



# CHAPTER FOUR





# SERVITORS



# MESSENGERS OF THE GODS

While varied beings across the planes call themselves servants of the gods, there is a distinction between those who align their philosophies and lives with a deity and those who were created or exist solely to enact a deity's will. The 40 creatures that comprise this chapter represent some of the multiverse's most devout servitors of the divine. Each has the potential to serve as a stalwart ally or vicious enemy depending on how fate has aligned characters in the endless struggle between the gods. Throughout this section several monster features are marked with an asterisk (\*), denoting new rules detailed in Chapter 3.

## SERVANTS OF THE GODS

Although mortal worshipers number among the most numerous minions of the gods, there are whole hosts of beings that serve the whims of specific deities. Among these are three classes of immortal beings: divine servitors, heralds of the gods, and unique servants.

### DIVINE SERVITORS

Deities often play favorites and have little tolerance for half measures. As such, their servants are beings perfectly suited to fighting the wars, extolling the philosophies, and furthering the goals of their divine masters.

Some are soldiers bolstering divine armies, some are envoys to the mortal realm, some are explorers that might be encountered even in the most unexpected corner of the multiverse, but each is a perfect manifestation of a deity's will. While many of these servitors are unique species in their own right, some might be special breeds of races associated with particular deities. Whatever place they might occupy in a greater hierarchy, all divine servitors are CR 4 and have 6 or fewer Hit Dice, making them useful candidates to be summoned with *lesser planar ally*.

### HERALDS OF THE GODS

Heralds are a special class of unique, godly servants. With few exceptions, each of Golarion's deities has its own herald, a favored minion that serves as a messenger and emissary

throughout the planes. Creatures of myth, the heralds' interventions on the Material Plane mark lives and are events of legend.

Heralds are unique outsiders of approximately CR 15 with 18 or fewer Hit Dice, making them available for summons via *greater planar ally*. Only a deity's worshipers can summon its herald; thus, even the most powerful worshiper of Sarenrae can never summon the herald of Iomedae. In addition, only divine spellcasters can summon heralds, preventing arcane casters and spells like *planar binding* from effectively calling upon such beings. Even if a character proves powerful enough to call out to a herald, a deity has the final say in whether or not its emissary answers a worshiper's summons, granting its herald's service only to followers in the most extreme need or whose acts directly further its will.





## SERVANTS OF THE GODS

DEITY	HERALD	SERVITORS	OTHER MINIONS
Abadar	Lawgiver	Orshevals	Archons, axiomites, inevitables
Asmodeus	Basileus	Hesperians	Cerberi, devils, shapechangers
Calistria	The Menotherian	Vendenopterixes	Azatas, fey, giant wasps
Cayden Cailean	Thais	Ataxians	Azatas, cayhounds†, fey
Desna	Night Monarch	Thyriens	Aliens, azatas, star monarchs†
Erastil	The Grim White Stag	Stag archons	Archons, plant creatures, wild animals
Gorum	The First Blade	Zentragts	Giants, proteans, valkyries
Gozreh	Personification of Fury	Xocoathians	Animals, elementals, plant creatures
Iomedae	Hand of the Inheritor	Iophanites	Angels, archons, lammasus
Irori	The Old Man	Pavbaghas	Aeons, guardian nagas, inevitables
Lamashtu	Yethazmari	Swaitthes	Barghests, demons, yeth hounds
Nethys	Arcanotheign	Burleevs	Aeons, elementals, sphinxes
Norgorber	The Stabbing Beast	Karumzeks	Daemons, soul eaters, xills
Pharasma	Steward of the Skein	Ahmuuths	Einherjar, norms, psychopomps
Rovagug	Tarrasque	Thognoroks	Demons, fiendish vermin, qliploth
Sarenrae	Sunlord Thalachos	Yhohms	Angels, peris, phoenixes
Shelyn	The Spirit of Adoration	Dapsaras	Agathions, azatas, fey
Torag	The Grand Defender	Chalkosts	Archons, azers, constructs
Urgathoa	Mother's Maw	Sarcovalts	Daemons, plague carriers, undead
Zon-Kuthon	The Prince in Chains	Lampadariuses	Kytons, shadow creatures, undead

## UNIQUE SERVANTS

Several remarkable servants of Golarion's deities are detailed in Chapter 1. Clerics who wish to call upon these renowned agents can do so by making use of various *planar ally* spells, at the GM's discretion. Most are designed to employ existing stat blocks from various Pathfinder bestiaries, though their physical descriptions might be significantly different or abilities might require swapping. In general, GMs should feel free to adjust these characters' base statistics as they see fit to help convey the power and wonder of the divine.

## CREATURE SUBTYPES

Many divine servants have one of the following subtypes.

**Herald Subtype:** Heralds are unique representatives of their respective gods and sometimes have a specific outsider subtype such as "devil" or "psychopomp" that grants it additional abilities. A herald has the following traits.

- *Always Armed (Su)* Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including adamantine, etc.); the weapon disappears if it leaves the herald's grasp.
- *Emissary (Ex)* Heralds can always be summoned by the faithful using *greater planar ally* or *gate*, regardless of limitations of that spell, even if it's not an outsider.

**Spawn of Rovagug Subtype:** All Spawn of Rovagug (*Pathfinder Campaign Setting: Inner Sea Bestiary* 46) are Colossal magical beasts that possess the following traits.

- *Hibernation (Ex)* Spawn of Rovagug can sleep for years, decades, or even centuries and do not need to eat or breathe during these periods of dormancy. If a spawn of Rovagug is forced into an environment where it cannot breathe and would suffocate, it goes into hibernation until conditions are right for it to reawaken. While in hibernation, a spawn of Rovagug's damage reduction improves to 50/epic and it gains immunity to any spell or spell-like ability that allows spell resistance as well as all divination effects.
- *Regeneration (Ex)* All spawn of Rovagug possess regeneration, and no form of attack can suppress this regeneration; they regenerate even if disintegrated or slain by a death effect. If a spawn of Rovagug fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is dealt to its remains. It can be banished or otherwise transported as a means to save a region, but a method to kill Spawn of Rovagug has yet to be discovered.
- *Unstoppable Force (Ex)* A spawn of Rovagug can always charge, even if its movement is impeded or its path is blocked by another creature. It receives a +20 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, the natural weapons of a spawn of Rovagug ignore all forms of damage reduction and hardness.



## LAWGIVER

*This titanic golden statue of a great knight moves of its own accord and hefts a mighty warhammer.*

### LAWGIVER

CR 15



XP 51,200

LN Gargantuan construct (extraplanar, herald, lawful)

**Init** +1; **Senses** all-around vision, darkvision 60 ft., low-light vision, see in darkness; Perception +29

#### DEFENSE

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

**hp** 177 (18d10+78)

**Fort** +8, **Ref** +7, **Will** +13

**DR** 15/chaotic; **Immune** acid, construct traits, critical hits, electricity, rust; **Resist** cold 10, fire 10; **SR** 26

#### OFFENSE

**Speed** 40 ft., fly 60 ft. (perfect)

**Melee** +1 *axiomatic warhammer* +24/+19/+14/+9 (4d6+10/×3) or 2 slams +23 (2d6+9)

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

**Spell-Like Abilities** (CL 18th; concentration +25)

3/day—*cure serious wounds, neutralize poison, remove blindness/deafness, remove curse, remove disease, remove paralysis*

#### STATISTICS

**Str** 28, **Dex** 12, **Con** —, **Int** 14, **Wis** 24, **Cha** 20

**Base Atk** +18; **CMB** +31 (+33 bull rush or overrun); **CMD** 42 (44 vs. bull rush or overrun)

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

**Skills** Appraise +11, Fly +3, Knowledge (engineering, local, religion) +11, Perception +29, Sense Motive +29

**Languages** Celestial, Common, Draconic, Infernal

**SQ** change shape (giant eagle [*Pathfinder RPG Bestiary* 118] or two-headed golden eagle [same stats as an eagle, but with two bite attacks]; *beast shape IV*), freeze (metal statue)

#### ECOLOGY

**Environment** any land (Axis)

**Organization** solitary

**Treasure** standard (Gargantuan +1 *axiomatic warhammer*)

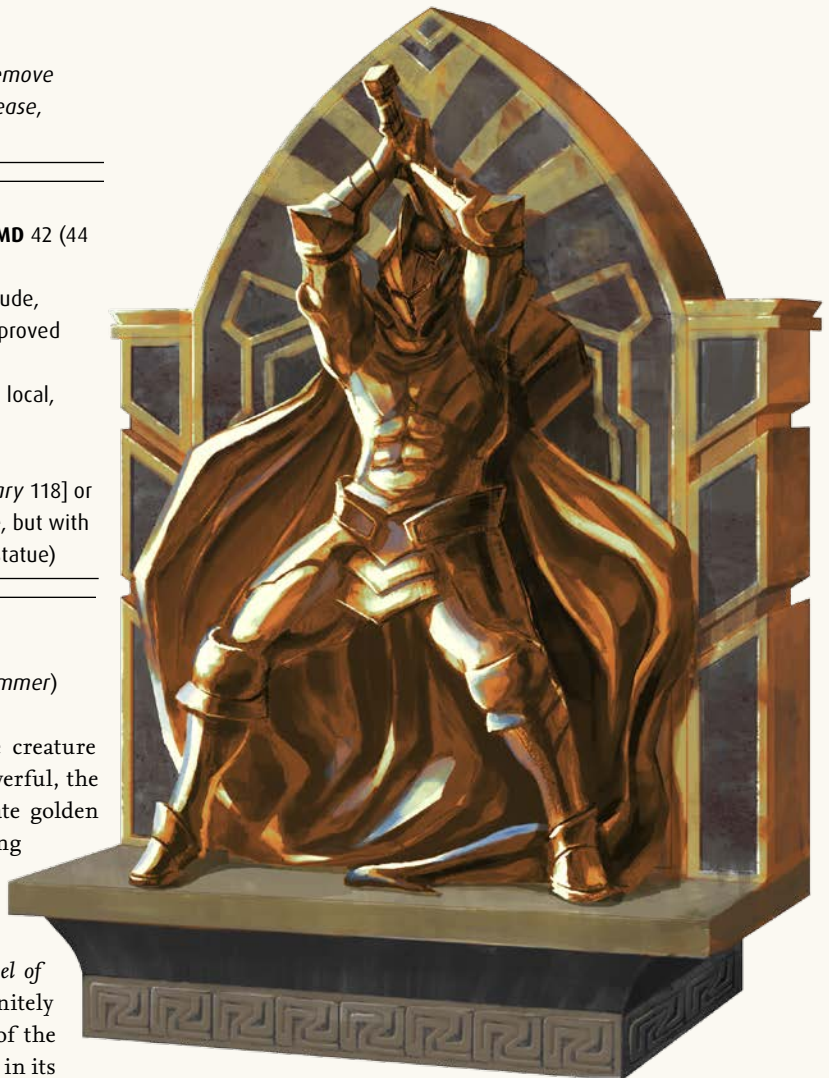
Abadar's herald is the Lawgiver, a golem-like creature of gold and consecrated steel. Massive and powerful, the divine emissary appears as a giant in elaborate golden armor bearing a titanic warhammer. Standing still, the Lawgiver seems to be a fantastic statue crafted in honor of the god of law. When it's active, its steps shake the earth and the blows 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 righteous, relentless in its

cause, and 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 the inexorable march of progress.

Although it knows several languages, the herald of Abadar restricts its communication to an unusual degree. It has only ever been heard speaking in numbers, measurements, and—most frequently—direct quotes from Abadar's holy writings, the *Order of Numbers* and the *Manual of City Building*.

Over the past century, followers of Abadar have reported seeing the Lawgiver wandering in remote places, from ancient caves to underwater trenches, seemingly searching for something. These travels have led to widespread conjecture and debate among the faithful.

The Herald of Abadar stands exactly 25 feet tall and weighs 30 tons.





## ORSHEVAL

*This short, iron-skinned horse is surrounded by a flickering light. A preternatural intelligence glitters in its metallic golden eyes.*

### ORSHEVAL

CR 4



XP 1,200

LN Medium outsider (extraplanar, lawful)

Init +1; Senses darkvision 60 ft.; Perception +11

#### DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 37 (5d10+10)

Fort +6, Ref +2, Will +5

DR 5/magic; Immune electricity; Resist cold 10, fire 5; SR 15

#### OFFENSE

Speed 50 ft.

Melee bite +8 (1d6+3), 2 hooves +3 (1d4+1 plus 1d4 electricity)

Space 10 ft.; Reach 5 ft.

Special Attacks glittering radiance

Spell-Like Abilities (CL 6th; concentration +6)

At will—*light*, *mage hand*3/day—*ant haul*<sup>APG</sup>, *bles*, *expeditious retreat*1/day—*dimension door* (self and rider only), *lesser restoration*, *zone of truth*

#### STATISTICS

Str 17, Dex 12, Con 15, Int 10, Wis 13, Cha 10

Base Atk +5; CMB +8 (+10 overrun); CMD 19 (21 vs. overrun, 23 vs. trip)

Feats Alertness, Endurance, Improved Overrun<sup>8</sup>, Run

Skills Acrobatics +4, Appraise +6, Knowledge (local) +3, Knowledge (nobility) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +11, Sense Motive +11, Swim +5

Languages Celestial, Infernal; truespeech

#### ECOLOGY

Environment any (Axis)

Organization solitary, pair, or team (3-8)

Treasure standard

#### SPECIAL ABILITIES

**Glittering Radiance (Su)** An orsheval usually glows with a golden light equivalent to that of a candle. In battle, its glow increases, filling the area within 5 feet of it with shining motes. These motes cling to all creatures in the affected area, outlining them as *glitterdust* for 6 rounds. Opponents in the area must succeed at a DC 14 Will save or be blinded; a blinded creature may attempt a new saving throw each round at the end of its turn to end the blindness. The motes persist for 1 round after the orsheval moves from a square, leaving a trailing cloud that can affect creatures that move into the affected area. The orsheval can suppress or reactivate the glow or motes as a free action. The save DC is Constitution-based.

An orsheval is a patient, hard-working servitor of Abadar. Accustomed to bearing heavy loads and vulnerable riders,

an orsheval fulfills its duties without complaint, glad to contribute to the long-term goals of its master. Its iron body shines with light, and it uses this natural glow to lead allies or continue work long into the night. Although only the size of ponies, orshevals can look like miniature, sculpted versions of full-grown horses of any kind, but most prefer the shape of a sturdy draft horse or warhorse.

An orsheval is as intelligent as a typical human and quite familiar with the nature of trade, bargaining, and spotting liars and cheats. Many arrogant mortals have ignored or insulted orshevals, thinking them dumb beasts, only to have the servitors chastise them using truespeech. When dealing with such people, an orsheval might become as stubborn as a true horse, relenting only if the offender apologizes and makes appropriate financial restitution to the church of Abadar.

Most orshevals stand about 4 feet tall and weigh about 700 pounds.





## BASILEUS

*This comely man is clad in fine silken robes. His eyes smolder with infernal flames.*

### BASILEUS

CR 15



XP 51,200

LE Medium outsider (devil, evil, extraplanar, herald, lawful)

**Init** +10; **Senses** darkvision 60 ft., low-light vision, see in darkness; **Perception** +23

#### DEFENSE

**AC** 28, touch 16, flat-footed 22 (+6 Dex, +12 natural)

**hp** 200 (16d10+112)

**Fort** +12, **Ref** +18, **Will** +16

**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 26

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (perfect)

**Melee** touch +19 (1d8+8) or

5 slams +24 (1d8+8 plus grab)

**Space** 5 ft.; **Reach** 5 ft. (15 ft. with slam)

**Special Attacks** terror, terror shape

**Spell-Like Abilities** (CL 16th; concentration +23)

At will—*cloudkill* (DC 22), *false vision*, *greater teleport* (self plus 50 lbs. of objects only), *mirage arcana* (DC 22), *persistent image* (DC 22), *scorching ray*

3/day—*crushing despair* (DC 21), *dimensional anchor* (DC 21), *ethereal jaunt*, *greater dispel magic*, *greater invisibility*, *legend lore*, *nightmare* (DC 22), *phantasmal killer* (DC 21), *true seeing*

1/day—*geas/quest*, grant 1 *wish* (to mortals only), *summon* (level 5, 2 bone devils 75%)

#### STATISTICS

**Str** 26, **Dex** 22, **Con** 25, **Int** 26, **Wis** 19, **Cha** 25

**Base Atk** +16; **CMB** +24 (+28 grapple); **CMD** 40

**Feats** Blind-Fight, Combat Reflexes, Deceitful, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Persuasive

**Skills** Acrobatics +22, Bluff +30, Diplomacy +38, Disguise +30, Fly +14, Intimidate +38, Knowledge (arcana) +24, Knowledge (history, nobility) +16, Knowledge (planes) +27, Perception +23, Perform (oratory) +23, Sense Motive +23, Sleight of Hand +22, Spellcraft +27, Stealth +25; **Racial Modifiers** +8 Diplomacy, +8 Intimidate

**Languages** Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Elven, Giant, Infernal, Undercommon; *tongues*, telepathy 100 ft.

**SQ** veil of forms

#### ECOLOGY

**Environment** any (Hell)

**Organization** solitary

**Treasure** double

#### SPECIAL ABILITIES

**Gaze (Su)** Death (if 6 HD or less) or 6d6 damage and panicked for 2d4 rounds (7 HD or more), range 30 feet, Will DC 25 negates the death or panicked effect. This gaze is a mind-affecting fear effect that causes its targets to perceive

Basileus as the most terrifying thing that it can imagine. The save DC is Charisma-based.

**Terror Shape (Su)** While using his gaze ability, Basileus manifests one to five monstrous limbs that can make slam attacks.

**Veil of Forms (Su)** All creatures see Basileus as a powerful and attractive member of their own race. While using this ability, Basileus's gaze ability is suppressed. He can activate or suppress this ability as a free action.

An infernal paradox at once wondrous and terrifying, tempting and blasphemous, Basileus serves as the herald of Asmodeus and the harbinger of Hell's will. Few who have met him survive the experience unchanged, for he is the very word of Hell.





## DEVIL, ACCOMPLICE

*This robed figure appears human except for snakelike eyes, a pair of devilish horns, and the occasional dart of a forked tongue.*

**ACCOMPLICE DEVIL (HESPERIAN) CR 4**



**XP 1,200**

LE Medium outsider (devil, evil, extraplanar, lawful, shapechanger)

**Init** +4; **Senses** darkvision 60 ft., *detect good*, see in darkness; Perception +10

### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 natural)

**hp** 33 (6d10)

**Fort** +5, **Ref** +2, **Will** +8

**Defensive Abilities** all-around vision; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 15

### OFFENSE

**Speed** 30 ft., climb 20 ft., swim 20 ft.

**Melee** 2 bites +7 (1d6+1 plus poison) (amphisbaena form only) or

heavy mace +7/+2 (1d8+1) (natural form only)

**Spell-Like Abilities** (CL 6th; concentration +8)

Constant—*detect good*

At will—*guidance*, *hypnotism* (DC 13), *light*, *message*, *prestidigitation*, *read magic*

3/day—*beguiling gift*<sup>APG</sup> (DC 13), *burning hands* (DC 13), *darkness*, *daylight*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*charm person* (DC 13), *eagle's splendor*, *suggestion* (DC 15)

### STATISTICS

**Str** 13, **Dex** 10, **Con** 11, **Int** 14, **Wis** 13, **Cha** 14

**Base Atk** +6; **CMB** +7; **CMD** 17

**Feats** Combat Casting, Improved Initiative, Iron Will

**Skills** Bluff +15, Climb +9, Diplomacy +15, Intimidate +11, Knowledge (local) +11, Knowledge (planes) +11, Knowledge (religion) +11, Perception +10, Sense Motive +10, Swim +9;

**Racial Modifiers** +4 Bluff, +4 Diplomacy

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**SQ** change shape (any Medium humanoid or Medium amphisbaena; *alter self* or *beast shape III*)

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, or cabal (3–5)

**Treasure** standard

### SPECIAL ABILITIES

**All-Around Vision (Ex)** A hesperian has all-around vision only in amphisbaena form.

**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save. The save DC is Constitution-based.



Servitors of Asmodeus, hesperians—also known as accomplice devils—come to the Material Plane to help guide influential individuals and their followers into Hell's grasp. Once a hesperian finds a suitable target for his clever wiles, he tells his victims that the greatest of Hell's devils sent him, and that his diabolical masters have recognized the individual's talents and potential. The hesperian goes on to claim that he has come to the mortal world in order to guide the creature as a chosen prodigy of Hell, and promises to carry the individual past the threshold of greatness. It's all a tangled lie, of course, but the best lies are the ones that at some point can be made into truths. A hesperian encourages envy, overreaching, pride, and ultimately hubris in his targets, urging his victims to strive toward ever bolder and more grandiose destinies. A hesperian dedicates himself to a mortal's service, assisting his victim in amassing power, wealth, prestige—all the while inflating her ego and cultivating her belief in her own worthiness and infallibility. Once fully convinced of her own incontrovertible position, a hesperian's victim is usually only a gentle push from Hell's threshold.

Always serving themselves and their dark god, hesperians are careful to not show too much of their hand, preferring to beguile and manipulate from the shadows. They cunningly alter their inhuman features to resemble attractive humanoids to mingle with mortals, appear more convincing in negotiations, and to not draw too much attention to their devilish natures.

A hesperian often establishes Asmodean cults, then elevates one chosen mortal to a position of leadership within the group. He advises this leader, all the while manipulating other cultists—even sacrificing them if necessary—to help this mortal leader's ascendance without her having any direct accountability. A single hesperian typically has several mortals whom he calls master and advises in this way. Rotating his attention between these masters, the hesperian enjoys appearing for a while and then unexpectedly vanishing for periods like some dark muse.

In his true form, a hesperian looks like a devilishly handsome human male with devilish horns, a forked tongue, and eyes reminiscent of snake's, but he can make himself a perfect imitation of any humanoid or even take the form of a long snake with a head on each end. Hesperians stand just under 7 feet tall and weigh approximately 180 pounds.



## THE MENTHERIAN

This gangly black wasp has delicate wings, articulate hands on its front legs, and a pair of jagged stingers the length of a human arm.

