are limited and often unintelligible to mortal minds. A havero contacting a creature using this ability does not subject the target to its alien mind.

The word “havero” has its roots in ancient Thassilonian, roughly translating into “smothering arms.” The creature itself was first described in notes and theories postulated by ancient students of the stars and delvers into dark lore. Horrifically, haveros are not the mere imaginings of those sages who chronicle the heavens. They are entities of deepest blackness, and on terrible occasions a lone havero has been drawn to Golarion, putting all the races of the world into reach of its endless, ruinous arms.

HISTORY

The existence of haveros was first discovered accidentally through the course of divination magics in the ancient empire of Thassilon. Ever seeking larger, more potent beasts to conjure and command, Thassilonian sages gradually uncovered the existence of a massive creature capable of spawning unlimited clawed horrors that dwelt far beyond the range of most remote viewing devices. Intrigued by a new potential source of military power buried somewhere in the night sky, the Thrallkeepers of Thassilon engaged in a race to be the first to secure a havero. When their wizards' long-range spells of communication at last tapped the creatures' minds and confirmed the existence of dark, maddening intelligences, the wizards' desire to possess one only intensified.

Methods of conjuring or otherwise leading the creatures to Golarion through the span of space were devised in haste. Eventually, coaxed by fathomless desires, a number of haveros ultimately permitted themselves to be drawn to Thassilon, but not to become pawns: the haveros came to kill.

ECOLOGY

Although their thought processes are too alien to permit interpretation, haveros are decidedly malevolent. They have no need for sustenance of any kind, yet they consume living creatures with mouths buried beneath their mounds of tentacles. Haveros do not age, nor do they die of any known natural cause. Beyond these apparent facts, though, exceedingly little rational knowledge has been gleaned about these unearthly horrors.

A havero's telepathy is theoretically limitless in range, although when sending its mind across galaxies, even its thoughts require considerable time to travel. The Thrallkeepers theorized that the accidental interception of a havero's stray thought might be a cause for some forms of madness and inexplicable genius. One sage even hypothesized that the ancient Thrallkeepers were able to transport haveros to Golarion not because of their own discoveries, but because the haveros quietly sent them the necessary ideas as to how they might accomplish the feat.

HABITAT & SOCIETY

The ancient tome of starry observations and occult lore, *On Verified Madness*, refers to the havero's home as the farthest corner of “The Dark Tapestry,” a place that includes the blackness blotting the space between the stars. Haveros have no natural niche in Golarion and they exist only by the machinations of those who once possessed both the power and recklessness to transport them to this world. No one knows how many of these horrors lurk in the silent, lightless depths of the universe.



RED REAVER

This hulking humanoid towers at a height of ten feet. Its body is thick and hairless, its gray hide flushing with crimson along the arms and legs. Strangely tiny bat-like jut from its shoulder blades while its gangly claws swing down to its ankles. Three separate pairs of crimson eyes hint at the creature's crude intellect, but its powerful jaws and razor-sharp talons dismiss any suggestion of docility.

RED REAVER

CR 13

Usually N Large magical beast

Init -2; **Senses** darkvision 60 ft; Listen +9, Spot +9

DEFENSE

AC 29, touch 9, flat-footed 29

(+22 natural, -1 Size, -2 Dex)

hp 184 (16d10+96)

Fort +16, **Ref** +8, **Will** +6

OFFENSE

Spd 30 ft., fly 20 ft. (clumsy)

Melee 2 claws +23 (1d8+8) and
bite +18 (2d6+4)

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

Special Attacks rend, roar

TACTICS

During Combat Red reavers are moody, volatile creatures that put no thought into tactics, relying on their brute strength to overcome any danger. Whenever possible, red reavers roar and then charge into battle, making use of their Improved Bull Rush and Awesome Blow feats.

Morale A red reaver withdraws if it believes its bonded site is in danger and in need of protection. A reaver confronted at its bonded site sometimes abandons the site and flees if severely damaged.

STATISTICS

Str 28, **Dex** 6, **Con** 23, **Int** 3, **Wis** 12, **Cha** 12

Base Atk +16; **Grp** +28

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, Track

Skills Listen +9, Spot +9, Survival +4

Language understands a few simple words of Giant

SQ distracted, flight

ECOLOGY

Environment temperate deserts and hills

Organization solitary

Treasure standard

Advancement 17–25 HD (Large), 26–34 (Huge)

Level Adjustment —

SPECIAL ABILITIES

Distracted (Ex) Red reavers are easily distracted by beautiful sights and sounds. Any successful Perform check of DC 30 or higher has the additional effect of placating the creature, causing it to stop whatever it's doing and stand still to enjoy the performance. The red reaver remains stationary and calm until the performance stops or it takes damage. A performer can only take advantage of a red reaver's distraction ability once per hour. At the GM's discretion, a red reaver might also be affected by scenes of particular beauty, although they are usually only distracted by a static view or work of art for 5 minutes. It generally isn't distracted by beautiful creatures, but it could be distracted by particularly eye-catching apparel worn by a creature.