### THE MENTHERIAN

CR 15



XP 51,200

CN Large outsider (chaotic, extraplanar, herald, shapechanger)

**Init** +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22

**Aura** alluring scent (30 ft., DC 25, 1 hour)

#### DEFENSE

**AC** 31, touch 14, flat-footed 26 (+5 Dex, +17 natural, -1 size)

**hp** 202 (15d10+120)

**Fort** +17, **Ref** +16, **Will** +9

**DR** 15/lawful; **Immune** disease, poison; **Resist** electricity 10, fire 10; **SR** 26

#### OFFENSE

**Speed** 50 ft., climb 20 ft., fly 50 ft. (poor)

**Melee** bite +24 (1d8+9), 2 claws +23 (1d6+9), sting +24 (2d8+9 plus poison)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** implant, mind control, poison

**Spell-Like Abilities** (CL 14th; concentration +19)

At will—*dimension door*, *dispel magic*, *lover's vengeance*<sup>ISWG</sup>, *message*, *neutralize poison*, *rage*, *secret speech*\*

5/day—*crushing despair* (DC 19), *cat's grace*, *cure moderate wounds*, *remove disease*, *suggestion* (DC 18), *summon swarm*, *telekinesis*, *teleport*, *wall of thorns*

1/day—*heal*, *insect plague*, *screying* (DC 19)

#### STATISTICS

**Str** 28, **Dex** 20, **Con** 26, **Int** 18, **Wis** 18, **Cha** 20

**Base Atk** +15; **CMB** +25; **CMD** 40 (48 vs. trip)

**Feats** Combat Reflexes, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Step Up, Weapon Focus (bite), Weapon Focus (sting)

**Skills** Acrobatics +20, Bluff +23, Climb +17, Diplomacy +23, Fly -1, Heal +11, Intimidate +23, Knowledge (history, planes) +15, Knowledge (nature) +12, Perception +22, Perform (dance) +12, Sense Motive +22, Spellcraft +14, Stealth +19

**Languages** Abyssal, Common, Elven; telepathy 100 ft.

**SQ** change shape (elf, wasp, or giant wasp; *alter self* or *vermin shape II*)

#### ECOLOGY

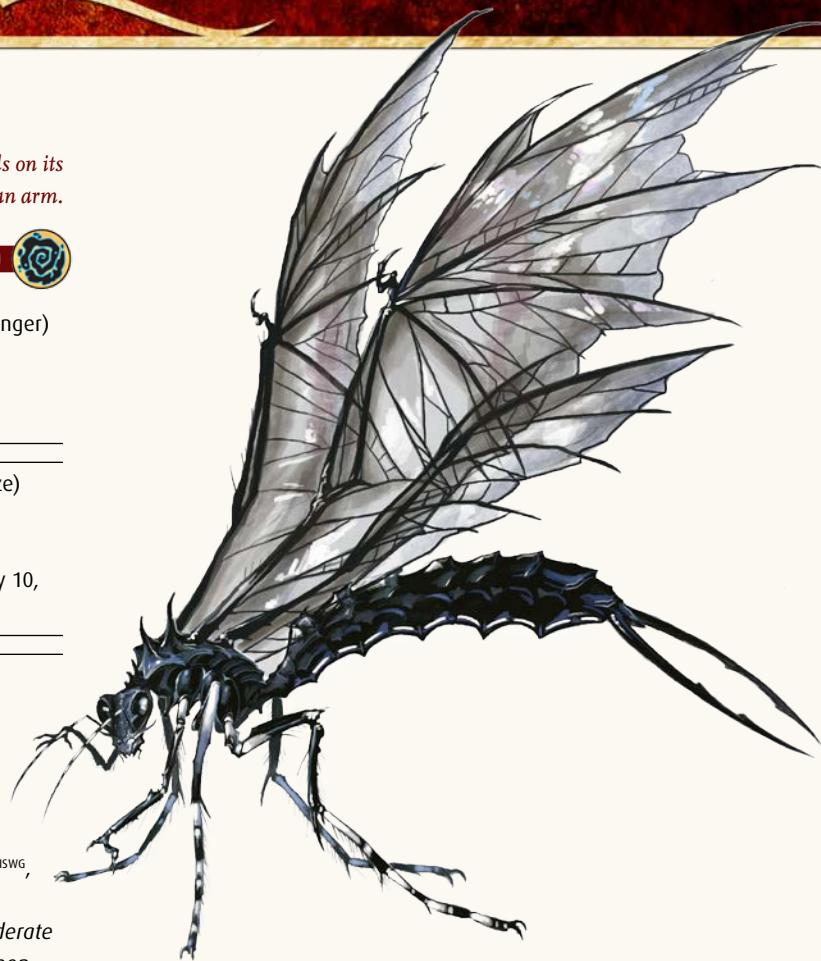
**Environment** any (Elysium)

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Alluring Scent (Ex)** The Menotherian's subtle aroma causes creatures in her vicinity to become placid and react favorably toward her. Any creature that fails a DC 25 Fortitude save against the aura improves its attitude toward the Menotherian one step closer to friendly. Creatures with the scent ability take a -4 penalty on this saving throw. Creatures in the aura



must attempt a saving throw each minute. This is a mind-affecting poison effect. The DC is Constitution-based.

**Implant (Ex)** Once per day, the Menotherian can implant eggs in a creature using its sting. The creature must succeed at a DC 25 Fortitude save to resist implantation. The target is nauseated for the next 2d4 rounds while the eggs gestate. When the eggs hatch, they form a chaotic neutral hellwasp swarm (*Pathfinder RPG Bestiary 3* 146), kill the host in 1 round, and inhabit the corpse. The eggs can be surgically removed with a successful DC 30 Heal check (this check deals 2d6 points of damage to the host regardless of success) or by *remove disease* or similar spells. The save DC is Constitution-based.

**Mind Control (Ex)** The Menotherian can inject its scent into the brain of a helpless or willing target, controlling it for the next 24 hours (as the spell *dominate person*, Fortitude DC 25 negates), although the Menotherian must verbally give the target instructions. The save DC is Constitution-based.

**Poison (Ex)** Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 2 consecutive saves.

The Menotherian is a personification of lust and vengeance. Bereft of morals, she seduces, tricks, or murders any creature necessary to complete whatever mission Calistria sends her to upon. The herald stands 14 feet tall, has a wingspan nearing 30 feet, and weighs 1,400 pounds.



## VENDENOPTERIX

This elven woman's allure is obfuscated by her ragged insectile wings and long, clawlike nails.

### VENDENOPTERIX

CR 4



### XP 1,200

CN Medium outsider (chaotic, extraplanar, shapechanger)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

**hp** 39 (6d10+6)

**Fort** +3, **Ref** +8, **Will** +7; +2 vs. enchantments

**DR** 5/cold iron; **Immune** sleep; **Resist** electricity 10, fire 5; **SR** 15

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +9 (1d6+1 plus poison)

**Special Attacks** ability drain, poison

**Spell-Like Abilities** (CL 6th; concentration +8)

3/day—*charm person* (DC 13), *darkness*, *locate creature*

1/day—*dimension door*, *ethereal jaunt* (self plus 50 lbs. of objects only), *heightened charm person* (DC 16), *suggestion* (DC 15)

#### STATISTICS

**Str** 13, **Dex** 16, **Con** 13, **Int** 10, **Wis** 11, **Cha** 14

**Base Atk** +6; **CMB** +7; **CMD** 21

**Feats** Dodge, Iron Will, Weapon Finesse

**Skills** Bluff +11 (+19 when passing hidden messages), Diplomacy +11, Disguise +11, Knowledge (planes) +6, Perception +9, Perform (dance) +8, Survival +9 (+13 when tracking); **Racial Modifiers** +8 Bluff when passing hidden messages, +4 Survival when following tracks

**Languages** Abyssal, Celestial, Common, Draconic, Elven; telepathy 10 ft.

**SQ** change shape (any humanoid; *alter self*), swift tracker

#### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary or pair

**Treasure** standard

#### SPECIAL ABILITIES

**Ability Drain (Su)** A vendenopterix drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the vendenopterix can use this ability. The vendenopterix's kiss inflicts 1 point of Intelligence, Wisdom, or Charisma drain (her choice). The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the vendenopterix. The target must succeed at a DC 15 Will save to negate the *suggestion*. The save DC is Charisma-based.

**Poison (Ex)** Claw—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 2 consecutive saves. The save DC is Constitution-based, and includes a +2 racial bonus.

**Swift Tracker (Ex)** A vendenopterix can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20 penalty) when moving at up to twice her normal speed while tracking.

Beautiful, seductive, and ruthless, vendenopterixes are servitors of Calistria tasked with hunting down and punishing enemies of the faith. Though they typically take female form, vendenopterixes are comfortable taking the shape of any gendered humanoid (including polygendered creatures) but avoid genderless shapes. A vendenopterix's purpose is to punish, but not necessarily to kill. She may be tasked with exposing a creature's secrets or convincing a creature to do so itself in an embarrassing way, and she is just as likely to drain her victim's mental facilities until it acts like a buffoon or clod as she is to poison her target so it appears to be afflicted with (or even dying from) a venereal pox. Vendenopterixes stand about 6 feet tall and range in weight from a slender 140 pounds to a curvaceous 240.





## THAIS

*This defiant, angelic woman has two black wings and three white wings, and bears a crystalline halberd.*

### THAIS

CR 15



XP 51,200

CG Large outsider (chaotic, extraplanar, good, herald, shapechanger)

**Init** +12; **Senses** darkvision 60 ft., low-light vision; Perception +24

**Aura** bravery (30 ft.)

#### DEFENSE

**AC** 32, touch 25, flat-footed 23 (+7 deflection, +8 Dex, +1 dodge, +7 natural, -1 size)

**hp** 195 (17d10+102)

**Fort** +17, **Ref** +21, **Will** +12

**Defensive Abilities** armor of valor, improved evasion, uncanny dodge; **DR** 15/lawful; **Immune** electricity, fear, petrification;

**Resist** cold 10, fire 10; **SR** 26

#### OFFENSE

**Speed** 50 ft., fly 80 ft. (good)

**Melee** +2 *anarchic keen halberd* +25/+20/+15/+10 (2d8+12/x3)

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

**Special Attacks** luck domain, penetrating gaze

**Spell-Like Abilities** (CL 15th; concentration +22)

At will—*freedom of movement, greater heroism, true strike*

3/day—*break enchantment, displacement, greater dispel magic, plane shift* (self and willing targets only), *shout* (DC 21)

1/day—*greater planar ally* (one bralani or ghaele azata only), *hallow, word of chaos* (DC 24)

#### STATISTICS

**Str** 24, **Dex** 26, **Con** 22, **Int** 21, **Wis** 18, **Cha** 24

**Base Atk** +17; **CMB** +25; **CMD** 51

**Feats** Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

**Skills** Acrobatics +28, Bluff +27, Diplomacy +24, Disguise +17, Fly +10, Heal +11, Intimidate +18, Knowledge (local, religion) +12, Knowledge (planes) +15, Perception +24, Perform (dance) +24, Profession (courtesan) +12, Sense Motive +24, Sleight of Hand +28, Stealth +24

**Languages** Auran, Celestial, Common, Draconic, Infernal; *tongues*

**SQ** change shape (female elf, half-elf, or human from Medium to Huge size; *alter self* or *giant form II*)

#### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary

**Treasure** triple (+2 *anarchic keen halberd*)

#### SPECIAL ABILITIES

**Armor of Valor (Su)** Thais adds her Charisma modifier as a deflection bonus to her Armor Class and gains a +1 luck

bonus on all saving throws.

**Aura of Bravery (Su)** Allies within Thais's aura are affected by *remove fear* and *remove paralysis*. Allies gain a +1 morale bonus on attack rolls, weapon damage rolls, saves, and skill checks; opponents take a -1 morale penalty on such rolls.

**Luck Domain (Ex)** Thais can use the bit of luck (30 ft. range) and good fortune Luck domain powers three times per day each.

**Penetrating Gaze (Su)** Lawful opponents within 30 feet take 5d6 points of damage and are dazed for 1 round. A successful DC 25 Will save halves the damage and negates the daze effect. The save DC is Charisma-based.

Cayden Cailean's herald Thais is a personification of freedom and courage. She typically appears as a 15-foot-tall, angelic woman, but can change her size to be anywhere from 4 feet to 32 feet tall. She is always portrayed carrying her signature weapon, a crystalline halberd called *Tyranny's Foil* borrowed from Milani's armory. Three times per day as a standard action, she can use the weapon to open all nonmagical doors and break all nonmagical chains within 30 feet.





## ATAXIAN

This sprite-like creature resembles a humanoid the size of a cat, with amber skin, surrounded by an aura of tiny bubbles.

**ATAXIAN**
**CR 4**

**XP 1,200**
**CG** Tiny outsider (chaotic, extraplanar, good)

**Init** +1; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +8

**DEFENSE**
**AC** 16, touch 13, flat-footed 15 (+1 Dex, +3 natural, +2 size)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +2, **Will** +5

**DR** 5/evil or lawful; **Immune** poison, fear; **Resist** acid 5, cold 5, fire 5; **SR** 15

**OFFENSE**
**Speed** 10 ft., fly 40 ft. (good)

**Melee** 2 slams +3 (1d2-3)

**Ranged** ray +7 (1d6 cold plus staggered)

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

**Special Attacks** possession

**Spell-Like Abilities** (CL 4th; concentration +6)

 At will—*remove fear*

 3/day—*bear's endurance*, *create water* (ale or wine, up to 4 cups), *hideous laughter* (DC 13), *lesser confusion* (DC 13), *pick your poison*\*, *sleep* (DC 13)

 1/day—*knock*, *magic jar* (willing target only, lasts 1 hour, see possession), *ray of sickening*<sup>UM</sup> (DC 13)

**STATISTICS**
**Str** 5, **Dex** 12, **Con** 15, **Int** 10, **Wis** 13, **Cha** 14

**Base Atk** +4; **CMB** +3; **CMD** 14

**Feats** Agile Maneuvers, Combat Casting

**Skills** Acrobatics +8, Fly +9, Handle Animal +9, Knowledge (local) +7, Knowledge (religion) +7, Perception +8, Stealth +16

**Languages** Celestial, Common, Dwarven, Elven, Halfling

**SQ** staggering drunk

**ECOLOGY**
**Environment** any (Elysium)

**Organization** solitary, pair, or brawl (3-5)

**Treasure** standard

**SPECIAL ABILITIES**

**Possession (Su)** An ataxian does not require a receptacle to use its *magic jar* spell-like ability. When using this ability on the Material Plane, its body becomes ethereal for the duration. When the ataxian leaves its host, the host must succeed at a DC 14 Will save or fall asleep for 1d3 minutes. The save DC is Charisma-based.

**Staggered (Ex)** Any creature struck by an ataxian's ray attack must succeed at a DC 14 Fortitude saving throw or be staggered for 1d4 rounds. This is a poison effect. The save DC is Charisma-based.

**Staggering Drunk (Ex)** For each alcoholic drink an ataxian has consumed in the past hour, it gains a +1 dodge bonus to AC and takes a -1 penalty on all attack rolls, saving throws,


**CAYDEN CAILEAN**

skill checks, and ability checks, to a maximum of +4 and -4, respectively. These effects wear off after 1 hour.

**Ray (Su)** An ataxian can fire a ray of cold up to 30 feet with no range increment.

An ataxian is a rowdy, boisterous, and good-natured servitor of Cayden Cailean. It has an instinct for finding taverns, whether in a crowded city or rural farmland. When it finds these drinking holes, it's always able to find people willing to buy it drinks. An ataxian embodies all the positive stereotypes of a happy, fun drunk.

Courageous despite its tiny, frail body, an ataxian is always ready to stand up for the underdog, and it isn't afraid to take the first swing against a bully. However, an ataxian much prefers to use its magic to make fools out of thugs—or, better yet, turn potential adversaries into drinking buddies.

Ataxians love to possess worshipers of the Drunken Hero and experience life in an "enormous" body, and they seize the chance whenever they can. Many tales of a drunken peasant single-handedly defeating a gang of ruffians can be attributed to the unexpected intervention of one of these servitors. Ataxians enjoy singing bawdy songs, carousing with light-hearted folk, and spreading good cheer.

Ataxians typically measure about 1-1/2 feet tall and weigh about 4 pounds.



## NIGHT MONARCH

This mothlike creature has a long, three-pronged tail akin to peacock feathers. Sparkling dust drifts from its gigantic wings.

**NIGHT MONARCH**

**CR 15**



**XP 51,200**

CG Huge outsider (chaotic, extraplanar, good, herald)

**Init** +10; **Senses** blindsense 60 ft., darkvision 120 ft.;

**Perception** +29

### DEFENSE

**AC** 31, touch 15, flat-footed 24 (+6 Dex, +1 dodge, +16 natural, -2 size)

**hp** 207 (18d10+108)

**Fort** +17, **Ref** +14, **Will** +15

**Defensive Abilities** poison flesh, **DR** 15/evil; **Immune** cold (itself and its riders), electricity, sleep; **SR** 26

### OFFENSE

**Speed** 30 ft., fly 120 ft. (average)

**Melee** 2 claws +23 (2d6+7), 2 wings +21 (2d6+3)

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

**Special Attacks** breath weapon (30-ft. cone, web, Reflex DC 25 negates, usable every 1d4 rounds), dream dust, poison

**Spell-Like Abilities** (CL 15th; concentration +22)

At will—*cure serious wounds*, *dream*, *freedom of movement*, *hypnotic pattern* (DC 19)

3/day—*break enchantment*, *greater dispel magic*, *plane shift* (self and willing targets only), *remove curse*, *remove fear*, *remove paralysis*

1/day—*hallow*, *regenerate*

### STATISTICS

**Str** 25, **Dex** 22, **Con** 23, **Int** 20, **Wis** 18, **Cha** 24

**Base Atk** +18; **CMB** +27; **CMD** 44 (52 vs. trip)

**Feats** Alertness, Dodge, Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Multiattack, Snatch, Wind Stance

**Skills** Diplomacy +28, Fly +2, Handle Animal +25, Heal +22, Knowledge (geography, religion) +23, Knowledge (nature, planes) +26, Perception +29, Sense Motive +29, Stealth +19, Survival +25

**Languages** Auran, Celestial, Common (can't speak); telepathy touch

**SQ** no breath (itself and its riders)

### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Breath Weapon (Su)** The Night Monarch's breath weapon creates sticky webbing (as the web universal monster ability). It can use this ability in the air to entangle flying creatures without requiring the use of anchor points to hold the web in place.

**Dream Dust (Su)** As a full-round action, the Night Monarch can flutter its wings to create a 30-foot burst of dust centered on itself. This dust affects creatures as *deep*



*slumber*, but with no Hit Die limit (Will DC 25 negates).

This ability is usable once every 1d4 rounds. The save DC is Constitution-based.

**Poison Flesh (Ex)** Any creature that bites the Night Monarch is exposed to black lotus extract poison (*Pathfinder RPG Core Rulebook* 558). Eating the Night Monarch's flesh gives the attacker a -4 penalty on the poison's saving throw.

The Night Monarch serves the goddess Desna, and resembles a titanic moth or butterfly with brightly colored wings. The shifting patterns depicted upon its wings always reflect some aspect of the quest the goddess has willed it to take up. Depending on the herald's progress, these markings may resemble elaborate constellations and star shapes, swift blowing winds and clouds, or even harsh streaks of falling meteorites. Sighting the Night Monarch is thought to bring good luck and favorable dreams, which many hold to be visions from the goddess herself. The Herald of Desna's head rises 14 feet off the ground, and its body is about 30 feet long. It weighs approximately 2,000 pounds.





## AZATA, THYRLIEN

This fey-looking humanoid is colored in shades of gray. Its wings are decorated with colored motes resembling a starry night sky.

### THYRLIEN

CR 4



XP 1,200

CG Small outsider (azata, chaotic, extraplanar, good, shapechanger)

**Init** +6; **Senses** darkvision 60 ft., detect evil, detect magic, low-light vision; Perception +11

#### DEFENSE

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

**hp** 39 (6d10+6); fast healing 1 (see below)

**Fort** +3, **Ref** +7, **Will** +7; +4 vs. poison

**DR** 5/evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 15

#### OFFENSE

**Speed** 20 ft., fly 40 ft. (good)

**Melee** bite +9 (1d3–1 plus poison), 2 wings +4 (1d4–1)

**Special Attacks** favored enemy (evil outsiders +2, vermin +2), poison, starlight blast

**Spell-Like Abilities** (CL 6th; concentration +8)

Constant—detect evil, detect magic

3/day—cure light wounds, locate creature, magic missile, message

1/day—blindness/deafness (DC 15), neutralize poison, true strike

#### STATISTICS

**Str** 9, **Dex** 15, **Con** 12, **Int** 12, **Wis** 15, **Cha** 14

**Base Atk** +6; **CMB** +4; **CMD** 16

**Feats** Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +11, Fly +8, Knowledge (planes) +10, Knowledge (religion) +10, Perception +11, Perform (any one) +11, Stealth +15, Survival +11

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** change shape (giant moth [use giant wasp stats]; vermin shape I<sup>NUM</sup>)

#### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, pair, or squad (3–5)

**Treasure** standard

#### SPECIAL ABILITIES

**Fast Healing (Ex)** A thyrlien has fast healing 1 only when outside under a night sky (whether the sky is cloudy or clear).

**Poison (Ex)** Bite—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves.

**Starlight Blast (Su)** As a standard action once every 1d4 rounds, a thyrlien can tap into Desna's divine radiance and unleash a blast of holy twilight in a 5-foot burst. All creatures in this area take 2d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature

would take 2d4+1 points of damage, a neutral creature would take 2d4+2 points of damage, and a lawful evil creature would take 2d4+4 points of damage. A DC 14 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

A thyrlien is a unique type of azata created by Desna. Intended as rare warrior counterparts to lyrakien, thyrlien are tasked with watching over nighttime travelers. Specifically hunting the servants of Lamashtu and Ghlaunder, thyrlien wander lonely roads and dark alleys, hoping to confront or counter the dark things that so often hunt such ominous spots. Superficially humanoid, a thyrlien's attacks reveal its nonhuman origins. Venomous saliva coats mouth and its delicate-looking wings are actually as stiff as wood and have razor sharp edges. A thyrlien is skilled at tracking using conventional and magical methods and is savvy to the ways of its chosen prey. These servants of the goddess of luck stand about 2 feet tall and weigh around 15 pounds.



DESNA



## THE GRIM WHITE STAG

This gigantic stag-like being blurs the line between plant and beast, its horns branching like the limbs of some ancient, leafless tree.

### THE GRIM WHITE STAG

CR 15



XP 51,200

LG Colossal outsider (extraplanar, good, lawful)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, *detect evil*; Perception +22

**Aura** protective aura (20 ft.)

#### DEFENSE

**AC** 25, touch 5, flat-footed 22 (+2 Dex, +1 dodge, +20 natural, -8 size; +4 deflection vs. evil)

**hp** 225 (18d10+126); regeneration 5 (evil weapons and effects)

**Fort** +18, **Ref** +13, **Will** +7; +4 vs. poison, +4 resistance vs. evil

**DR** 10/evil and silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 26

#### OFFENSE

**Speed** 40 ft.

**Melee** gore +25 (4d6+14/19-20 plus push), 2 hooves +19 (2d8+7)

**Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** lay on hands (10/day, 9d6), push (gore, 10 ft.), trample (2d8+21, DC 33)

**Spell-Like Abilities** (CL 18th; concentration +19)

Constant—*detect evil*

3/day—*neutralize poison*, *remove disease*

1/month—*heroes' feast* (see below)

#### STATISTICS

**Str** 39, **Dex** 14, **Con** 25, **Int** 10, **Wis** 13, **Cha** 12

**Base Atk** +18; **CMB** +40 (+44 bull rush); **CMD** 53 (55 vs. bull rush, 57 vs. trip)

**Feats** Dodge, Endurance, Greater Bull Rush, Improved Bull Rush, Improved Critical (gore), Mobility, Power Attack, Run, Weapon Focus (gore)

**Skills** Acrobatics +11, Handle Animal +13, Intimidate +19, Knowledge (nature) +12, Perception +22, Sense Motive +13, Stealth +7 (+15 in forests), Survival +13, Swim +26;

**Racial Modifiers** +8 Stealth in forests

**Languages** Celestial, Common, Druidic, Sylvan (can't speak any language); *speaks with animals*

**SQ** bugle, cascade of spears

#### ECOLOGY

**Environment** any land (Heaven)

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Bugle (Ex)** The Stag can make a distinctive call that can be heard for miles. All who worship Erastil immediately recognize the sound and know the direction and general distance to it.

**Cascade of Spears (Su)** Once per day, the Stag can shed fragments of its antlers, creating up to 18 +1 *shortspears*,

+1 *spears*, or +1 *longspears* in any combination (or substitute five +1 *arrows* or +1 *crossbow bolts* for each spear). These weapons retain their magic for 18 minutes, after which they become common weapons made of antler.

**Heroes' Feast (Sp)** The Stag lies down and dies to begin the "casting" of this ability, its body becoming a magical feast feeding up to 18 creatures. At the next sunrise, it returns to life with full hit points.

**Protective Aura (Su)** This ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws, but only against attacks or effects from evil creatures.

Erastil's herald is rarely seen more than once in a given generation, and only when a settlement is in mortal danger. All good creatures of the forest recognize its near-divinity and come when they hear its bugling call. Other than its mighty summons, it does not speak to humanoids. It stands 60 feet tall and weighs approximately 140 tons.





## ARCHON, STAG

*This stag-headed humanoid has large, sweeping antlers and wields a finely-crafted longbow.*

### STAG ARCHON

CR 4



### XP 1,200

LG Medium outsider (archon, extraplanar, good, lawful, shapechanger)

**Init** +2; **Senses** darkvision 60 ft., *detect evil*, low-light vision; Perception +11

**Aura** menace (20 ft., DC 15, 10 rounds)

#### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 33 (6d10)

**Fort** +5, **Ref** +4, **Will** +7; +4 vs. poison

**DR** 10/evil; **Immune** electricity, petrification; **SR** 15

#### OFFENSE

**Speed** 40 ft.

**Melee** gore +7 (1d6+1 plus push)

**Ranged** mwk longbow +9/+4 (1d8/x3)

**Special Attacks** push (gore, 10 ft.)

**Spell-Like Abilities** (CL 6th; concentration +6)

Constant—*detect evil*

At will—*aid*, *animal messenger*, *dancing lights*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*charm animal*, *true strike*

#### STATISTICS

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

**Base Atk** +6; **CMB** +7; **CMD** 19

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot

**Skills** Acrobatics +11, Knowledge (nature) +9, Knowledge (religion) +9, Perception +11, Stealth +11, Survival +11 (+14 when following tracks); **Racial Modifiers** +3 Survival when following tracks

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** favored terrain (forest +2), change shape (Large stag; *beast shape II*)

**Other Gear** mwk longbow with 20 arrows

#### ECOLOGY

**Environment** any (Heaven)

**Organization** solitary, pair, or band (3-5)

**Treasure** standard (mwk longbow, other treasure)

A stag archon looks like a well-muscled human with the head of a horned deer, typically an elk or stag. They prefer to use their bows in battle, though they are comfortable charging antlers-first into melee as well. Each was created from the spirit of a mortal hero of Erastil's faith, hand-picked by the god to aid his followers in the world and defend some of the Outer Sphere's least tamed wildernesses. Though none remember the

specifics of their mortal lives, they retain the skills of trained woodland warriors. Most are more practical than hound archons, willing to kill evil mortals if doing so is necessary to protect the innocent.

Stag archons are experienced trackers and scouts. Occasionally Erastil sends one to look after a specific village or farmstead, particularly in a dangerous frontier area. They watch in animal form, luring lost children to safety and leading hungry hunters to easily-caught prey. They have a deep-seated hatred of cold riders and other evil fey, and they gather in great numbers to pursue and take down those defilers of the wilderness.

A stag archon typically stands about 6-1/2 feet tall (a foot or more taller than that with its horns) and weighs around 220 pounds.



ERASTIL



## THE FIRST BLADE

Harsh flourishes decorate the armor of this ironclad giant, as though it were the war regalia of some merciless warlord.

### THE FIRST BLADE

CR 15



XP 51,200

CN Large outsider (chaotic, extraplanar, herald)

**Init** +5; **Senses** darkvision 60 ft., ironsense 60 ft., low-light vision; Perception +23

**Aura** rage (100 ft.)

#### DEFENSE

**AC** 30, touch 10, flat-footed 29 (+20 armor, +1 Dex, -1 size)

**hp** 261 (18d10+162); regeneration 5 (adamantine)

**Fort** +20, **Ref** +12, **Will** +8

**Defensive Abilities** fortification (75%)<sup>B4</sup>; **DR** 15/adamantine and law; **Immune** magic, poison; **Resist** cold 10, sonic 10

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +29 (2d10+16/×19-20 plus bleed)

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

**Special Attacks** bladed slam, bleed (1d10), powerful blows

**Spell-Like Abilities** (CL 18th; concentration +19)

At will—*instant summons* (any nonmagical weapon)

3/day—*chill metal* (DC 13), *heat metal* (DC 13), *repel metal or stone*, *wall of iron*

1/day—*blade barrier* (DC 17)

#### STATISTICS

**Str** 32, **Dex** 13, **Con** 28, **Int** 10, **Wis** 15, **Cha** 13

**Base Atk** +18; **CMB** +30 (+32 bull rush or overrun);

**CMD** 41 (43 vs. bull rush or overrun)

**Feats** Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (slam)

**Skills** Acrobatics +22, Climb +32, Intimidate +22, Knowledge (history) +21, Perception +23, Sense Motive +23

**Languages** Abyssal, Celestial, Common, Infernal, Protean

**SQ** change shape (swarm form; see below), lord of battle, no breath

#### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Bladed Slam (Ex)** The First Blade's slam attacks deal bludgeoning and slashing damage. Its slams count as natural weapons

or manufactured weapons (whichever is most beneficial to it) for the purpose of spells that enhance attacks, and as adamantine, chaotic, and magic for the purpose of overcoming damage reduction and bypassing hardness.

**Ironsense (Ex)** The First Blade automatically detects iron objects within 60 feet, just as if it possessed the blindsight ability.

**Immunity to Magic (Su)** The First Blade has the same immunity to magic as an iron golem. It can lower this resistance for 1 round as a standard action.

**Lord of Battle (Ex)** The First Blade is proficient in all weapons, and counts as an 18th-level barbarian and fighter for the purposes of all prerequisites.

**Rage Aura (Su)** Willing creatures within 100 feet of the First Blade gain the effects of *rage* automatically, whether they are allies or enemies of the herald. Those who choose not to be affected are immune to the aura until they leave the area and return.

**Swarm Form (Su)** The herald can transform into a floating swarm of Tiny sharp metal fragments. In this form it has the swarm subtype, cannot make slam attacks, gains the distraction ability (DC 28), and can make a swarm attack that deals 4d6 points of slashing damage to its targets.

Said to have been formed from an unthinking sliver of steel dashed from Gorum's blade during one of his violent clashes with a god-beast felled long ago, the First Blade is a living tool of war. Inspired by Gorum's divine bloodlust, the First Blade continues to do battle in the service of its divine master. It has been reformed through the eons into a manifestation of Gorum's perfect warrior, and now serves as the war god's herald, traveling where its master desires. The herald answers only the calls of those who please Gorum in battle—weakling priests who beg for salvation from deadly foes never have their entreaties answered. Tales tell of the herald appearing amid lesser battles and, upon finding them to be mere skirmishes or clashes among weaklings, slaughtering all involved in disgust.

The appearance of the First Blade transforms to match a style of armor that's impressive to those it will be facing in battle. Regardless of its form, it typically stands about 15 feet tall and weighs nearly 5 tons.





## ZENTRAGT

*This ferocious ursine brute has blade-like metallic teeth and appears to be covered in overlapping iron plates.*

### ZENTRAGT

CR 4



### XP 1,200

CN Large outsider (chaotic, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

**hp** 39 (6d10+6)

**Fort** +6, **Ref** +3, **Will** +5

**DR** 5/lawful; **Immune** fear; **Resist** cold 5, electricity 5, fire 5; **SR** 15

### OFFENSE

**Speed** 30 ft.

**Melee** bite +8 (1d6+3), 2 claws +9 (1d6+3 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** adamantine attacks

**Spell-Like Abilities** (CL 6th; concentration +6)

3/day—*bear's endurance*, *cure light wounds*, *true strike*

1/day—*rage*

### STATISTICS

**Str** 17, **Dex** 12, **Con** 13, **Int** 8, **Wis** 11, **Cha** 10

**Base Atk** +6; **CMB** +10 (+14 grapple, +12 sunder); **CMD** 21 (23 vs. sunder, 25 vs. trip)

**Feats** Improved Initiative, Improved Sunder<sup>8</sup>, Power Attack, Weapon Focus (claws)

**Skills** Climb +12, Intimidate +9, Knowledge (planes) +5, Knowledge (religion) +5, Perception +9, Swim +16; **Racial Modifiers** +4 Swim

**Languages** Abyssal, Celestial; *Speak with animals* (bears only)

**SQ** eat metal

### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, pair, or gang (3-5)

**Treasure** standard

### SPECIAL ABILITIES

**Adamantine Attacks (Ex)** A zentragt's bite and claw attacks count as adamantine, chaotic, and magic for the purposes of overcoming damage reduction and bypassing hardness.

**Eat Metal (Su)** A zentragt can eat metal to heal itself. For every 5 pounds of iron or steel it consumes, it heals 5 hit points. Adamantine, cold iron, mithral, or metals with an enhancement bonus of +1 or higher heal it double this amount. It takes a zentragt 1 minute to eat 5 pounds of metal.

Zentrags are armored, bearlike servitors of Gorum. Terse, burly, and independent, they are disciplined warriors, and use canny tactics whether alone,

grouped with their own kind, or part of a legion of mixed creatures. They relish opportunities to charge into battle and eagerly serve in the vanguard of armies sworn to Our Lord in Iron.

Zentrags quickly grow bored if there is nothing for them to fight, and challenge each other—or any creature present that looks like it can handle a rough fight—to maintain their high spirits. They work as needed to prepare for future battles, hauling materials to build defensive walls or siege engines for future conflicts or hunting creatures that consider themselves apex predators. They prefer using their magical abilities to enhance themselves and share their blessings with those they consider worthy allies. Some particularly brazen zentrags have even been known to use magic to enhance foes, bolstering their strength or healing their wounds to ensure a more worthy battle. Regardless of their foe, zentrags enjoy singing during combat (though they aren't particularly good at it), and keep rhythm by using their metallic natural weapons as percussive instruments against enemy armor.

Zentrags revere metal, seeing all iron and steel as a portion of their divine master. To them, the act of eating metal is a form of communion in which they replenish their bodies with Gorum's enduring substance. As such, they go out of their way to collect rare metals and treat such ritual meals with uncharacteristic respect.

On average, zentrags stand about 9 feet tall and weigh over 1,200 pounds.





## PERSONIFICATION OF FURY

Jagged bolts of lightning crackle within this massive and vaguely humanoid storm cloud.

**PERSONIFICATION OF FURY** CR 15



**XP 51,200**

N Huge outsider (air, elemental, extraplanar, herald, water)

**Init** +16; **Senses** darkvision 60 ft.; Perception +22

### DEFENSE

**AC** 30, touch 21, flat-footed 17 (+12 Dex, +1 dodge, +9 natural, -2 size)

**hp** 195 (17d10+102); fast healing 10

**Fort** +16, **Ref** +22, **Will** +9

**Defensive Abilities** air mastery,

**DR** 15/—; **Immune** cold, electricity, elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect), swim 90 ft.

**Melee** 2 slams +27  
(2d10+9/19-20 plus 2d6 cold or electricity)

**Ranged** 2  
energy rays  
+27/+22/+17/+12  
touch (2d6 cold or electricity/18-20)

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

### Special Attacks

drench, vortex (10-60 ft. high, DC 27), water mastery, whirlwind (10-60 ft. high, DC 27)

**Spell-Like Abilities** (CL 17th; concentration +21)

At will—*create water*, *invisibility* (self only), *summon monster II* (air or water elemental only)

5/day—*air breathing* (as *water breathing*, but allows water-breathing creatures to breathe air or water), *control water*, *control weather* (as a druid), *water breathing*

1/day—*beast shape IV*, *possess object*<sup>UM</sup>, *summon monster IX* (air or water elementals only)

### STATISTICS

**Str** 28, **Dex** 35, **Con** 22, **Int** 15, **Wis** 15, **Cha** 18

**Base Atk** +17; **CMB** +28 (+30 bull rush); **CMD** 51 (53 vs. bull rush)

**Feats** Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (slam), Improved Initiative<sup>B</sup>, Iron Will, Mobility, Power Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +29, Escape Artist +32, Fly +27, Knowledge (nature, religion) +22, Knowledge (planes) +13, Perception +22, Sense Motive +14, Stealth +24, Survival +11, Swim +17

**Languages** Aquan, Auran, Common, Druidic, Ignan, Sylvan, Terran  
**SQ** change shape (air or water elemental; *elemental body IV*)

### ECOLOGY

**Environment** any air or water (Plane of Air or Plane of Water)

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Air Mastery (Ex)** Airborne creatures take a -1 penalty on attack and damage rolls against the herald.

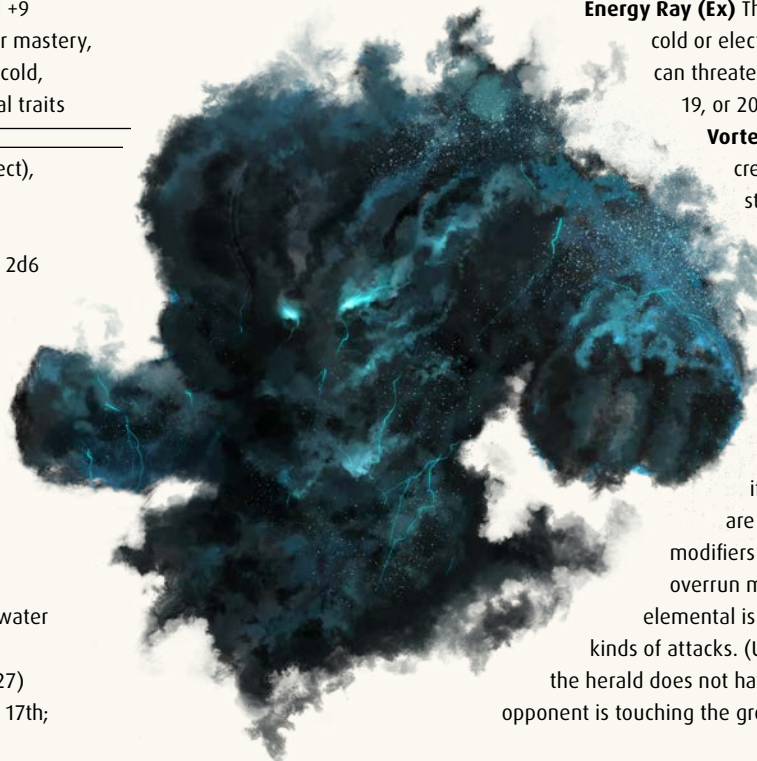
**Drench (Ex)** The herald's touch puts out Huge or smaller nonmagical flames. The herald can dispel magical fire it touches as *dispel magic* (caster level 19th).

**Energy Ray (Ex)** The herald can shoot rays of cold or electricity up to 100 feet. These can threaten a critical hit on a roll of 18, 19, or 20.

**Vortex (Su)** The herald can create a whirlpool at will as a standard action. This ability functions identically to its whirlwind special attack, but can only form underwater and cannot leave the water.

**Water Mastery (Ex)** The herald gains a +1 bonus on attack and damage rolls if both it and its opponent

are touching water. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (Unlike a water elemental, the herald does not have a penalty if it or its opponent is touching the ground.)



Gozreh's herald, Personification of Fury, is a living elemental storm of air and water. It may once have been an actual storm given independent life and intelligence, but it does not remember anything before awakening in the service of Gozreh. Its powers allow it to shift itself fully into air or water or even to assume the form of a beast, though it is most comfortable in its dual-material elemental shape. As a living storm, the herald can provide life-sustaining water, whisk others to safety, save mortals from drowning, or rain down watery death upon the enemies of Gozreh. It is comfortable doing any of these things, and has no objection to taking lives—even innocent lives, if this serves the will of Gozreh. With Gozreh's permission, it sometimes acts as an intermediary between rival elemental forces.

The Herald of Gozreh rises to nearly 25 feet in height, and its changeable form usually weighs approximately 1 ton.



## XOCOTHIAN

This serpentine mix of flying fish and great seabird rolls and twists like waves in an ocean storm.

### XOCOTHIAN

CR 4



### XP 1,200

N Large outsider (air, extraplanar, water)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +9

#### DEFENSE

**AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

**hp** 33 (6d10)

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

**DR** 5/cold iron; **SR** 15

#### OFFENSE

**Speed** 30 ft., fly 90 ft. (average), swim 90 ft., speed burst 200 ft.

**Melee** bite +7 (1d8+2), 2 wings +2 (1d6+1)

**Space** 10 ft.; **Reach** 5 ft.

**Spell-Like Abilities** (CL 6th; concentration +6)

At will—*alter winds*<sup>APG</sup>, *know direction*, *shocking grasp*  
3/day—*chill metal* (DC 13), *cure light wounds*, *faerie fire*, *obscuring mist*

1/day—*dimension door* (self plus 50 lbs. of objects only), *hydraulic torrent*<sup>APG</sup> (DC 13)

#### STATISTICS

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

**Base Atk** +6; **CMB** +9; **CMD** 20 (can't be tripped)

**Feats** Combat Reflexes, Lightning Reflexes, Power Attack

**Skills** Fly +8, Handle Animal +9, Knowledge (nature) +9, Knowledge (religion) +9, Perception +9, Stealth +6, Swim +10

**Languages** Druidic, Sylvan; *speaks with animals*

**SQ** form of sea and sky

#### ECOLOGY

**Environment** any (Plane of Air or Plane of Water)

**Organization** solitary, pair, or school (3-5)

**Treasure** standard

#### SPECIAL ABILITIES

**Form of Sea and Sky (Su)** Once per hour, a xocothian can transform itself into two Small elementals (one air and one water) for up to 7 minutes. These elementals appear in adjacent squares. Each have half of the xocothian's current hit points and share the same mind. They can reform into the xocothian as a standard action if they are adjacent to each other—the reformed xocothian's hit points are equal to the total of the two elementals' hit points. If either elemental is slain, the xocothian must use its standard action on its next turn to reform (treat a slain elemental's hit points as 0 when determining the reformed xocothian's total hit points).

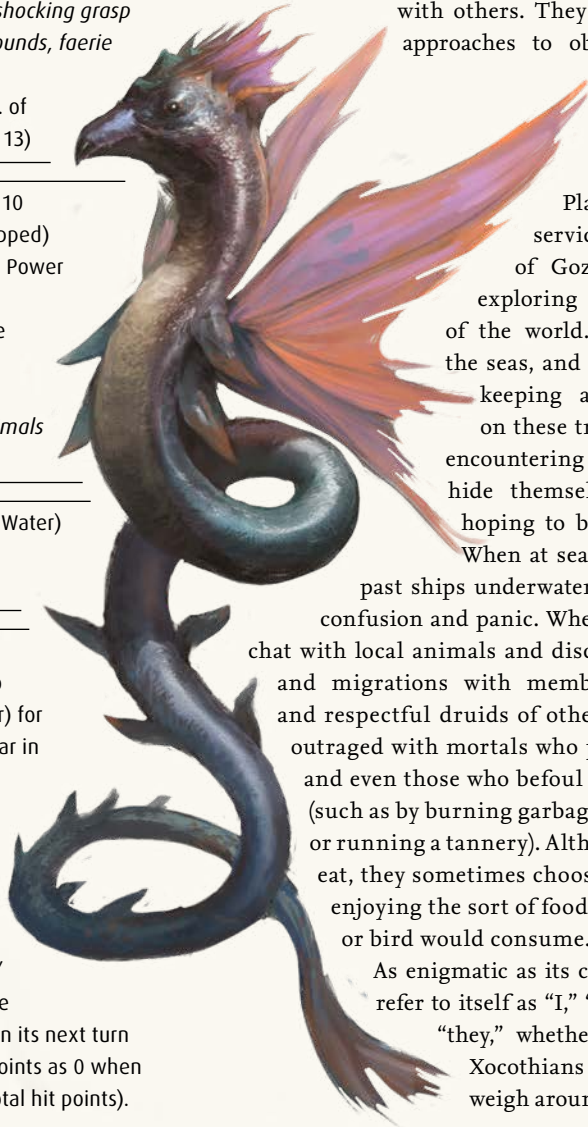
**Speed Burst (Ex)** A xocothian can fly or swim up to 200 feet as a full-round action. When using this ability, it must move in a straight line. This does not provoke attacks of opportunity.

A xocothian is a physical manifestation of Gozreh's dual nature and destructive power. As a creature that has a form mingling both fish and fowl, it's as at home in the water as it is in the air. A xocothian amuses itself by manipulating clouds—it can fly in a way that whips off portions of clouds, allowing the creature to sculpt the cloud into fantastic creations. When on the sea, the creature dives in and out of the waves in a way that looks almost like a massive skipping stone dipping below the waves with each strike and then erupting into the air in a spray of sea water.