Flight (Su) A red reaver's ability to fly is partially supernatural. In areas where supernatural abilities do not function, a red reaver can only fly for short distances, and must land at the end of each turn or it falls.

Rend (Ex) A red reaver that hits a single opponent with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+12 damage.

Roar (Su) A red reaver can loose a devastating roar every 1d4 rounds. All creatures except red reavers within 120 feet must succeed on a DC 20 Will save or become shaken. Those within 30 feet who fail their saves become panicked. Creatures who successfully save cannot be affected by the same red reaver's roar for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Slow-witted but possessed of a dangerous temper, massive red reavers are violent forces of nature. With weights of almost 4,500 pounds, they often leave sizeable depressions in the ground when they crash to earth upon their disproportionately small wings. While red reavers do not seek out creatures to battle and are rarely aggressive at first, these simple creatures' territorial natures and tendency to misinterpret threats make approaching one an exceedingly dangerous proposition.

ECOLOGY

Red reavers are omnivorous. They spend days at a time hunting along rivers and secluded shorelines for fish and larger creatures that come to the water to drink. While red reavers often seek out caves in foul weather, most of the time these brutes merely collapse where they stand when overcome by slumber.

Simple in both heart and mind, red reavers are often transfixed by the natural beauty of random curiosities. On occasion, red reavers have been spotted standing as still as statues watching multi-colored sunsets. Others might be beguiled for hours when they spy their own reflection in a clear pool of water. Tales are told of red reavers drawn to traveling bards, the reaver listening to the minstrel's music with fascination but then unintentionally tearing the hapless performer to shreds after the exhausted bard at last puts down his instrument.

HABITAT & SOCIETY

Red reavers prefer to live among mountain ranges, particularly those with an abundance of rivers and streams or near the sea. The massive brawlers are almost always solitary, save for a brief frenetic mating season every 6 years. Following its live birth, a reaver infant grows swiftly and leaves home within months, eager to claim its own territory.

Red reavers do not get along with gray renders. A chance passing between the two invariably results in an immediate brawl. Each brute clamps its jaws on the other's neck and the pair rolls around on the ground as each tears away at its opponent's flesh, completely oblivious to its surrounding environment. Although these battles are often long and vicious, they are rarely fought to the death.

BONDED SITE

Like their gray render cousins, red reavers possess the curious habit of bonding, although red reavers typically become the stalwart guardians of places or particular things. Red reavers imprint themselves with a unique natural structure, such as unusual outcroppings of rocks, pristine waterfalls, or even elaborately grown, solitary trees. In more unusual cases, though, the brutes might find a discarded piece of art, a statue in a ruined temple, or even an ornate monument or road post to fixate on.

Upon finding a location or beautiful work, a reaver usually stays in close proximity to the site. A red reaver guards its bonded site from a distance, content to simply check in from time to time and stare in wonderment. When its favored site is approached by other creatures, though, a red reaver rushes in to guard its charge, roaring at the first whiff of danger.

If a red reaver's bonded site is ever moved or destroyed, the brawler flies into a vengeful rage, wrecking whatever it comes across and slaying everyone it believes responsible—typically the first living creatures it encounters after finding its charge damaged. After its spat of mournful revenge is complete, the reaver collapses and blubbers for days on end. It takes 1d4 days before a red reaver who has lost its bonded site spontaneously brightens and wanders off to find a new locale to adopt.

SAMPLE RED REAVERS

Although red reavers in Golarion are rare overall, their savagery is usually sufficient to leave a lasting impression.

Auger: The sleepy village of Caldamin, along Andoran's Verduan Forest, has long enjoyed the protection of an old gray render called Shepherd Graygulp, a name chosen for the beast's habit of adopting lambs within Caldamin's herds as its bonded companions. Within the same territory is a wild red reaver known to the Caldaminians as Auger, who occasionally comes to feed upon the sheep under Graygulp's protection. The titanic battles that ensue when these monstrous brutes encounter one another is the stuff of legend. As such, much to Caldamin's dismay, the village has now begun to attract foreigners known as "Auger Watchers," who make the trip to Caldamin in hopes of witnessing or—in a recent unfortunate case—eliciting the famous brawl.

The Ripper: On a journey 3 years ago, Free Captain Kelsin Southmoore, in command of the frigate *Hurassa III*, captured a slumbering red reaver from the West Bandu Hills of Sargava on the beach of Desperation Bay. After his men amputated the creature's wings, he entered it in the infamous Viper Cage, Ilizmagorti's bestial pit-fighting competition. The enraged reaver, nicknamed "The Ripper," was the first beast to ever survive and go on to win two consecutive tournaments and has been a local favorite ever since.

The Red Warden: The Lastwall village of Roslar's Coffin, just east of the Mindspin Mountains, was overrun by orc raiders several seasons ago, driving off the local residents. Although the rampaging orcs were eventually put to the sword, in the survivors' absence a red reaver wandered into the area and became infatuated with the striking façade of the village's burnt shrine of Sarenrae. The villagers have tried to return to their homes, but every time anyone gets too close, the reaver chases them off.