Blunt and impatient, xocothians aren't fond of nuanced manipulation or clever gambits when dealing with others. They prefer straightforward approaches to obstacles and problems, and always takes such a route unless impeded in some way.

When on the Material Plane and not called into service by mortal worshipers of Gozreh, xocothians enjoy exploring the natural wonders of the world. They splash through the seas, and soar through the skies, keeping away from civilization on these travels. Sometimes when encountering mortals, the creatures hide themselves in *obscuring mist*, hoping to be mistaken as a cloud. When at sea, they sometimes surge past ships underwater or in the air to create confusion and panic. When feeling sociable, they chat with local animals and discuss matters of weather and migrations with members of Gozreh's faith and respectful druids of other religions. They grow outraged with mortals who poison or pollute water and even those who befoul the air with bad smells (such as by burning garbage, casting *stinking cloud*, or running a tannery). Although they don't need to eat, they sometimes choose to do so for pleasure, enjoying the sort of food that a carnivorous fish or bird would consume.

As enigmatic as its creator, a xocothian may refer to itself as "I," "we," "she," "he," "it," or "they," whether in one body or two. Xocothians are about 8 feet long and weigh around 650 pounds.





## HAND OF THE INHERITOR

*This tall angel has a halo of spinning blades, and is clad in radiant golden armor and equally radiant shield.*

**HAND OF THE INHERITOR** CR 15



**XP 51,200**

**LG** Large outsider (angel, extraplanar, good, herald, lawful)

**Init** +9; **Senses** darkvision 60 ft., low-light vision; Perception +28

**Aura** courage, protective aura (20 ft.)

### DEFENSE

**AC** 32, touch 14, flat-footed 27 (+5 Dex, +14 natural, +4 shield, -1 size; +4 deflection vs. evil)

**hp** 207 (18d10+108); regeneration 10 (evil effects or weapons)

**Fort** +17, **Ref** +16, **Will** +13; +4 vs. poison, +4 resistance vs. evil

**DR** 10/evil; **Immune** acid, cold, fear, petrification; **Resist** electricity 10, fire 10; **SR** 26

### OFFENSE

**Speed** 50 ft., fly 150 ft. (good)

**Melee** +2 *holy longsword* +23/+18/+13/+8 (2d6+9/19-20), +2/+2 *heavy steel shield* +27 (1d6+5 plus bull rush)

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

**Spell-Like Abilities** (CL 18th; concentration +24)

At will—*aid, detect evil, dispel magic, lesser restoration, magic weapon, plane shift* (DC 23), *remove fear*

3/day—*bull's strength, burst of glory\**, *cure moderate wounds, flame strike* (DC 21), *holy smite* (DC 20), *mark of justice* (DC 21), *order's wrath* (DC 20), *power word stun, prayer, raise dead, resist energy, see invisibility*

1/day—*blade barrier* (DC 22), *death ward, dispel evil* (DC 21), *greater magic weapon, greater restoration, heal*

### STATISTICS

**Str** 25, **Dex** 21, **Con** 22, **Int** 22, **Wis** 24, **Cha** 23

**Base Atk** +18; **CMB** +26; **CMD** 41

**Feats** Cleave, Improved Initiative, Improved Shield Bash, Power Attack, Shield Master, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (heavy shield)

**Skills** Craft (weapons) +27, Diplomacy +15, Fly +6, Heal +16, Intimidate +27, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (nobility) +27, Knowledge (planes) +27, Knowledge (religion) +27, Perception +28, Sense Motive +28, Spellcraft +27, Swim +24

**Languages** Celestial, Common, Draconic, Infernal; truespeech

**SQ** divine trigger, lay on hands (15/day, 9d6 hit points, as an 18th-level paladin)

### ECOLOGY

**Environment** any (Heaven)

**Organization** solitary or squad (the Hand plus 2-5 astral devas)

**Treasure** double (+2 *holy longsword*, +2 *heavy steel shield*)

### SPECIAL ABILITIES

**Aura of Courage (Su)** The Hand of the Inheritor radiates an aura of courage identical to that of an 18th-level paladin.

**Divine Trigger (Su)** The Hand of the Inheritor can activate any paladin spell from a spell trigger item as if he were an 18th-level paladin.

The Hand of the Inheritor is a warrior angel, always ready to answer Iomedae's call whenever she must directly intervene on Golarion. With his angelic speed and might, he leads the charge when the Inheritor's celestial armies must go to war. A veteran of countless sorties into the Abyss, the Hand fights with a song of battle on his lips and unbreakable courage in his heart. The Hand stands 9 feet tall and weighs 900 pounds.





## ANGEL, IOPHANITE

*This disc of flying metal is about the size of a wagon wheel and burns with yellow-white flame.*

### IOPHANITE

CR 4



### XP 1,200

LG Medium outsider (angel, extraplanar, fire, good, lawful)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +12

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural; +2 deflection vs. evil)

**hp** 37 (5d10+10)

**Fort** +6, **Ref** +7, **Will** +1; +4 vs. poison, +4 resistance vs. evil

**DR** 5/magic; **Immune** fire, petrification; **Resist** acid 5, cold 5, electricity 5; **SR** 15

**Weaknesses** vulnerable to cold

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** 2 blades +8 (1d8+1 plus burn)

**Special Attacks** burn (1d6 fire, DC 14), radiance

**Spell-Like Abilities** (CL 6th; concentration +7)

Constant—*protection from evil*

At will—*know direction*, *mage hand*

3/day—*burning hands* (DC 12), *expeditious retreat*

1/day—*scorching ray*

#### STATISTICS

**Str** 12, **Dex** 17, **Con** 14, **Int** 10, **Wis** 11, **Cha** 13

**Base Atk** +5; **CMB** +6; **CMD** 20

**Feats** Dodge, Mobility, Weapon Finesse

**Skills** Acrobatics +1, Fly +7, Intimidate +9, Knowledge (geography) +8, Knowledge (planes) +8, Knowledge (religion) +5, Perception +12; **Racial Modifiers** +4 Perception

**Languages** Celestial, Infernal; truespeech

**SQ** shield form

#### ECOLOGY

**Environment** any (Heaven)

**Organization** solitary, pair, or squad (3–8)

**Treasure** standard

#### ECOLOGY

**Radiance (Sp)** An iophanite usually glows with a golden light equivalent to that of a candle. In battle, its glow increases, filling the area within 5 feet.

An iophanite can suppress or resume this glow as a free action. Additionally, as a standard action at will an iophanite can intensify its glow to reproduce the effects of the spell *flare*.

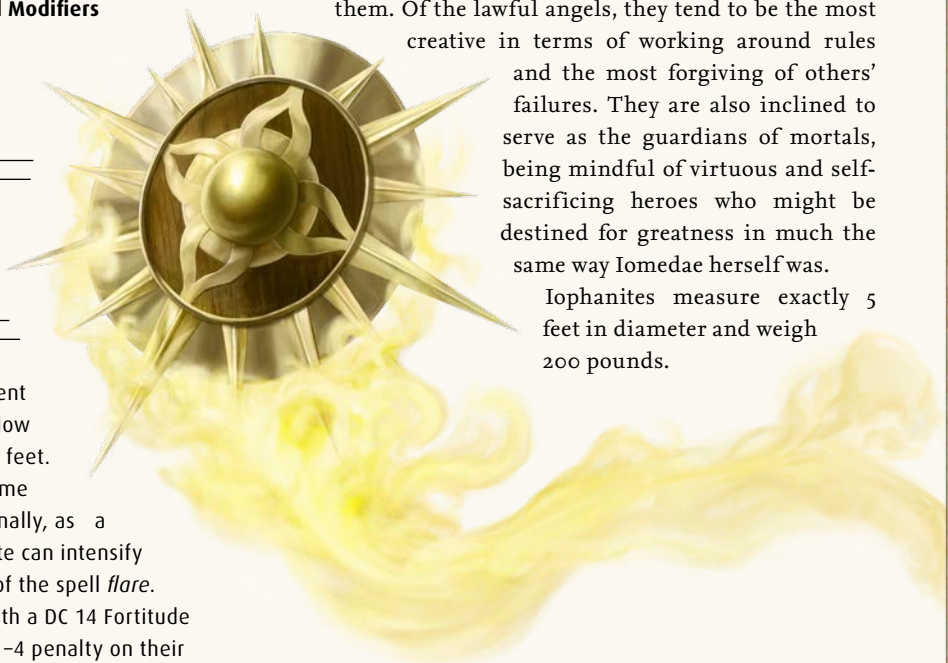
A creature can resist this effect with a DC 14 Fortitude save, though evil creatures take a –4 penalty on their saves. The save DC is Charisma-based.

**Shield Form (Su)** Once per day, an iophanite can transform into a +1 spiked light steel shield sized for a Small or Medium creature. An iophanite cannot communicate or use any of its other abilities while in this form. Once it transforms, it cannot change back for 24 hours, though the spell *break enchantment* can end the transformation early. An iophanite regains its full hit points when it shifts back into its normal form. If the shield is destroyed, the iophanite is killed.

Iophanites comprise a unique classification of messenger angel in service to Iomedae. Energetic, enthusiastic, impulsive, and outgoing, it constantly looks for ways to aid the forces of righteousness in the wars against fiends and villainy. As a being of pure righteous spirit in a burning physical form, an iophanite is often confused for an exotic form of harbinger or lantern archon. Its form is slightly mutable, and it can deform itself into an oval curved like a shield, or manifest simple tendrils to manipulate objects or lash out at opponents. When interacting with mortals, an iophanite usually manifests ripples of flames or pulses of light that thrum in time with its speaking. Most creatures have a difficult time telling iophanites apart, but these angels can always recognize each other.

Iophanites are talkative and have excellent memories, making them naturally inclined to carry news, battle orders, and other critical information. Their bodies are hot to the touch, but do not ignite combustibles unless the iophanite wishes it, allowing it to carry scrolls or other flammable goods without risk of destroying them. Of the lawful angels, they tend to be the most creative in terms of working around rules and the most forgiving of others' failures. They are also inclined to serve as the guardians of mortals, being mindful of virtuous and self-sacrificing heroes who might be destined for greatness in much the same way Iomedae herself was.

Iophanites measure exactly 5 feet in diameter and weigh 200 pounds.





## THE OLD MAN

This bald old human man has long white eyebrows and an even longer white beard. He carries a staff adorned with metal rings.

### THE OLD MAN

CR 15



### XP 51,200

LN Medium outsider (extraplanar, herald, lawful)

**Init** +10; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +30

#### DEFENSE

**AC** 37, touch 35, flat-footed 26 (+10 Dex, +1 dodge, +4 monk, +10 Wis, +2 natural)

**hp** 178 (17d10+85); regeneration 15 (chaotic)

**Fort** +10, **Ref** +20, **Will** +20

**Defensive Abilities** improved evasion; **DR** 10/chaotic;

**Immune** disease, poison; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 26

#### OFFENSE

**Speed** 80 ft., climb 30 ft., swim 30 ft.

**Melee** unarmed strike +27/+22/+17/+12 (2d8+5) or flurry of blows +20/+20/+15/+15/+10/+10/+5 (2d8+5)

**Ranged** pebble +27/+22/+17/+12 (1d3+5)

**Special Attacks** stunning fist (16/day, DC 28)

**Spell-Like Abilities** (CL 17th; concentration +23)

7/day—*air walk, augury, cure light wounds, dimension door, invisibility, true strike, water walk*

3/day—*commune, haste, heal, legend lore*

#### STATISTICS

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

**Base Atk** +17; **CMB** +27 (+29 disarm, +31 grapple, +29 trip); **CMD** 57 (59 vs. disarm, 59 vs. grapple, 59 vs. trip)

**Feats** Agile Maneuvers, Combat Expertise, Dodge, Greater Grapple, Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike<sup>®</sup>, Mobility, Stunning Fist<sup>®</sup>, Weapon Finesse<sup>®</sup>, Wind Stance

**Skills** Acrobatics +30 (+66 when jumping), Climb +13, Diplomacy +23, Handle Animal +14, Heal +22, Knowledge (history) +22, Knowledge (religion) +13,

Perception +30, Perform (string) +23, Ride +27, Sense Motive +30, Sleight of Hand +30, Stealth +30, Swim +25;

**Languages** Common, Tien, Vudrani; telepathy 100 ft.

**SQ** monk abilities

#### ECOLOGY

**Environment** any land (Axis)

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

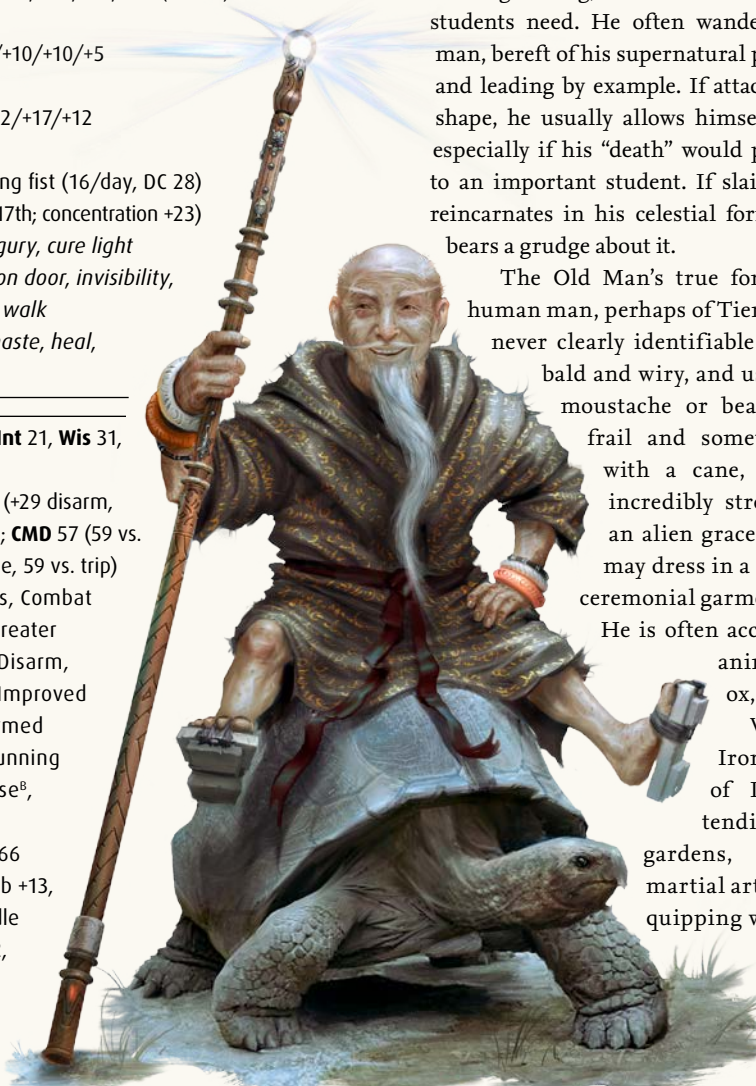
**Monk Abilities (Ex or Su)** The Old Man has the following abilities of a 16th-level monk: AC bonus (+4), fast movement (50 ft.), flurry of blows, high jump, ki pool (18 points, adamantine, cold iron, lawful, magic, silver), quivering palm (DC 28), slow fall (80 ft.), stunning fist (blinded, deafened, fatigued, staggered, or stunned), unarmed strike

The Old Man is the herald of Irori, a teacher, mentor, guide, and trainer in the service of the god of knowledge, history, and self-perfection. He can be patient or irate, confusing or enlightening, lenient or strict, depending on what his students need. He often wanders Golarion as a mortal man, bereft of his supernatural powers, instructing others and leading by example. If attacked when in this limited shape, he usually allows himself to be beaten or killed, especially if his “death” would provide a powerful lesson to an important student. If slain as a mortal, he simply reincarnates in his celestial form, unharmed, and never bears a grudge about it.

The Old Man’s true form is that of an elderly human man, perhaps of Tien or Vudrani ancestry but never clearly identifiable as such. He is typically bald and wiry, and usually wears a long white moustache or beard. Though he appears frail and sometimes supports himself with a cane, crutch, or staff, he is incredibly strong and can move with an alien grace when he so chooses. He may dress in a simple robe, an elaborate ceremonial garment, or a simple loincloth. He is often accompanied by one of five animals: a turtle, monkey, ox, rooster, or pig.

When not acting on Irori’s behalf, the Herald of Irori keeps busy with tending to animals, planting gardens, meditating, practicing martial arts forms, swimming, and quipping with students.

The Herald of Irori stands just over 5 feet tall and weighs about 120 pounds.





## PAVBAGHA

*This majestic tiger has white fur with deep blue stripes. It glows with divine radiance and radiates an aura of calm.*

### PAVBAGHA

CR 4



### XP 1,200

LN Large outsider (extraplanar, lawful)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

**Aura** courage (10 ft.)

#### DEFENSE

**AC** 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

**hp** 37 (5d10+10)

**Fort** +6, **Ref** +4, **Will** +7

**DR** 5/chaotic; **Immune** fear; **SR** 15

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +6 (1d8+2 plus grab), 2 claws +7 (1d6+2 plus grab)

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

**Special Attacks** pounce, rake (2 claws +7, 1d6+2), stunning claw (4/day, DC 15)

**Spell-Like Abilities** (CL 6th; concentration +6)

At will—*feather fall* (self only), *guidance*, *light*

3/day—*channel vigor*<sup>\*</sup>, *cure light wounds*, *true strike*

1/day—*bull's strength*, *dimension door* (self plus 50 lbs. of objects only)

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 17, **Cha** 10

**Base Atk** +5; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)

**Feats** Improved Initiative, Lightning Reflexes, Weapon Focus (claw)

**Skills** Acrobatics +13 (+17 when jumping), Knowledge (history, religion) +8, Perception +11, Stealth +9 (+13 in tall grass), Swim +10; **Racial Modifiers** +4 Acrobatics (+8 when jumping), +4 Stealth (+8 in tall grass)

**Languages** Celestial, Common, Draconic

**SQ** fade

#### ECOLOGY

**Environment** any (Axis)

**Organization** solitary, pair, or pride (3-5)

**Treasure** standard

#### SPECIAL ABILITIES

**Aura of Courage (Su)** A pavbagha

is immune to fear, magical or otherwise. Each ally within 10 feet of it gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the pavbagha is conscious, not if it's unconscious or dead.

**Fade (Su)** As a standard action, a pavbagha can

fade from sight, as *invisibility*, for up to 10 rounds per day. These rounds need not be consecutive.

**Stunning Claw (Ex)** This ability functions like the Stunning

Fist feat, except the pavbagha uses a claw attack instead of

an unarmed strike. The servitor can use this ability five times per day. A successful DC 15 Fortitude saving throw negates this effect. The save DC is Wisdom-based.

A pavbagha is the reincarnated soul of an enlightened mortal worshiper of Irori transformed into the shape of a white tiger. Having lived one full mortal lifetime (if not more), it is patient, calm, and wise. It prefers to draw on its experience to guide and instruct mortals on ways to better themselves. Many enemies mistake a pavbagha's inner peace for weakness or pacifism, but the servitor was a warrior and a fierce predator in previous lives, and it quickly leaps into battle to defend its students or confront those who would dare destroy knowledge.

Pavbaghas patrol the borders of Irori's realm, alert for disturbances in the Serene Circle or forbidden natives of Axis who venture too close to the god's territory. Fulfilling the roles of guardians in the mortal world pleases pavbaghas, whether they're looking after a special person or watching over a sacred site. Although they don't need to eat, they enjoy the challenge and exercise of hunting and stalking prey. Rather than killing its catch, a pavbagha usually lays a single paw upon its target before allowing the creature to run away, secure in its triumph.

Some pavbaghas serve in temples and monasteries dedicated to Irori, where they help in training students in physical combat, particularly in how to deal with monsters and other dangerous beasts. Others guide students in meditation, helping them unravel those quandaries they might have on the path to perfection. Still other pavbaghas that make their homes in monasteries on the Material Plane focus their efforts on attending to those who visit Iroran shrines and temples looking for divine assistance.

A pavbagha measures about 10 to 12 feet long and weighs between 750 and 900 pounds.





## YETHAZMARI

*This starving, jackal-like monstrosity has a fanged snake where its tail should be, tattered wings, and smoking eye sockets.*

### YETHAZMARI

CR 15



XP 51,200

CE Large outsider (chaotic, evil, extraplanar, herald)

**Init** +9; **Senses** darkvision 60 ft., scent; Perception +33

#### DEFENSE

**AC** 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)

**hp** 207 (18d10+108)

**Fort** +17, **Ref** +11, **Will** +17

**Defensive Abilities** soul scream, **DR** 15/good; **Immune** fire; **SR** 26

#### OFFENSE

**Speed** 50 ft., fly 100 ft. (good)

**Melee** bite +25 (6d6+8/19-20), bite +25 (3d6+8/19-20 plus poison)

**Ranged** poison gout +22 touch (6d10 acid plus poison)

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

**Special Attacks** bay, breath weapon (30-ft. cone, 12d10 fire and see below, Reflex DC 25 half, usable every 14 rounds), poison

**Spell-Like Abilities** (CL 15th; concentration +21)

At will—*blindness/deafness* (DC 18), *locate creature*, *rage* (DC 19), *veil* (DC 22)

3/day—*baleful polymorph* (DC 21), *feeblemind* (DC 21), *greater dispel magic*, *plane shift* (self and willing targets only), *summon* (level 4, 1d3 yeth hounds 100%)

1/day—*control weather*, *unhallow*

#### STATISTICS

**Str** 26, **Dex** 20, **Con** 22, **Int** 17, **Wis** 23, **Cha** 22

**Base Atk** +18; **CMB** +27 (+29 bull rush or drag); **CMD** 42 (44 vs. bull rush or drag, 46 vs. trip)

**Feats** Cleave, Flyby Attack, Hover, Improved Bull Rush, Improved Critical (bite), Improved Drag<sup>APG</sup>, Improved Initiative, Power Attack, Skill Focus (Perception)

**Skills** Acrobatics +26, Bluff +27, Climb +17, Fly +7, Intimidate +27, Knowledge (planes) +24, Knowledge (religion) +15, Perception +33, Sense Motive +27, Stealth +22, Survival +27

**Languages** Abyssal, Common, Infernal

#### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Bay (Su)** When the Yethazmari howls or barks, each creature within a 300-foot-radius spread must succeed at a DC 25 Will save or be panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Evil outsiders are immune to this ability. Whether or not it succeeds at its save, a creature in the area is immune to the Yethazmari's bay for 24 hours. The save DC is Charisma-based.

**Breath Weapon (Su)** The Yethazmari's breath weapon is a jet of smoke. Any nonchaotic creature that takes damage from this breath weapon must succeed at a DC 25 Will save or be confused for 1d6 rounds. The save DC is Constitution-based.

**Soul Scream (Su)** Anytime the Yethazmari takes piercing or slashing damage, its wounds create a terrifying cacophony equivalent to its bay ability. Creatures within 10 feet of it take a -4 penalty on their saves against this effect.

**Poison (Ex)** Contact or bite—injury; *save* Fort DC 25; *frequency* 1/round for 4 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Having witnessed the most profane atrocities committed by the Mother of Monsters, the eyes of Lamashtu's herald—the Yethazmari—burned to smoldering coals. Now this ancient monstrosity, often said to be Lamashtu's favored offspring, sees only worlds undone and endless ruinous visions of reality rent by Lamashtu's claws. The Yethazmari stands 14 feet tall and weighs over 1,600 pounds.





## DEMON, SWAITHE

This creepy ash-gray goblin-like creature has empty eye sockets and scraggly, stained teeth.

### SWAITHE

CR 4



XP 1,200

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +7; Senses blindsense 30 ft., darkvision 60 ft.; Perception +8

#### DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 37 (5d10+10)

Fort +3, Ref +9, Will +4

DR 5/cold iron; Immune electricity, gaze attacks, poison, visual effects and attacks relying on sight;

Resist acid 10, cold 10, fire 10; SR 15

#### OFFENSE

Speed 30 ft.

Melee bite +6 (1d4), 2 claws +6 (1d3)

Special Attacks hexes (cackle, evil eye [-2, 4 rounds], misfortune [1 round]; DC 13)

Spell-Like Abilities (CL 5th; concentration +6)

Constant—speak with animals

At will—cause fear (DC 12), detect magic, ray of enfeeblement (DC 12), read magic

3/day—charm animal (DC 12), invisibility (self only)

1/day—rage, waters of Lamashtu<sup>ISWG</sup>

#### STATISTICS

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

Base Atk +5; CMB +4; CMD 17

Feats Combat Casting, Improved Initiative, Lightning Reflexes

Skills Handle Animal +9, Intimidate +9, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +8, Ride +11, Stealth +15.

Languages Abyssal, Goblin, Gnoll, Orc; speak with animals, telepathy 100 ft.

SQ eyeless, witchcraft

#### ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3-5)

Treasure standard

#### SPECIAL ABILITIES

**Eyeless (Ex)** A swaithe has no eyes, but can sense its immediate surroundings (within 60 feet) as well as a human can see.**Hexes (Su)** A swaithe has the cackle, evil eye, and misfortune hexes of a 5th-level witch.**Witchcraft (Su)** A swaithe can use spell completion and spell trigger items as if it were a 5th-level witch.

Dedicated to Lamashtu, the eyeless swaithe are skulking agents of fear and unprovoked beast attacks, formed from sinful souls who, in life, used animals as tools of violence and murder. Swaithe often lure those who seek their aid and advice into falling victim to the darkest secrets of demonology and forbidden magic.



LAMASHTU

If left unsupervised, a swaithe charms animals and drives them toward villages, often under the influence of *rage*, further stoking the flames of fear and distrust between settlements and the wilderness.

Swaithe prefer stealth and subterfuge to direct confrontation, and these foul creatures delight in creating a sense of dread in their prey. Swaithe have been known to slip into a village under the cover of night, use their slumber hex on lone villagers, leave a grisly token (such as a bloody organ or strange twig doll) on its body for the victim to discover later when they wake clueless as to why they fell asleep in the first place. They delight in later repeating these attacks with strange cackling noises, invisibly “haunting” a victim’s home at night, and driving the target to paranoia and outright panic.

Swaithe can join hag covens and contribute to the coven’s cooperative magic. Because of its smaller size and weaker power, a swaithe is often treated as a little sister or daughter by the rest of the coven. Any coven that includes a swaithe can add *giant vermin*, *animal growth*, and *insect plague* to the spells the spells they can cast together.

Small and slight, most swaithe stand about 3-1/2 feet tall and weigh 50 pounds.



## ARCANOTHEIGN

This cloud of swirling energy flickers like lightning, with raw magical power playing across its form.

**ARCANOTHEIGN**

**CR 15**



**XP 51,200**

N Medium outsider (herald, incorporeal)

**Init** +12; **Senses** blindsense 60 ft., darkvision 60 ft., arcane sight 120 ft.; **Perception** +25

**Aura** energy channel (30 ft., DC 26)

### DEFENSE

**AC** 27, **touch** 27, **flat-footed** 18 (+8 deflection, +8 Dex, +1 dodge)

**hp** 195 (17d10+102)

**Fort** +18, **Ref** +13, **Will** +17; +2 vs. chaos/evil/good/law

**Defensive Abilities** incorporeal; **Immune** poison; **Resist** acid 30, cold 30, divine power 30 (such as from *flame strike*), electricity 30, fire 30, sonic 30; **SR** 31

### OFFENSE

**Speed** 40 ft., fly 60 ft. (perfect)

**Melee** 2 incorporeal touches +25 (4d6 plus energy channel)

**Ranged** 2 eldritch blasts +25 touch (4d6 plus special)

**Spell-Like Abilities** (CL 17th; concentration +25)

Constant—*arcane sight*, *protection from chaos/evil/good/law*

At will—*clairaudience/clairvoyance*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*cloudkill* (DC 23), *cure critical wounds*, *lightning bolt* (DC 21), *telekinesis* (DC 23)

1/day—*harm* (DC 24), *heal*, *limited wish* (DC 25), *plane shift* (DC 25)

### STATISTICS

**Str** —, **Dex** 27, **Con** 22, **Int** 31,

**Wis** 20, **Cha** 27

**Base Atk** +17; **CMB** +25; **CMD** 44

**Feats** Combat Casting, Combat Reflexes, Command Undead, Dodge, Great Fortitude, Greater Spell Penetration, Improved Initiative, Iron Will, Spell Penetration

**Skills** Craft (alchemy) +30, Diplomacy +25, Fly +36, Heal +22, Intimidate +25, Knowledge (arcana, planes, religion) +30, Knowledge (history) +27, Linguistics +27, Perception +25, Perform (sing) +25, Sense Motive +25, Spellcraft +30, Stealth +28, Use Magic Device +28

**Languages** Abyssal, Ancient Osiriani, Celestial, Common, Draconic, Infernal, Protean; telepathy 100 ft.

**SQ** change shape (corporeal form)

### ECOLOGY

**Environment** any (Maelstrom)

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Corporeal Form (Ex)** As an immediate action, the herald can take physical form, losing its incorporeal special quality and subtype and its deflection bonus to AC, but gaining a Strength score of 20 and a natural armor bonus equal to its incorporeal deflection bonus.

**Eldritch Blast (Su)** The herald chooses an additional effect for its eldritch blasts each round (DC 26 negates). A creature that fails its saves against both blasts in the same round suffers an increased effect. The save DC is Charisma-based.

*Dement (Will):* The creature is confused for 1 minute.

Increased effect: The creature goes insane (as *insanity*).

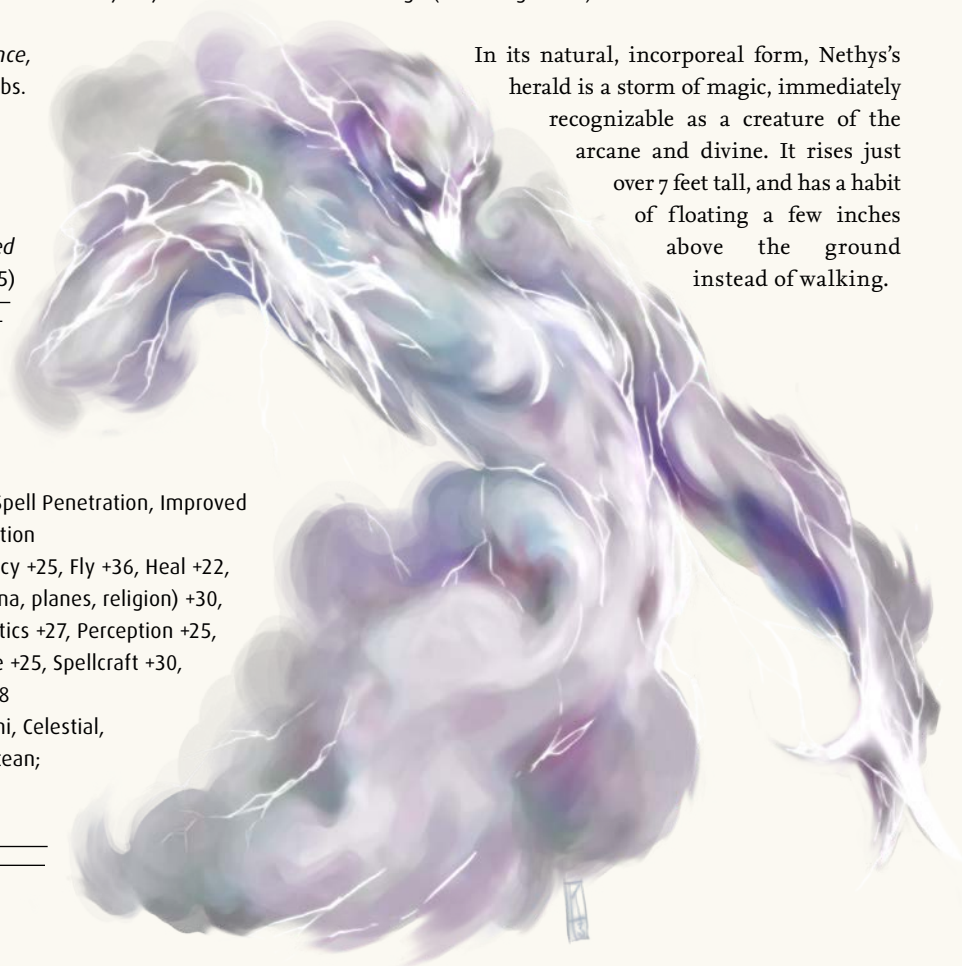
*Displace (Fortitude):* The creature teleports (as *dimension door*) 5 feet in a random horizontal direction at the end of its turn each round for the next 10 rounds. Increased effect: The creature is affected by *maze*.

*Ignite (Reflex):* The creature takes 2d6 points of fire damage.

Increased effect: The creature catches on fire.

**Energy Channel Aura (Su)** On its turn, the herald can channel energy (Will DC 26 half) to deal 2d6 points of acid, cold, electricity, or fire damage to each creature in its aura. A creature struck by its incorporeal touch attack also takes this damage (no saving throw). The save DC is Charisma-based.

In its natural, incorporeal form, Nethys's herald is a storm of magic, immediately recognizable as a creature of the arcane and divine. It rises just over 7 feet tall, and has a habit of floating a few inches above the ground instead of walking.





## BURLEEV

*This creature looks like a humanoid skeleton with a complete set of internal organs. A violet glow replaces its missing flesh.*

### BURLEEV

CR 4



### XP 1,200

N Medium outsider (cold or fire, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., *detect magic*; Perception +9

#### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural)

**hp** 32 (5d10+5)

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

**Defensive Abilities** frostfire spirit, **DR** 5/magic;

**Immune** cold or fire; **SR** 15

**Weaknesses** vulnerable to cold or fire

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +5 (1d6 plus 1d6 cold or fire)

**Spell-Like Abilities** (CL 5th; concentration +8)

At will—*detect magic*,  
*read magic*

3/day—*cure light wounds*

1/day—*invisibility*

**Sorcerer Spells Known** (CL 5th; concentration +8)

2nd (5)—*acid arrow*, *daze monster* (DC 15)

1st (7)—*chill touch* (DC 14),  
*color spray* (DC 14), *magic missile*, *sleep* (DC 14)

0 (at will)—*dancing lights*,  
*daze* (DC 13), *disrupt undead*,  
*ghost sound* (DC 13), *mage hand*,  
*prestidigitation*

#### STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13,  
**Cha** 16

**Base Atk** +5; **CMB** +5; **CMD** 15

**Feats** Combat Casting, Improved Initiative,  
Lightning Reflexes

**Skills** Intimidate +11, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +9, Spellcraft +8, Stealth +4, Use Magic Device +11;

**Racial Modifiers** +4 Stealth

**Languages** Abyssal, Celestial, Draconic, Protean; *read magic*

#### ECOLOGY

**Environment** any (Maelstrom)

**Organization** solitary, pair, or cabal (3-5)

**Treasure** standard

#### SPECIAL ABILITIES

**Frostfire Spirit (Su)** A burleev is surrounded by either cold

or fire energy. The burleev can change the energy type as a swift action. When surrounded by fire, the burleev has the fire subtype, it adds fire damage to its attacks, and creatures striking it with melee weapons, natural attacks, or unarmed strikes take 1d6 points of fire damage; when surrounded by cold, it instead gains the cold subtype and deals cold damage rather than fire damage. It can also completely dampen its aura for 1d6 rounds, but cannot reactivate it until this time has passed.

**Spells** A burleev cast spells as a 5th-level sorcerer.

A burleev is a planar explorer created by the power of Nethys. Some are his mortal petitioners assigned to this role after their death by a deliberate act of the god, whereas others are hapless visitors who were transformed by proximity to Nethys or certain parts of his realm. They serve as his eyes and ears on many planes, using their power to adapt to hostile environments and report their discoveries to his greater servitors. Each has a unique allotment of spells suited for its current task, and a burleev that has completed its service in one inhospitable location might be destroyed and recreated with a different array of arcane talents that suit it better for its next duty. The spells shown above represent those of a typical burleev.

A burleev's supernatural nimbus burns brightly with cold or heat, making it painfully cold or hot to the touch. As a burleev discovers information useful to the god of magic, the color of its aura increases in intensity. The eldest of these creatures, or those that have travelled far from Nethys's realm in the Maelstrom for the longest, often burn like living pyres. These burleevs sometimes take sorcerer class levels as their magical power grows to match their ever-increasing knowledge. Should it later be crushed and reformed as part of its continuing duties, such a burleev retains much of its brightness and arcane might.

A spellcaster whose research interests mirror those of a burleev can keep such an outsider's attention for days, weeks, or longer so long as the mortal continues to make new and exciting discoveries.

Burleevs stand around 6 feet tall and weigh roughly 80 pounds.



NETHYS



## THE STABBING BEAST

*This towering, scorpion-tailed man stalks with a soundless grace and murderous intent.*

### THE STABBING BEAST

CR 15



XP 51,200

NE Medium outsider (evil, extraplanar, herald, shapechanger)

**Init** +16; **Senses** darkvision 60 ft., low-light vision, see in darkness, see *invisibility*; **Perception** +26

#### DEFENSE

**AC** 31, touch 23, flat-footed 18 (+12 Dex, +1 dodge, +8 natural)  
**hp** 212 (17d10+119)

**Fort** +17, **Ref** +17, **Will** +14; +4 vs. mind-affecting

**Defensive Abilities** all-around vision; **DR** 10/good and magic;

**Immune** poison; **Resist** acid 30, cold 10, electricity 10, fire 10;

**SR** 26

#### OFFENSE

**Speed** 50 ft.

**Melee** +1 *keen short swords* +28/+28/+23/+18/+13 (1d6+4/17-20 plus bleed), sting +24 (1d6+4 plus bleed and poison)

**Ranged** poison stream +29 touch (blindness 1d4+1 rounds)

**Special Attacks** bleed (2d6), poison, sudden strike

**Spell-Like Abilities** (CL 17th; concentration +19)

Constant—see *invisibility*

At will—*absorbing touch*<sup>APG</sup>, *alchemical allocation*<sup>APG</sup>, *charm person* (DC 13), *keen edge*, *poison* (DC 16), *true strike* 3/day—*false alibi*<sup>\*</sup> (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *modify memory* (DC 16), *suggestion* (DC 15), *summon* (level 6, 1 fiendish deadfall scorpion [*Bestiary* 3 237] 100%)

#### STATISTICS

**Str** 16, **Dex** 35, **Con** 24, **Int** 13, **Wis** 15, **Cha** 14

**Base Atk** +17; **CMB** +20; **CMD** 43

**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows<sup>B</sup>, Dodge, Greater Feint<sup>B</sup>, Improved Feint<sup>B</sup>, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Scorpion Style<sup>B</sup>, Spring Attack, Two-Weapon Fighting, Weapon Finesse<sup>B</sup>

**Skills** Appraise +12, Bluff +22, Climb +11, Craft (alchemy) +13, Knowledge (arcana, nature) +10, Knowledge (local) +13, Knowledge (planes) +12, Knowledge (religion) +9, Perception +26, Sense Motive +13, Stealth +32;

**Racial Modifiers** +8 Bluff, +4 Perception

**Languages** Abyssal, Celestial, Common, Infernal, Protean; telepathy 100 ft.

**SQ** change shape (Huge scorpion or scorpion-tailed human; *shapechange*), murderer's reward

#### ECOLOGY

**Environment** any land (Axis)

**Organization** solitary

**Treasure** standard (2 +1 *short swords*)

#### SPECIAL ABILITIES

**Change Shape (Su)** In its scorpion form, replace or add the following statistics: **Size** Huge; **Init** +14; **AC** 31, touch 21,

flat-footed 20 (+10 Dex, +1 dodge, +10 natural); **Ref** +16; **Melee** claws +28 (2d6+13 plus bleed and grab), sting +26 (2d6+11 plus bleed and poison); **Space** 15 ft.; **Reach** 15 ft.; **Special Attacks** constrict (2d6+12); **Str** 32, **Dex** 31; **CMB** +30 (+34 grapple); **CMD** 53 (65 vs. trip); **Skills** Climb +20, Stealth +24.

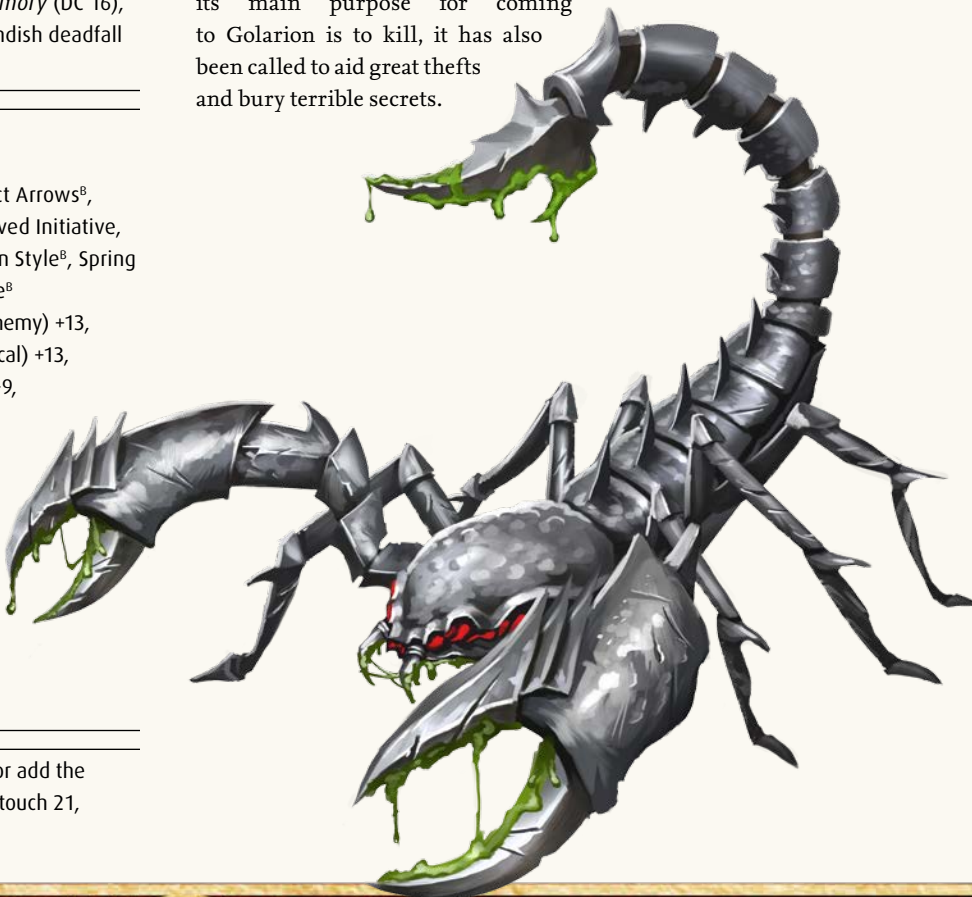
**Murderer's Reward (Su)** If the Stabbing Beast's attack reduces a target to fewer than 0 hit points, the herald immediately gains 2d6 temporary hit points (or 3d8, if the attack kills the target), but no more than the target's maximum hit points. The temporary hit points last for 1 hour.

**Poison (Ex)** Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

**Poison Stream (Ex)** As a ranged attack (or in place of a melee sting attack), the Stabbing Beast can fire a stream of poison up to 180 feet at an opponent's eyes. The target must succeed at a save against the Stabbing Beast's poison or be blinded for 1d4+1 rounds.

**Sudden Strike (Ex)** During a surprise round, the herald may act as if it had a full round to act, rather than just one standard action.

The Stabbing Beast is the herald of Norgorber, the god of greed, murder, secrets, and poison. It is an incredibly dangerous predator that uses its keen intellect and deadly poison to stalk and kill its prey. Its natural form is that of a huge scorpion, but it can also assume an armored humanoid shape suitable for stealth or interacting with Norgorber's followers. Though its main purpose for coming to Golarion is to kill, it has also been called to aid great thefts and bury terrible secrets.





## KARUMZEK

This human-sized spider has a red eyes, spindly legs, and cloaklike folds of black flesh that obscure its head.

### KARUMZEK

CR 4



### XP 1,200

NE Medium outsider (evil, extraplanar, shapechanger)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, sense poison; Perception +9

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

**hp** 37 (5d10+10)

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

**DR** 5/good; **Immune** poison; **SR** 15

### OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** bite +8 (1d8+3 plus poison)

**Special Attacks** poison, sneak attack +1d6, web (+7 ranged, DC 14, 5 hp)

**Spell-Like Abilities** (CL 6th; concentration +6)

Constant—*negate aroma*<sup>APG</sup>

At will—*bleed*, *prestidigitation*, *stabilize*

3/day—*alchemical allocation*<sup>APG</sup>, *death knell* (DC 12), *invisibility* (self only), *obscuring mist*, *vomit swarm*<sup>APG</sup> (spiders only)

### STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 8, **Wis** 13, **Cha** 10

**Base Atk** +5; **CMB** +7; **CMD** 19 (31 vs. trip)

**Feats** Improved Initiative, Point-Blank Shot, Weapon Focus (bite)

**Skills** Climb +10, Craft (alchemy) +7, Knowledge (nature) +7, Knowledge (religion) +7, Perception +9, Stealth +14; **Racial Modifiers** +4 Stealth

**Languages** Abyssal, Infernal, Undercommon

**SQ** change shape (Diminutive spider; *vermin shape II*<sup>UM</sup>), deft limbs

### ECOLOGY

**Environment** any (Axis)

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

**Treasure** standard (usually alchemical weapons)

### SPECIAL ABILITIES

**Deft Limbs (Ex)** A karumzek's front pair of feet are as nimble and dexterous as human hands. It takes a karumzek half the normal amount of time to create alchemical items.

**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Str, Dex, or Con (karumzek's choice); *cure* 2 consecutive saves.

**Sense Poison (Ex)** As a free action, a karumzek can detect if a creature within 15 feet of it is poisoned. It can attempt to determine the exact type of poison, as if using *detect poison*.

A karumzek is a specialized servitor of Norgorber—one focused on Blackfingers, the god's aspect dealing with alchemy, experimentation, and poison. Despite this focus, a karumzek is as fond of murder as a devotee of Father Skinsaw, as covetous of material goods as a follower of the Gray Master, and as careful with secrets as one who worships the Reaper of Reputation. When left to its own devices, a karumzek spends its time crafting poisons, drugs, and other strange concoctions, and is usually armed with several common alchemical weapons—typically acid, alchemist's fire, smokesticks, and thunderstones.

Karumzeks enjoy working with mortal servants of Norgorber in order to meet their dark deity's goals. Though karumzeks aren't decidedly brilliant, their inhuman minds and outsider nature often allow them to devise strategies that a mortal humanoid wouldn't normally conceive of. They use their miniature spider form to watch their enemies or spy on their rivals' labs. They also keep to their inconspicuous spider forms to scout ahead when working with groups of cultists, though they quickly revert to their true forms if threatened. Karumzeks enjoy the opportunity to sample concoctions crafted by mortals, slurping and regurgitating drugs and poisons as if noisily sampling a flight of fine wines. Karumzeks have a crude and alien sense of humor, and enjoy making mortals feel uncomfortable or disgusted. They tell foul jokes while in the company of human cultists and put on unnerving performances, such as using *vomit swarm* and claiming the swarms of spiders are its own pre-sentient young.

A karumzek stands about 5 feet tall and weighs around 200 pounds.





## STEWARD OF THE SKEIN

Skulls adorn the armor of this winged woman. Her helm reveals nothing of her features but a pair of glowing eyes.

### STEWARD OF THE SKEIN

CR 15



XP 51,200

N Medium outsider (extraplanar, herald, psychopomp, shapechanger)

**Init** +7; **Senses** blindsense 30 ft., darkvision 60 ft., *detect chaos/evil/good/law*, spiritsense<sup>84</sup>; **Perception** +27

**Aura** fate (20 ft.)

#### DEFENSE

**AC** 31, touch 23, flat-footed 27 (+4 deflection, +3 Dex, +1 dodge, +5 insight, +8 natural)

**hp** 199 (19d10+95); fast healing 5

**Fort** +15, **Ref** +20, **Will** +22

**DR** 10/adamantine; **Immune** death effects, disease, electricity, mental control, poison, possession; **Resist** cold 10, fire 10; **SR** 26

#### OFFENSE

**Speed** 50 ft., fly 150 ft. (average)

**Melee** 2 slams +26 (2d10+7 plus gaze)

**Special Attacks** gaze, tugging strands (Fate subdomain<sup>AP6</sup>, 3/day)

**Spell-Like Abilities** (CL 19th; concentration +25)

Constant—*detect chaos/evil/good/law*

At will—*augury*, *cure light wounds*, *dancing lights*, *death ward*, *detect thoughts* (DC 18), *disguise self*, *major image* (DC 19), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*breath of life*, *chain lightning* (DC 22), *globe of invulnerability*, *greater dispel magic*, *greater invisibility* (self only), *heal*, *hold monster* (DC 21), *limited wish* (DC 23), *plane shift*, *undead to death* (DC 22), *wall of force*

#### STATISTICS

**Str** 25, **Dex** 16, **Con** 20, **Int** 18, **Wis** 21, **Cha** 23

**Base Atk** +19; **CMB** +26 (+28 disarm); **CMD** 49 (51 vs. disarm)

**Feats** Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Spell Penetration

**Skills** Bluff +19, Diplomacy +16, Fly +15, Handle Animal +16, Heal +27, Intimidate +28, Knowledge (history, planes, religion) +26, Knowledge (nature) +13, Perception +27, Sense Motive +27, Stealth +15

**Languages** Abyssal, Celestial, Common, Draconic, Infernal

**SQ** change shape (incorporeal form), spirit touch<sup>84</sup>

#### ECOLOGY

**Environment** any (Boneyard)

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Fate Aura (Su)** The herald's aura acts as *consecrate* and grants her a +4 deflection bonus to AC, a +5 insight bonus to AC, and a +4 resistance bonus on saving throws. Any creature striking the herald from within her aura either is blinded or takes 1d6 points of Strength damage (herald's choice, Will DC 25 negates). The save DC is Charisma-based.

**Gaze (Su)** Dazed 2d6 rounds (or stunned if 5 HD or fewer, or held for 2d6 rounds if undead), 60 feet; Will DC 25 negates.

A creature that succeeds at its save is immune to the gaze for 24 hours. This is a mind-affecting effect (or a necromancy effect against undead). The save DC is Charisma-based.

**Incorporeal Form (Su)** When incorporeal, the herald can use her spell-like abilities and gaze attack but can't make slam attacks.

The Steward of the Skein is Pharasma's foremost agent, a mighty warrior sent to restore the balance of fate, announce auspicious births or deaths, or stem a rising tide of undeath. She often appears as an incorporeal shade, making a pronouncement and then fading away, though countless creatures over the eons have fallen under her armored fists. She stands about 7 feet tall but weighs a mere 200 pounds.





## PSYCHOPOMP, AHMUUTH

This somberly dressed humanoid wears an ominous mask. Gravestones float near it like heavy shields.

**AHMUUTH**

CR 4



XP 1,200

N Medium outsider (extraplanar, psychopomp)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, spiritsense<sup>B4</sup>; Perception +10**DEFENSE****AC** 18, touch 11, flat-footed 17 (+1 Dex, +3 natural, +4 shield)**hp** 45 (6d10+12)**Fort** +9, **Ref** +3, **Will** +8**Defensive Abilities** animated shield, **DR** 5/adamantine;**Immune** death effects, disease, poison; **Resist** cold 10, electricity 10; **SR** 15**OFFENSE****Speed** 30 ft.**Melee** +1 *returning undead-bane dagger* +8/+3 (1d4+1/19–20)**Ranged** +1 *returning undead-bane dagger* +9 (1d4+1/19–20)**Spell-Like Abilities** (CL 6th; concentration +7)At will—*bleed*, *deathwatch*, *detect undead*, *disrupt undead*, *ghost sound* (DC 11), *summon* (level 1, 1 great horned owl<sup>B3</sup> 100%)3/day—*chill touch* (DC 12), *ghostbane dirge*<sup>APG</sup> (DC 13), *greater teleport* (self plus 50 lbs. of objects only), *silence* (DC 13), *spectral hand*1/day—*ghostly disguise*<sup>UM</sup>, *locate creature*, *speak with dead***STATISTICS****Str** 10, **Dex** 13, **Con** 15, **Int** 10, **Wis** 13, **Cha** 12**Base Atk** +6; **CMB** +6; **CMD** 17**Feats** Great Fortitude, Iron Will, Weapon Focus (dagger)**Skills** Knowledge (religion) +9, Perception +10, Sense Motive +10, Stealth +10, Survival +10, Use Magic Device +10**Languages** Abyssal, Celestial, Infernal**SQ** death's dagger, ectoplasmic focus, spirit touch<sup>B4</sup>**ECOLOGY****Environment** any (Boneyard)**Organization** solitary, pair, or inquisition (3–8)**Treasure** standard**SPECIAL ABILITIES****Animated Shield (Su)** An ahmuuth's gravestones defend the it in a manner similar to an *animated shield* but without a limited duration (*Pathfinder RPG Core Rulebook* 462). If the stones leave the psychopomp's square or the ahmuuth is slain, they become inert stone.**Death's Dagger (Su)** An ahmuuth's dagger is treated as a +1 *returning undead-bane dagger*. It loses this ability if it is held by anyone other than the ahmuuth, and regains it once returned.**Ectoplasmic Focus (Su)** An ahmuuth's spells and spell-like abilities have their full effect against incorporeal or ethereal creatures.

An ahmuuth is a servitor of Pharasma who is responsible for helping mortals destroy undead and dispatch renegade souls evading the goddess's judgment. Unlike morrigna psychopomps (*Bestiary* 4 219), who hunt lost or corrupted souls on their own, ahmuuths work with mortal worshipers of Pharasma and try to usher creatures like ghosts to peaceable final ends—when they can. When they can't, they have no qualms about forcing wayward spirits to face their goddess's judgement. An ahmuuth looks like a humanoid wearing an owl mask, and is always accompanied by floating gravestone shards that act as a shield. Like owls, ahmuuths are silent stalkers, revealing themselves only at the moment of attack. Ahmuuths stand just over 6 feet tall and weigh approximately 150 pounds.



PHARASMA



## TARRASQUE

*This immense reptilian beast towers over its surroundings, all teeth and horns and claws and thrashing spiked tail.*

### TARRASQUE

CR 25



XP 1,638,400

CE Colossal magical beast (spawn of Rovagug [see page 275])

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +43

**Aura** frightful presence (300 ft., DC 27)

#### DEFENSE

**AC** 40, touch 5, flat-footed 37 (+3 Dex, +35 natural, -8 size)

**hp** 525 (30d10+360); regeneration 40

**Fort** +31, **Ref** +22, **Will** +12

**DR** 15/epic; **Immune** ability damage, ability drain, acid, bleed, disease, energy drain, fire, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 36

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +37 (4d8+15/15-20/x3 plus grab), 2 claws +37 (1d12+15), 2 gores +37 (1d10+15), tail slap +32 (3d8+7)

**Ranged** 6 spines +25 (2d10+15/x3)

**Space** 30 ft.; **Reach** 30 ft. (60 ft. with tail slap)

**Special Attacks** rush, spines, swallow whole (6d6+22 plus 6d6 acid, AC 27, hp 52)

#### STATISTICS

**Str** 41, **Dex** 16, **Con** 34, **Int** 3, **Wis** 15, **Cha** 14

**Base Atk** +30; **CMB** +53 (+57 grapple); **CMD** 66

**Feats** Awesome Blow, Blind-Fight, Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Run, Staggering Critical

**Skills** Acrobatics +3 (+43 when jumping), Perception +43;

**Racial Modifiers** +8 Perception

**Languages** Aklo (can't speak)

**SQ** carapace, hibernation, powerful leaper, unstoppable force

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Carapace (Su)** The tarrasque's scales deflect cones, lines, rays, and magic missile spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

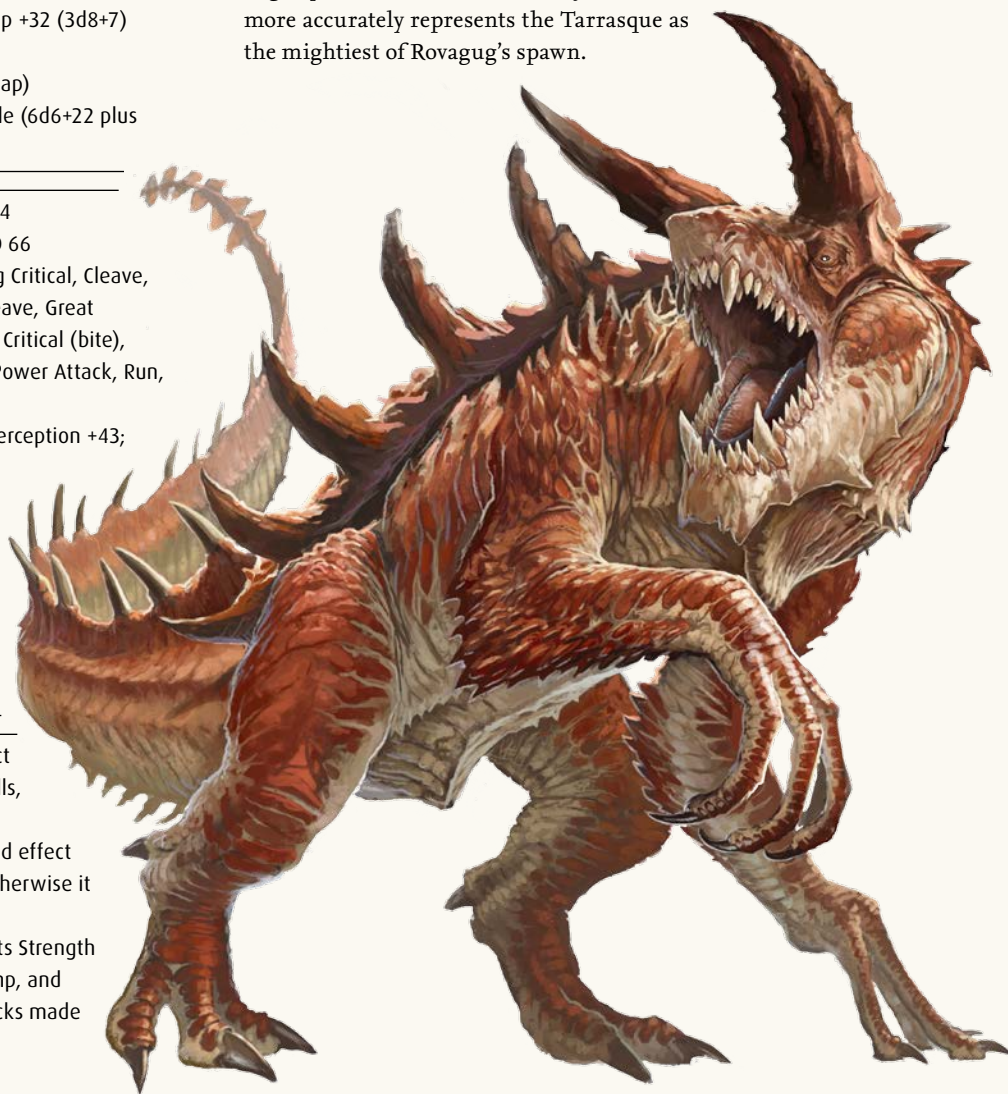
**Powerful Leaper (Ex)** The tarrasque uses its Strength to modify Acrobatics checks made to jump, and has a +24 racial bonus on Acrobatics checks made to jump.

**Rush (Ex)** Once per minute, for 1 round, the tarrasque's speed increases to 150 feet, and its Acrobatics bonus on checks made to jump increases to +87.

**Spines (Ex)** The tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine—all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.

The Tarrasque, referred to in ancient texts as the "Armageddon Engine," is the greatest of Rovagug's spawn. Its previously recorded devastation of Ninshabur and Avistan occurred in -632 AR, and culminated in the destruction of the flying Shory city of Kho. It was sealed away in a cavern somewhere in the Inner Sea region. Although the location of this cavern has been lost, rumors of possible locations include nearly every mountainous region, the Mwangi Expanse, and even under the Isle of Kortos itself.

The statistics presented here for the Tarrasque differ slightly from those in the *Bestiary*—this version more accurately represents the Tarrasque as the mightiest of Rovagug's spawn.





## QLIPPOTH, THOGNOROK

*This obscene mass looks like a melted blob crossed with a spider, ceaselessly lashing out with its hairy, wriggling legs.*

### THOGNOROK

CR 4



### XP 1,200

CE Medium outsider (aquatic, chaotic, evil, extraplanar, qliploth)

**Init** -1; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 16, touch 9, flat-footed 16 (-1 Dex, +7 natural)**hp** 37 (5d10+10)**Fort** +6, **Ref** +0, **Will** +5**Defensive Abilities** all-around vision; amorphous, **DR** 5/cold iron or lawful; **Immune** cold, mind-affecting effects, poison;**Resist** acid 10, electricity 10, fire 10; **SR** 15

#### OFFENSE

**Speed** 20 ft., swim 30 ft.**Melee** 3 bites +7 (1d6+1 plus poison)**Special Attacks** acid web (+4 ranged, DC 16, 5 hp), horrific appearance, poison**Spell-Like Abilities** (CL 5th; concentration +6)3/day—acid arrow, protection from law, vomit swarm<sup>APG</sup>1/day—excruciating deformation<sup>UM</sup> (DC 14)

#### STATISTICS

**Str** 13, **Dex** 8, **Con** 15, **Int** 8, **Wis** 13, **Cha** 12**Base Atk** +5; **CMB** +6; **CMD** 15 (can't be tripped)**Feats** Ability Focus (acid web), Skill Focus (Stealth), Weapon Focus (bite)**Skills** Climb +9, Intimidate +9, Knowledge (planes) +7, Perception +9, Stealth +10, Swim +9**Languages** Abyssal; telepathy 100 ft.**SQ** amphibious, compression

#### ECOLOGY

**Environment** any (Abyss)**Organization** solitary, pair, or gang (3-5)**Treasure** none

#### SPECIAL ABILITIES

**Acid Web (Su)** This ability functions like the web universal monster ability, except a creature entangled by a thognorok's web also takes 1 point of acid damage each round.

**Horrific Appearance (Su)** Any creature that witnesses a thognorok's horrific appearance could find itself overwhelmed with revulsion at the qliploth's constantly sprouting and waving

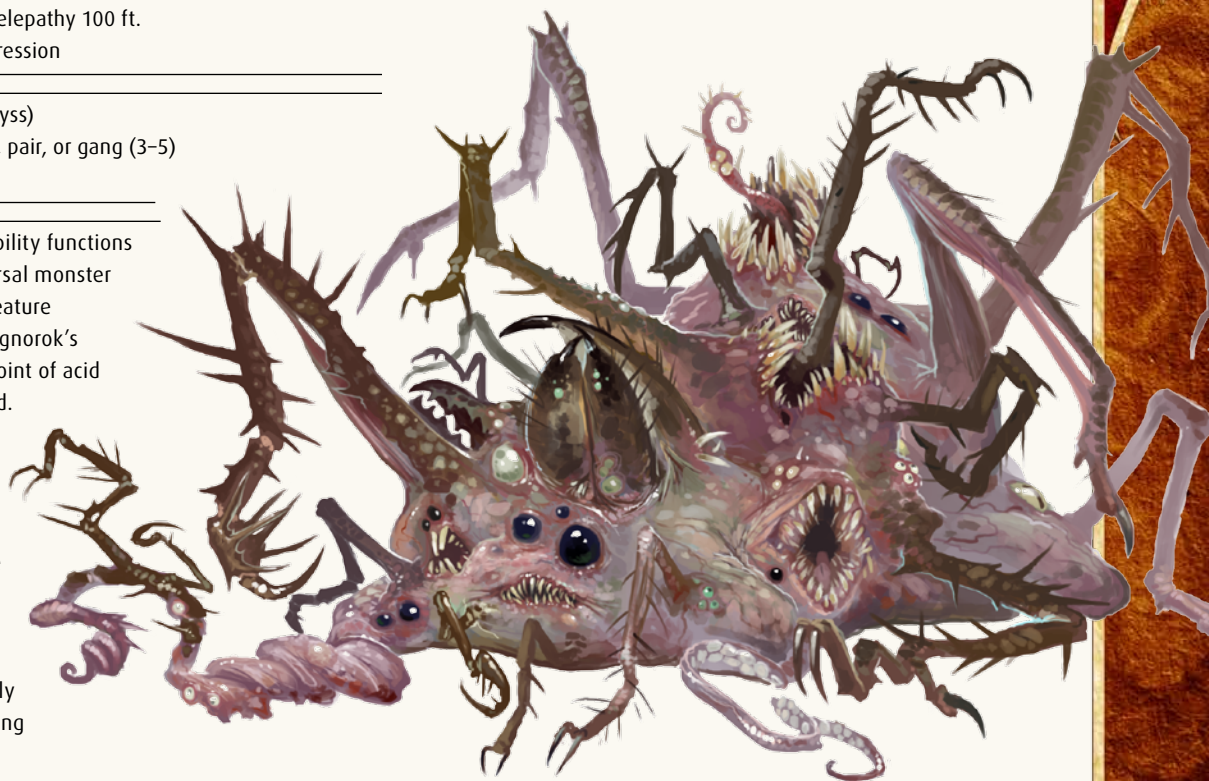
insectile legs, becoming sickened for 1d6 rounds (Will DC 13 negates). The save DC is Charisma-based.

**Poison (Ex)** Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Str; cure 2 consecutive saves.

Although thognoroks are considered servitor qliploth of Rovagug, they are actually sentient symbiotes that once had the misfortune of dining on the Rough Beast's skin, blood, and other fluids. Equally at home on solid ground or swimming through toxic liquids, a thognorok hunts and consumes foreign materials and creatures that would impede its endless hunger to feed on more divine flesh—whether Rovagug's or another deity's.

Because of its tainted connection with the god of destruction, a thognorok obeys any telepathic or chemical command transmitted to it by the god—whether it be a direct command, or even the orders of a powerful priest of the foul god. Thognoroks are rarely directly controlled by Rovagug; instead, they're left to their own destructive rampages. The exception to this is when they accumulate in vast numbers near planar scars and rifts on the Material Plane where the god left some fleck of his terrible carapace or dripped vile and blasphemous liquid from his wounds. In such instances, the thognoroks try to fulfil whatever whim possessed the deity at the moment of his ages-old passing, typically the destruction of some site of celestial power or other random act of devastation.

A common thognorok measures about 5 feet tall and weighs over 200 pounds.





## SUNLORD THALACHOS

This platinum-skinned, four-armed angelic being glows with the power of the sun. He bears two flaming scimitars and a bow.

### SUNLORD THALACHOS

CR 15



XP 51,200

NG Large outsider (angel, extraplanar, good, herald, shapechanger)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +24

**Aura** protective aura (20 ft.)

#### DEFENSE

**AC** 29, touch 13, flat-footed 25 (+4 Dex, +16 natural, -1 size); +4 deflection vs. evil)

**hp** 187 (15d10+105); regeneration 10 (evil effects or weapons)

**Fort** +18, **Ref** +13, **Will** +13; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** uncanny dodge; **DR** 10/evil; **Immune** acid, cold, fire, petrification; **Resist** electricity 10; **SR** 26

#### OFFENSE

**Speed** 50 ft., fly 100 ft. (good)

**Melee** +1 flaming holy scimitars

+19/+19/+14/+14/+9/+9 (1d8+8/18-20 plus 1d6 fire plus stun)

**Ranged** +1 flaming holy composite longbow

+19/+14/+9 (2d6+8/×3 plus 1d6 fire)

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

**Special Attacks** stun

**Spell-Like Abilities** (CL 15th; concentration +21)

At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 21), *remove curse*, *remove disease*, *remove fear*

7/day—*cure light wounds*, *daylight*, *see invisibility*

1/day—*blade barrier* (DC 22), *fire shield*, *flame strike* (DC 21), *heal*, *sunburst* (DC 24)

#### STATISTICS

**Str** 24, **Dex** 19, **Con** 24, **Int** 19, **Wis** 23, **Cha** 22

**Base Atk** +15; **CMB** +23; **CMD** 37

**Feats** Double Slice, Great Fortitude, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Focus (scimitar)

**Skills** Acrobatics +19, Diplomacy +24, Fly +6, Heal +21, Intimidate +24, Knowledge (history, planes, religion) +22, Perception +24, Sense Motive +24, Stealth +18

**Languages** Celestial, Common; truespeech

**SQ** divine trigger, change shape (Small or Medium humanoid or elemental, *alter self* or *elemental body II*)

#### ECOLOGY

**Environment** any (extraplanar)

**Organization** solitary

**Treasure** triple (2 +1 flaming holy scimitars, +1 flaming holy composite longbow with 40 arrows)

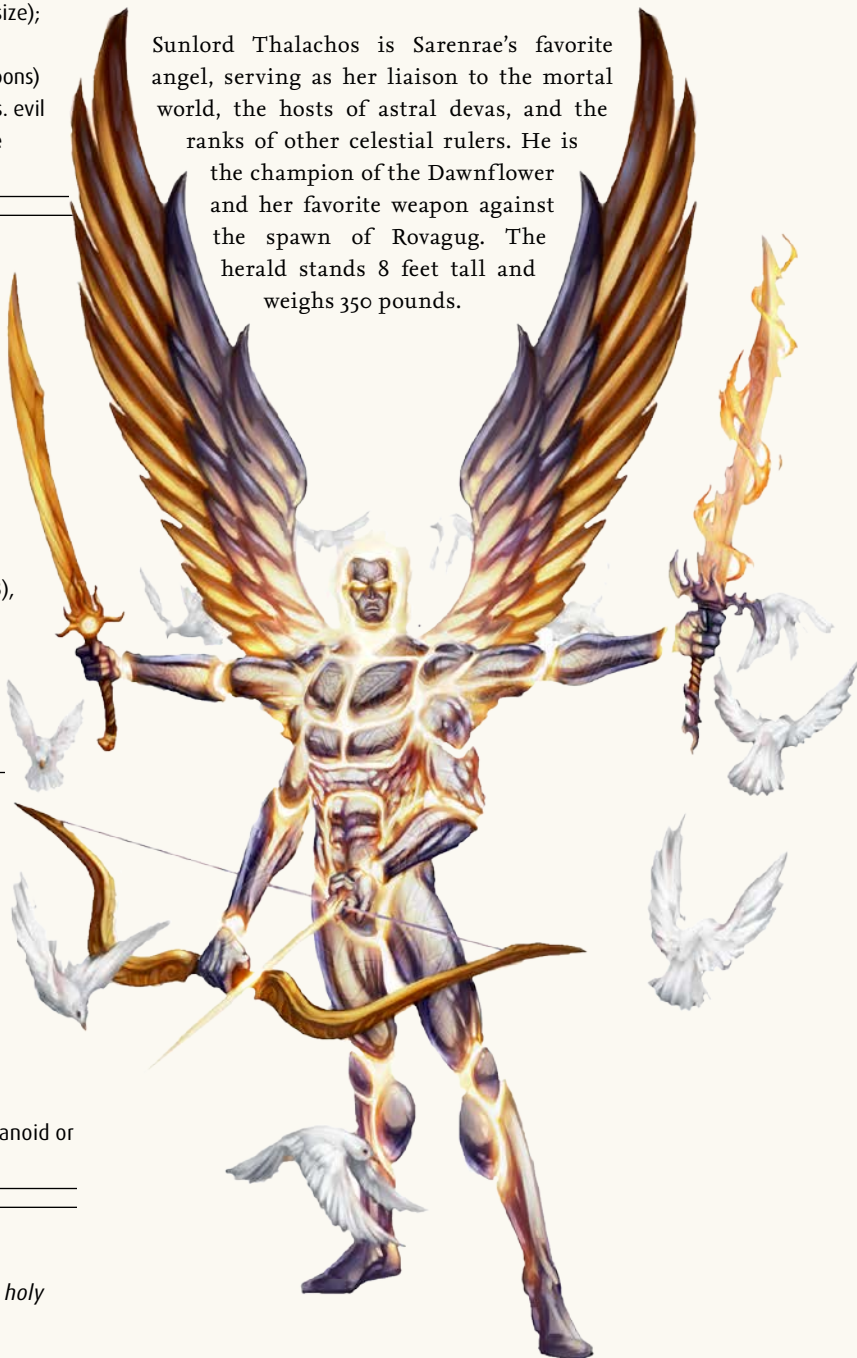
#### SPECIAL ABILITIES

**Divine Trigger (Su)** Thalachos can activate any divine spell from a spell trigger item as if he were a 15th-level caster.

**Protective Aura (Su)** In addition to the normal effects of an angel's protective aura, Thalachos's aura grants the benefits of the *endure elements* spell.

**Stun (Su)** If Thalachos strikes a creature twice in the same round with his scimitars (whether two strikes with one scimitar or one strike with each), that creature must succeed at a DC 24 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Sunlord Thalachos is Sarenrae's favorite angel, serving as her liaison to the mortal world, the hosts of astral devas, and the ranks of other celestial rulers. He is the champion of the Dawnflower and her favorite weapon against the spawn of Rovagug. The herald stands 8 feet tall and weighs 350 pounds.





## YHOHM

This beautiful dove is as bright as the sun and the size of an eagle, surrounded by an aura of blazing white flames.

YHOHM

CR 4



XP 1,200

NG Tiny outsider (extraplanar, fire, good)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, *detect poison*; Perception +10

**Aura** shroud of flame (10 ft., DC 14, 10 rounds)

### DEFENSE

**AC** 18, touch 15, flat-footed 15 (+2 Dex, +1 dodge, +3 natural, +2 size)

**hp** 37 (5d10+10); regeneration 1 (cold or evil)

**Fort** +6, **Ref** +3, **Will** +6; +4 vs. poison

**Defensive Abilities** self-resurrection, **DR** 5/evil; **Immune** fire, petrification; **Resist** electricity 10; **SR** 15

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 10 ft., fly 60 ft. (average)

**Melee** 2 talons +9 (1d2 plus 1d6 fire), bite +9 (1d3 plus 1d6 fire)

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

**Special Attacks** holy fire

**Spell-Like Abilities** (CL 5th; concentration +7)

Constant—*detect poison*

At will—*light, purify food and drink, stabilize, virtue*

3/day—*cure light wounds, daylight, flaming sphere* (DC 14)

1/day—*dimension door* (self only), *lesser restoration*, *see invisibility*

### STATISTICS

**Str** 10, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 14

**Base Atk** +5; **CMB** +5; **CMD** 18

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Fly +14, Heal +10, Knowledge (religion) +8, Perception +10, Perform (sing) +10, Stealth +18

**Languages** Celestial

### ECOLOGY

**Environment** any (Nirvana)

**Organization** solitary, pair, or flight (3-5)

**Treasure** none

### SPECIAL ABILITIES

**Holy Fire (Su)** Like a *flame strike*, half the fire damage from a yohhm's fire attacks is fire damage; the other half is divine power and is not subject to fire immunity or resistance.

**Self-Resurrection (Su)** A slain yohhm remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed yohhm emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The yohhm gains 1 permanent negative level when this occurs. A yohhm can self-resurrect only once per year. If a yohhm dies a second time before that year passes, its death is permanent. A yohhm that dies within the area of a *desecrate* spell cannot



SARENRAE

self-resurrect until the *desecrate* effect ends, at which point the yohhm immediately resurrects. A yohhm brought back to life by other means never gains negative levels as a result.

**Shroud of Flame (Su)** A yohhm can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it deals an additional 1d6 points of fire damage with each natural attack, and any creature within 5 feet must attempt a DC 14 Reflex save each round or take 1d6 points of fire damage at the start of its turn. A creature that attacks the yohhm with a natural or non-reach melee weapon takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

A yohhm is a spirit of holy fire that serves the Dawnflower. According to the faithful, each time a phoenix is reborn, a portion of its soul incarnates in Nirvana as a yohhm. Eternally young and obsessed with life, a yohhm is a creature of healing, joyful song, and cleansing fire. While far less intimidating and wise than true phoenixes, yohhms prove far more carefree, as though a great weight has been lifted from their souls. Despite that, many yohhms also harbor a deep sadness, as though they have left some great work undone.

A yohhm looks like a white dove, but is as large as an eagle, with eyes like burning coals that shine with the light of the sun. The presence of evil fills it with righteous indignation. It does not need to eat, but enjoys the taste of roasted berries and nuts. A yohhm measures just under 2 feet long and weighs about 4 pounds.



## THE SPIRIT OF ADORATION

This heavenly warrior appears to be a work of art come to life. She grips a fearsome glaive that trails brilliant colors.

**THE SPIRIT OF ADORATION CR 15**



**XP 51,200**

NG Large outsider (extraplanar, good, herald, shapechanger)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +31

**Aura** charming (30 ft., DC 24, 1 day)

### DEFENSE

**AC** 30, touch 20, flat-footed 25 (+6 deflection, +4 Dex, +1 dodge, +10 natural, -1 size)

**hp** 184 (16d10+96); fast healing 5

**Fort** +17, **Ref** +20, **Will** +24

**DR** 10/evil; **Immune** fire, sonic; **Resist** acid 30, electricity 30; **SR** 26

### OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** +2 *dancing glaive*  
+22/+17/+12/+7 (2d8+8/x3)

**Ranged** stunning ray +19 (1d8 plus stun)

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

**Special Attacks** bardic magic, bardic performance 40 rounds/day (swift action; countersong, distraction, fascinate, inspire courage +4)

**Spell-Like Abilities** (CL 16th; concentration +22)

At will—*calm emotions* (DC 18), *good hope*, *cure moderate wounds*, *teleport* (self plus 50 lbs. only)

### STATISTICS

**Str** 18, **Dex** 19, **Con** 22, **Int** 19, **Wis** 22, **Cha** 23

**Base Atk** +16; **CMB** +21 (+23 sunder); **CMD** 42 (44 vs. sunder)

**Feats** Blind-Fight, Dodge, Improved Iron Will, Improved Sunder<sup>B</sup>, Iron Will<sup>B</sup>, Mobility, Skill Focus (Perception), Step Up, Weapon Focus (glaive), Wind Stance

**Skills** Acrobatics +12, Bluff +17, Diplomacy +17, Disguise +14, Fly +17, Handle Animal +14, Heal +14, Intimidate +17, Knowledge (religion) +12, Perception +31, Perform (dance) +22, Sense Motive +25, Spellcraft +20, Stealth +19, Use Magic Device +14

**Languages** Auran, Celestial, Common, Ignan, Shadowtongue

**SQ** inspiration, unearthly grace, change shape (Small or Medium humanoid; *alter self*)

### ECOLOGY

**Environment** any (Nirvana)

**Organization** solitary

**Treasure** triple (+2 *dancing glaive*)

### SPECIAL ABILITIES

**Bardic Magic (Su)** Each day, the Spirit can cast any three bard spells of any level and in any combination (caster level 16th).

**Inspiration (Su)** The Spirit of Adoration can inspire an intelligent creature by giving it a token of her favor. As long as the creature carries her token, it gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks.

An inspired bard adds the spirit's Charisma bonus (+6) to his number of bardic performance rounds per day. The spirit retains a link to her token and its carrier as if she had cast the spell *status* on the carrier. The spirit can end this effect at any time as a free action. The spirit may inspire a number of creatures at a time equal to her Charisma bonus.

**Stunning Ray (Su)** This ray of brilliant energy has a range of 180 feet. The target takes 1d8 points of damage and is stunned for 1d6 rounds (Will DC 24 reduces this to dazed). The save DC is Charisma-based.

**Unearthly Grace (Su)** The spirit adds her Charisma modifier as a racial bonus on all her saving throws, as well as a deflection bonus to her Armor Class.

The Spirit of Adoration is a personification of resolute love, whose power lifts the heaviest heart and overcomes all obstacles. Her true form is that of a 10-foot-tall, angel-winged woman dressed in flowing clothes and bearing a shining steel glaive.





## DAPSARA

*This otherworldly dancer moves with incredible grace. A second pair of ghostly arms complement the motions of her physical arms.*

### DAPSARA

CR 4



### XP 1,200

NG Medium outsider (angel, extraplanar, good)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 32 (5d10+5)

**Fort** +2, **Ref** +6, **Will** +8; +4 vs. poison

**DR** 5/evil; **Immune** petrification; **Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 15

#### OFFENSE

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

**Melee** 4 slam +7 (1d4)

**Special Attacks** bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2), ghostly arms

**Spell-Like Abilities** (CL 5th; concentration +7)

At will—*summon instrument*

3/day—*calm emotions*, *lesser confusion* (DC 13), *remove fear*, *saving finale*<sup>APG</sup>

1/day—*eagle's splendor*, *gallant inspiration*<sup>APG</sup>, *ghostbane dirge*<sup>APG</sup> (DC 14), *invisibility* (self only)

#### STATISTICS

**Str** 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14

**Base Atk** +5; **CMB** +5; **CMD** 17

**Feats** Improved Initiative, Iron Will, Weapon Finesse

**Skills** Acrobatics +7, Knowledge (history) +8, Knowledge (religion) +8, Perception +10, Perform (any one) +10, Sense Motive +10

**Languages** Celestial, Draconic, Infernal, *speaks with animals*, truespeech

**SQ** change shape (any humanoid or a cloud of perfume; *alter self* or *gaseous form*), versatile performance, weapon proficiencies

#### ECOLOGY

**Environment** any (Nirvana)

**Organization** solitary, pair, or band (3–5)

**Treasure** standard

#### SPECIAL ABILITIES

**Bardic Performance (Su)** A dapsara has the bardic performance ability of a 5th-level bard.

**Ghostly Arms (Su)** A dapsara's two spectral arms may manipulate corporeal or incorporeal creatures and objects, as if they had the *ghost touch* weapon

property. She may manifest or hide these arms at will in any shape, even in gaseous form.

**Versatile Performance (Su)** A dapsara has the bard's versatile performance ability, using one Perform bonus in place of the skill bonuses of that Perform skill's associated skills.

**Weapon Proficiencies (Ex)** A dapsara is proficient with all simple weapons, plus the glaive, longsword, rapier, sap, short sword, shortbow, and whip.

A dapsara is a physical representative of beauty and grace. Each studies one type of music, dance, poetry, or singing, and together they create elaborate performances for Shelyn and the other inhabitants of Nirvana. Some come to the Material Plane to be muses for mortals and still others protect sacred theaters and places of great natural beauty. They prefer to remain hidden, either in *gaseous form*, invisibly, or both, so they can advise and watch over the mortal world on behalf of the goddess.

A dapsara in her natural form looks like a beautiful humanoid woman (usually an elf or human), sometimes with an unusual skin color such as jade green or sky blue, but she can take the shape of any humanoid or any gender. She typically uses her second pair of arms to play musical instrument or assist some other type of performance, such as holding a sheet of lyrics for a song or manipulating a cloak or dress to look like wings or flowing wind. A dapsara is a mediocre flier and normally only uses her flight to augment a performance or to garner attention. A dapsara can use many kinds of weapons, but prefers to use magic to confound and defeat opponents; in a pinch, she can attack with all four arms.

Although these servitors of Shelyn respect and revere art is all of its forms, they especially delight in performance art, song, dance, and other arts of the moment. They delight in the intimacy of sharing beauty with a limited group and knowing that a single masterful performance will never be reproduced in exactly the same way. They will also go far to help servants of Shelyn recover lost works of art, so long as they get to attend the eventual exhibition.

Dapsaras stand about 5-1/2 feet tall and weigh about 120 pounds.





## THE GRAND DEFENDER

Made of polished iron, this mighty golem resembles a keen-eyed dwarf. It carries a warhammer and a shield bearing Torag's symbol.

### THE GRAND DEFENDER

CR 15



XP 51,200

LG Huge construct (extraplanar, herald)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +20

#### DEFENSE

**AC** 32, touch 7, flat-footed 32 (-1 Dex, +20 natural, +5 shield, -2 size)

**hp** 157 (18d10+58)

**Fort** +6, **Ref** +5, **Will** +8

**DR** 15/adamantine; **Immune** construct traits, magic

#### OFFENSE

**Speed** 30 ft.

**Melee** warhammer +27/+22/+17/+12 (3d6+11/x3)

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

**Special Attacks** breath weapon, hammer storm

#### STATISTICS

**Str** 32, **Dex** 9, **Con** —, **Int** 15, **Wis** 14, **Cha** 13

**Base Atk** +18; **CMB** +31 (+33 bull rush); **CMD** 40 (46 vs. bull rush, 44 vs. trip)

**Feats** Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Stand Still, Throw Anything, Toughness

**Skills** Knowledge (dungeoneering, engineering, history, local, nature, religion) +11, Perception +20

**Languages** Celestial, Dwarven, Ignan, Terran

**SQ** ablative adaptation, defender's shield, dwarf traits (defensive training, hardy, hatred, stability, stonecunning, weapon familiarity)

**Other Gear** +3 heavy steel shield

#### ECOLOGY

**Environment** any land (Heaven)

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Ablative Adaptation (Su)** As a standard action, the Grand Defender can shed its outer layer of metal, revealing a slightly smaller version of itself underneath. This new form may be made of cold iron (changing its DR to 15/cold iron), mithral (DR 15/silver), or iron (DR 15/adamantine, as normal). Its attacks count as this metal type for overcoming damage reduction. If the herald is brought to 0 hit points, it becomes inert; 1d4 hours after it last took damage, it sheds its outer layer and reanimates at half its normal hit points. Once shed, the outer layer decays into worthless powder over 1d4 minutes.

**Breath Weapon (Su)** The herald's poisonous breath weapon functions like that of an iron golem (free action every 1d4 rounds, 10 ft. cube, Fort DC 19, 1d4 Con, 2 consecutive saves). The save DC is Constitution-based. The cloud persists for 1 round.

**Defender's Shield (Ex)** The herald's shield is a +3 heavy steel shield, though it becomes nonmagical if the herald is destroyed or is no longer holding or wearing it.

**Hammer Storm (Ex)** The herald can expel a volley of warhammers from its mouth, which functions like a breath weapon (30-foot cone, 15d6 bludgeoning damage plus Awesome Blow, Reflex 19 half, usable 1/day). If the herald is in its cold iron or mithral form, these hammers count as cold iron or silver, respectively. The herald can exclude any number of squares in the cone. The hammer storm creates 24 physical warhammers that persist after the instantaneous attack and may be used by creatures (though they're normal warhammers, not masterwork, cold iron, or mithral). The herald can spend 1 minute eating 24 warhammers (or an equivalent amount of metal such as that created by its ablative adaptation ability) to recharge this ability. The save DC is Constitution-based.

**Immunity to Magic (Su)** The herald has the same immunity to magic as an iron golem.

The Grand Defender is a powerful golem-like tomb that serves as the communal body and resting place of Torag's greatest dwarven heroes. It stands 18 feet tall and weighs approximately 10 tons.





## CHALKOST

This dwarf-like being of earth and metal has coppery hair and an open-faced helmet bearing two stylized boar tusks.

### CHALKOST

CR 4



### XP 1,200

LG Medium outsider (extraplanar, good, lawful, shapechanger)

**Init** +0; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural)

**hp** 42 (5d10+15)

**Fort** +7, **Ref** +1, **Will** +7; +2 vs. poison, spells, and spell-like abilities

**DR** 5/chaotic; **Resist** electricity 10, fire 10; **SR** 15

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk cestus +9 (1d4+3/19–20 plus 1d6 electricity)

**Special Attacks** breath weapon (5-ft. cone, 2d6 electricity, Reflex DC 15 for half, usable every 1d4 rounds)

**Spell-Like Abilities** (CL 5th; concentration +4)

At will—*guidance, light, mending, resistance*

3/day—*cure light wounds, magic weapon*

1/day—*bear's endurance, crafter's fortune*<sup>APG</sup>, *status*

#### STATISTICS

**Str** 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Cleave, Iron Will, Power Attack

**Skills** Craft (any one) +8, Disable Device +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (religion) +8, Perception +9

**Languages** Celestial, Dwarven, Goblin, Orc

**SQ** change shape (boar; *beast shape I*), copper boar form, dwarf blood, shock cestus

#### ECOLOGY

**Environment** any (Heaven)

**Organization** solitary, pair, or team (3–5)

**Treasure** standard (masterwork cestus<sup>UE</sup>, other treasure)

#### SPECIAL ABILITIES

**Copper Boar Form (Su)** When a chalkost uses its change shape ability, it can turn into a boar with metallic flesh, coppery bristles, and glistening steel tusks. In this form, a chalkost retains its damage reduction and energy resistances. The copper boar has the same statistics as a normal boar, but its natural armor bonus is +6 and its gore attack deals an extra 1d6 points of electricity damage on a successful hit.

**Dwarf Blood (Ex)** A chalkost counts as a dwarf for any effect related to race, and has the hardy, slow and steady, and stability dwarven racial traits.

**Shock Cestus (Su)** As a free action, a chalkost can summon or dismiss a masterwork cestus on one of its hands. While wielded by the chalkost, the cestus deals an extra 1d6 points of electricity damage on a successful hit. If the cestus is given away or taken, the chalkost loses this ability until it reclaims its weapon.

A chalkost is a perfect dwarven soul that serves as a laborer and crafter in Torag's divine realm. Blessed with hardiness, fine weapons, and an incorrigible spirit, a chalkost is a tireless and loyal servant, capable of forging new arms for angels or defending the plane against fiendish invaders. Said to have been created from the souls of particularly skilled and heroic dwarves, each chalkost shares a mutual affinity for one mortal dwarven clan, observing and guiding its members like an honored ancestor. So close is this relationship that the name of a particular chalkost is often passed down from priest to priest and family to family, so that some of these divine beings have aided clans for generations. Chalkosts have a close relationship with dwarven paladins and other noble dwarven warriors, and it is considered a special honor for mortal dwarves to ride a boar-form chalkost into battle.

A chalkost looks like an attractive, copper-haired dwarf wearing an open-faced helm with stylized boar tusks and armed with a hammer-tipped cestus. Male chalkosts have long beards, while females have long braids. The gender of a chalkost associated with a given dwarven clan generally matches the gender of the clan's leaders.

Chalkosts stand just over 5 feet tall and weigh about 230 pounds.



TORAG



## MOTHER'S MAW

*This skull is as large as an ogre and surrounded by buzzing flies. Its bat wings carry it through the air as easily as those of a vulture.*

### MOTHER'S MAW

CR 15



XP 51,200

NE Large undead (evil, extraplanar, herald)

**Init** +11; **Senses** darkvision 60 ft., scent, lifesense; Perception +26

**Aura** desecrate (20 ft.)

#### DEFENSE

**AC** 30, touch 16, flat-footed 23 (+7 Dex, +14 natural, -1 size)

**hp** 189 (18d8+108); fast healing 5 or 20 (see devour soul)

**Fort** +13, **Ref** +16, **Will** +19

**Defensive Abilities** channel resistance +4; spell deflection, **DR** 15/bludgeoning and good; **Immune** cold, electricity, undead traits; **Resist** fire 30; **SR** 26

#### OFFENSE

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +24 (5d6+17/19-20 plus bleed, disease, drain, and grab)

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

**Special Attacks** breath weapon (60-ft. cone, 15d6 negative energy, Reflex DC 25 for half, usable every 1d4 rounds), channel negative energy 9/day (DC 19, 6d6), devour soul, disease, swallow whole (special, AC 17, 20 hp)

**Spell-Like Abilities** (CL 15th; concentration +21)

Constant—*desecrate*

At will—*contagion* (DC 20), *dimension door*, *ghoul hunger*\* (DC 18), *inflict critical wounds* (DC 20), quickened *vomit swarm*<sup>APG</sup> (maggots, use army ant swarm)

1/day—*animate dead*, *create undead*, *eyebite* (DC 22), *plane shift* (DC 22)

#### STATISTICS

**Str** 33, **Dex** 25, **Con** —, **Int** 21, **Wis** 20, **Cha** 22

**Base Atk** +13; **CMB** +25; **CMD** 42 (can't be tripped)

**Feats** Cleave, Command Undead<sup>b</sup>, Critical Focus, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Stunning Critical<sup>b</sup>

**Skills** Acrobatics +25, Fly +26, Intimidate +27, Knowledge (planes) +23, Knowledge (religion) +26, Perception +26, Profession (cook) +23, Sense Motive +26, Stealth +24

**Languages** Abyssal, Common, Infernal, Necril

**SQ** deathless

#### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

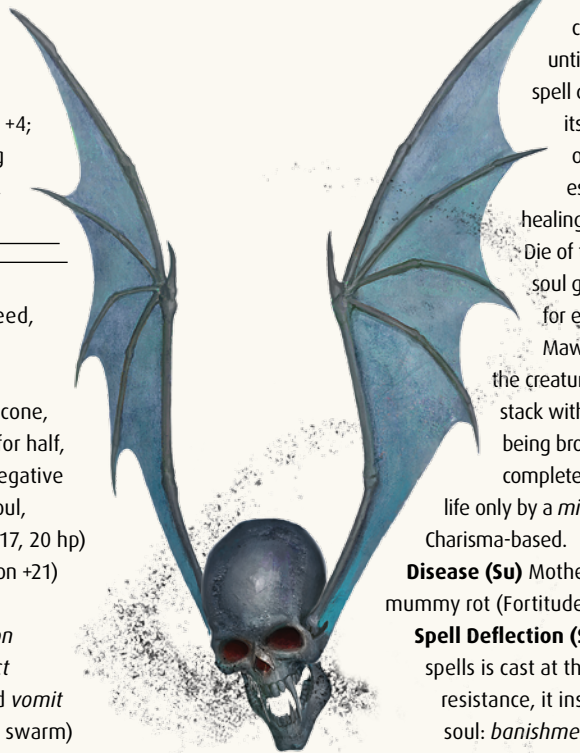
**Deathless (Su)** If destroyed, the herald it returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. It can be permanently destroyed by positive energy, being reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if 20 vials of holy water are sprinkled on its remains.

**Devour Soul (Su)** A creature swallowed by the herald must save every round against *slay living* (DC 25, caster level 15th). The soul of a creature slain by this attack becomes trapped within the herald's skull, and the mangled corpse is immediately regurgitated. The creature cannot be brought back to life until the herald's destruction (or a spell deflection—see below) releases its soul. The Maw can hold only one soul at a time. The trapped essence provides the Maw with fast healing 20, lasting 1 round for every Hit Die of the devoured soul. The trapped soul gains 1 permanent negative level for every round it spends within the Maw—these negative levels remain if the creature is brought back to life (but don't stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may be restored to life only by a *miracle* or *wish* spell. The save DC is Charisma-based.

**Disease (Su)** Mother's Maw bite attack carries mummy rot (Fortitude DC 25).

**Spell Deflection (Su)** If any of the following spells is cast at the Maw and overcomes its spell resistance, it instead affects the devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster must attempt a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal. Mother's Maw can only benefit from this ability while it has a soul devoured.

This terror comes to the mortal realm at the command of the Pallid Princess. It's an unsubtle thing of ravenous hunger, with little purpose but to kill, eat, and animate corpses. Created from the skull of a fallen titan, Mother's Maw is as brilliant as a lich, but its only interest is satisfying its cravings for life and sensation. Urgathoa's herald measures nearly 13 feet in height and weighs 3,000 pounds.





## SARCOVALT

This horse-sized housefly has a vulture's neck growing out of its body, capped with a fleshless vulture skull.

### SARCOVALT

CR 4



### XP 1,200

NE Tiny outsider (evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, *deathwatch*; **Perception** +8

### DEFENSE

**AC** 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

**hp** 34 (4d10+12)

**Fort** +6, **Ref** +7, **Will** +5

**Defensive Abilities** ferocity; **DR** 5/good or silver; **Immune** disease; **Resist** acid 10, cold 10; **SR** 15

### OFFENSE

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

**Melee** bite +9 (1d8+1 plus bleed, disease, and grab)

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

**Special Attacks** bleed (1d6), blood drain (1d2 Constitution), detach head, disease

**Spell-Like Abilities** (CL 4th; concentration +2) Constant—*deathwatch*

At will—*purify food and drink*

3/day—*death knell* (DC 10), *lesser animate dead*<sup>UM</sup>, *vomit swarm* (see below)

1/day—*acid arrow*, *contagion* (DC 11), *stinking cloud* (DC 10)

### STATISTICS

**Str** 12, **Dex** 17, **Con** 16, **Int** 10, **Wis** 13, **Cha** 7

**Base Atk** +4; **CMB** +5 (+9 grapple); **CMD** 18 (26 vs. trip)

**Feats** Great Fortitude, Weapon Finesse

**Skills** Climb +9, Fly +11, Intimidate +5, Knowledge (nature) +7, Knowledge (religion) +7, Perception +8, Stealth +18, Survival +8

**Languages** Abyssal, Infernal; telepathy 30 ft.

**SQ** disease swarm

### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary, pair, or swarm (3-5)

**Treasure** none

### SPECIAL ABILITIES

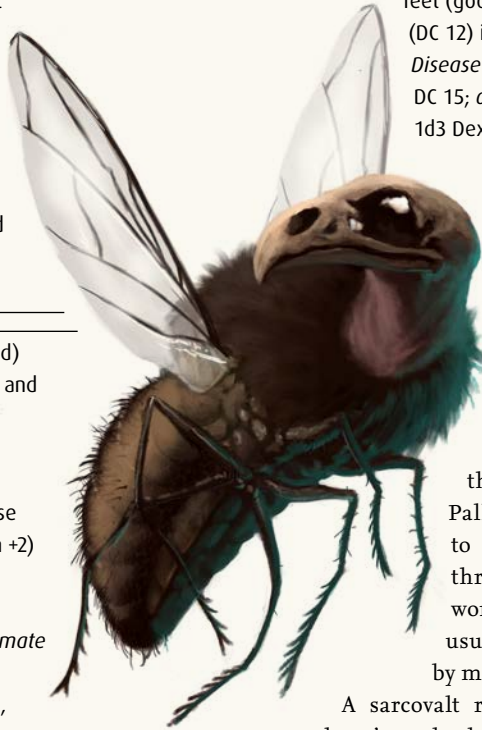
**Detach Head (Su)** A sarcovalt can survive without its head.

Attacks that sever its head (such as those of a *vorpal* weapon) do not kill it. If attacked by multiple creatures, it grapples one opponent, detaches its head (which continues to drain blood), and uses its body to continue attacking with spell-like abilities. Its head and body share a common pool of hit points but are otherwise treated as different creatures while separated. The head is AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size) and can fly at the

creature's normal speed. The head cannot initiate attacks on its own, and if removed from a target, it flies back to the body on its next turn. The body cannot see, but it can perceive through the head's eye cavities if it has line of effect to the head.

**Disease Swarm (Su)** A sarcovalt's *vomit swarm* ability summons a cloud of flies instead of spiders, which has a fly speed of 40 feet (good) and infects its target with filth fever (DC 12) instead of poison.

*Disease (Ex)* Filth Fever: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex and 1d3 Con; *cure* 2 consecutive saves.



Sarcovalts are disgusting carrion-eating servants of Urgathoa that pick over the filth and the remnants of devoured souls in her planar realm. They have little personal identity and barely remember events more than a few hours old. While they are intelligent enough to converse and recognize their own kind, other servitors of the Pallid Princess, and daemons, they tend to think of other creatures as either threats or food. Sarcovalts sometimes work together to kill larger prey, but are usually content to eat scraps left behind by more powerful outsiders.

A sarcovalt resembles an enormous fly with a vulture's neck—but instead of a fleshy head, its head is the naked skull of a vulture with glistening black eyes. When its skull is detached, its bald neck ends in a stump of tattered flesh. It savors the opportunity to drink blood, but cannot swallow it, and therefore its skull is normally painted with the life-fluid of its victims. In their eagerness to shred bodies, especially living flesh, these eager scavengers often get small treasure like amulets, rings, and other equipment worn close to the body trapped within their skulls. After letting such items rattle around in their heads for a few days, they unceremoniously vomit them up coated in the vile remains of their last several meals. Sarcovalts use their skulls similarly to how psychopomps wear masks, and the first sarcovalts might have been created in mockery of Pharasma's servants.

Servants of Urgathoa frequently summon sarcovalts to serve either as scouts and sentinels, or as menaces to sow fear and disease in places they seek to terrorize. In the best cases, a single sarcovalt can spread disease resulting in the deaths of dozens, giving Urgathoa's priests ample bodies to raise as undead or use in more terrible plots when they reveal themselves.

Sarcovalts measure 2 feet long and weigh 5 pounds.



URGATHOA



## THE PRINCE IN CHAINS

*Animate, rusting chains simultaneously bind and lash out from this gigantic, skinless, wolf-like monstrosity.*

### THE PRINCE IN CHAINS

CR 15



XP 51,200

LE Large outsider (evil, extraplanar, kyton, lawful)

**Init** +7; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision, scent; Perception +21

**Aura** chainstorm (15 ft., DC 25)

#### DEFENSE

**AC** 33, touch 13, flat-footed 29 (+3 Dex, +1 Dodge, +20 natural, -1 size)

**hp** 202 (15d10+120); fast healing 10 (see exaction)

**Fort** +17, **Ref** +12, **Will** +8

**Defensive Abilities** exaction; **DR** 15/good; **Immune** cold, critical hits, sneak attacks

#### OFFENSE

**Speed** 40 ft., fly 50 ft. (good)

**Melee** bite +24 (6d6+9 plus trip and vicious critical), 2 tentacles +18 (3d6+4 plus vicious critical)

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

**Special Attacks** howl of despair, unnerving gaze (30 ft., DC 22), vicious critical

**Spell-Like Abilities** (CL 18th)

Constant—*pass without trace*

At will—*death knell* (DC 17), *deeper darkness*, *deseccate*, *shadow walk*

3/day—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *crushing despair* (DC 19), *eyebite* (DC 21), *greater invisibility*, *greater shadow conjuration* (DC 22), *find the path*, *plane shift* (DC 20), *symbol of pain* (DC 20)

1/day—*blasphemy* (DC 22), *slay living* (DC 20), *unhallow*

#### STATISTICS

**Str** 28, **Dex** 16, **Con** 26, **Int** 13, **Wis** 16, **Cha** 20

**Base Atk** +15; **CMB** +25 (+27 overrun, +27 sunder); **CMD** 39 (41 vs. overrun, 41 vs. sunder, 43 vs. trip)

**Feats** Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Run, Weapon Focus (bite)

**Skills** Acrobatics +21, Climb +17, Fly +5, Intimidate +23, Knowledge (planes) +19, Knowledge (religion) +11, Perception +21, Stealth +17, Survival +21 (+29 when following tracks); **Racial Modifiers** +8 Survival when following tracks

**Languages** Auran, Common, Infernal, Sylvan

**SQ** no breath

#### ECOLOGY

**Environment** any (Plane of Shadow)

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Chainstorm (Ex)** Chains and flesh tendrils constantly lash at anything that approaches the herald. A creature

that enters the area or begins its turn within it takes 1d12 points of bludgeoning and slashing damage. The chains entangle any creature so long as it's in the area (Reflex DC 25 negates). The save DC is Constitution-based.

**Exaction (Ex)** The herald is healed of 10 points of damage in any round it deals damage, as if it had fast healing 10.

**Howl of Despair (Su)** The Prince in Chains can loose a howl of immortal agony once every 1d4 rounds. All nonevil creatures within 60 feet must succeed at a DC 22 Will saving throw or take 6d6 points of sonic damage. Any within 10 feet who fail their saves are also affected as per the *insanity* spell. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

**Unnerving Gaze (Ex)** A creature that fails its save against the herald's unnerving gaze is staggered for 1 round.

**Vicious Critical (Ex)** If the herald confirms a critical hit, the attack also deals 2 points of Constitution damage.

Zon-Kuthon has stripped the flesh from this spirit-wolf and replaced it with haphazard layers of metal, leather, and necrotic tissue to create a terrifying herald. The Prince in Chains stands 18 feet tall and weighs nearly 3 tons.





## KYTON, LAMPADARIUS

Ragged wounds on one side of this leather-clad humanoid's face and body mark the transition between flesh and shifting shadowstuff.

### LAMPADARIUS

CR 4



XP 1,200

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +6; Senses darkvision 60 ft., see in darkness; Perception +8

#### DEFENSE

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

hp 37 (5d10+10); regeneration 2 (good weapons and spells, silver weapons)

Fort +6, Ref +3, Will +6

Defensive Abilities semi-incorporeal, DR 5/good or silver; Immune cold; SR 15

#### OFFENSE

Speed 30 ft.

Melee slam +5 (1d6), incorporeal touch +5 (1d6 Strength damage)

Special Attacks unnerving gaze (30 ft., DC 13)

Spell-Like Abilities (CL 5th; concentration +6)

Constant—*blur*At will—*bleed* (DC 11),*dancing lights*, *detect magic*3/day—*darkness*, *invisibility* (self only),*levitate* (self only)1/day—*deeper darkness*, *shadowstep*<sup>UM</sup>

#### STATISTICS

Str 11, Dex 15, Con 14, Int 11, Wis 10, Cha 12

Base Atk +5; CMB +5; CMD 18

Feats Dodge, Improved Initiative, Iron Will

Skills Heal +8, Intimidate +9, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +8, Stealth +14; Racial

Modifiers +4 Stealth

Languages Common, Infernal, Shadowtongue

#### ECOLOGY

Environment any (Shadow Plane)

Organization solitary, pair, or choir (3–5)

Treasure standard

#### SPECIAL ABILITIES

**Semi-Incorporeal (Su)** Some of a lampadarius's body is composed of incorporeal shadow. As a result, it has a 25% chance of taking no damage from any nonmagical attack. It takes only 75% of the damage from magic weapons, spells, spell-like effects, and supernatural effects. However, it takes full damage from

incorporeal creatures and effects, force effects, and *ghost touch* weapons.

**Strength Damage (Su)** A lampadarius's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. If the kyton deals Strength damage that equals or exceeds the target's Strength score, the kyton gains the benefits of *death knell* for 1 hour.

**Unnerving Gaze (Su)** Shaken, range 30 ft., Will DC 13 negates. A lampadarius can make an opponent feel like its own shadow is attempting to claw its face. Those who fail their saves are shaken for 1d3 rounds. This ability has no effect if there is no light present to create shadows. In dim illumination, the DC increases by 2. This is a mind-affecting fear effect. The save DC is Charisma-based.

A kyton lampadarius is a servitor of the Midnight Lord who, instead of continually replacing parts of its body with those of other creatures, embraced the will of Zon-Kuthon by cutting away its flesh and replacing the lost parts with burning darkness from the Shadow Plane. Walking a fine line between outsider and undead, a lampadarius balances the freezing pain of its new body parts with the burning pleasures of its remaining flesh, continually indulging both as it gains power. It yearns to attain a perfect body of true shadows, yet pines for its missing flesh and the potential for sensation lost.

A lampadarius resembles a common evangelist kyton (*Pathfinder RPG Bestiary* 185) with many old and new wounds, but instead of it being wrapped in chains, entire limbs and half of its face are nothing more than shifting shadow. Individuals have vastly varied appearances—some have a shadowy right arm, others a shadowy left, some replace both limbs on the same side, others alternate which limbs are replaced—but all have some portion of the face removed. All are very close to being half-shadow, as a lesser amount is insufficient to grant them power, and too much converts them to some other kind of shadow-creature.

Lampadariuses stand just under 6 feet tall and weigh about 80 pounds.



ZON-KUTHON



# APPENDIX

## CORE DEITIES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Abadar	LN	Master of the First Vault	Cities, law, merchants, wealth	Earth, Law, Nobility, Protection, Travel
Asmodeus	LE	Prince of Darkness	Contracts, pride, slavery, tyranny	Evil, Fire, Law, Magic, Trickery
Calistria	CN	The Savored Sting	Lust, revenge, trickery	Chaos, Charm, Knowledge, Luck, Trickery
Cayden Cailean	CG	The Drunken Hero	Ale, bravery, freedom, wine	Chaos, Charm, Good, Strength, Travel
Desna	CG	Song of the Spheres	Dreams, luck, stars, travelers	Chaos, Good, Liberation, Luck, Travel
Erastil	LG	Old Deadeye	Family, farming, hunting, trade	Animal, Community, Good, Law, Plant
Gorum	CN	Our Lord in Iron	Battle, strength, weapons	Chaos, Destruction, Glory, Strength, War
Gozreh	N	The Wind and the Waves	Nature, the sea, weather	Air, Animal, Plant, Water, Weather
Iomedae	LG	The Inheritor	Honor, justice, rulership, valor	Glory, Good, Law, Sun, War
Irori	LN	Master of Masters	History, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength
Lamashtu	CE	Mother of Monsters	Madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery
Nethys	N	The All-Seeing Eye	Magic	Destruction, Knowledge, Magic, Protection, Rune
Norgorber	NE	The Reaper of Reputation	Greed, murder, poison, secrets	Charm, Death, Evil, Knowledge, Trickery
Pharasma	N	Lady of Graves	Birth, death, fate, prophecy	Death, Healing, Knowledge, Repose, Water
Rovagug	CE	The Rough Beast	Destruction, disaster, wrath	Chaos, Destruction, Evil, War, Weather
Sarenrae	NG	The Dawnflower	Healing, honesty, redemption, the sun	Fire, Glory, Good, Healing, Sun
Shelyn	NG	The Eternal Rose	Art, beauty, love, music	Air, Charm, Good, Luck, Protection
Torag	LG	Father of Creation	Forges, protection, strategy	Artifice, Earth, Good, Law, Protection
Urgathoa	NE	The Pallid Princess	Disease, gluttony, undeath	Death, Evil, Magic, Strength, War
Zon-Kuthon	LE	The Midnight Lord	Darkness, envy, loss, pain	Darkness, Death, Destruction, Evil, Law

## OTHER DEITIES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Achaek	LE	He Who Walks in Blood	Assassinations, divine punishment, the red mantis	Death, Evil, Law, Trickery, War
Ahriman	NE	Lord of all Divs	Destruction, divs, nihilism	Darkness, Death, Destruction, Evil
Alazhra	NE	The Dream Eater	Dreams, night hags, planar travel	Darkness, Evil, Repose, Travel
Alseta	LN	The Welcomer	Doors, transitions, years	Community, Law, Magic, Protection
Apsu	LG	The Waybringer	Good dragons, leadership, peace	Artifice, Good, Law, Scalykind, Travel
Arazni	NE	The Harlot Queen	Command of undeath, lichdom	Evil, Nobility, Protection
Besmara	CN	The Pirate Queen	Piracy, sea monsters, strife	Chaos, Trickery, War, Water, Weather
Brigh	N	The Whisper in the Bronze	Clockwork, invention, time	Artifice, Earth, Fire, Knowledge
Camazotz	CE	Master of Black Wings	Bats, blood, caverns, nocturnal predators	Animal, Chaos, Darkness, Evil, Trickery
Dahak	CE	The Endless Destruction	Destruction, evil dragons, greed	Chaos, Destruction, Evil, Scalykind, Trickery
Easivra	LG	The Dawn Eagle	Avians, gold, the sun	Animal, Good, Law, Sun
Erecura	LN	Queen of Dis	Deduction, mind reading, subtlety	Knowledge, Law, Nobility, Trickery
Feronia	N	The Fertile Flame	Fertility, sacred fires, wildlife	Destruction, Fire, Liberation, Protection
Ghlaunder	CE	The Gossamer King	Infection, parasites, stagnation	Air, Animal, Chaos, Destruction, Evil
Groetus	CN	God of the End Times	Empty places, oblivion, ruins	Chaos, Darkness, Destruction, Madness, Void
Gyronna	CE	The Angry Hag	Extortion, hatred, spite	Chaos, Destruction, Evil, Madness
Hanspur	CN	The Water Rat	River travel, rivers, smugglers	Chaos, Death, Travel, Water
Kitumu	CE	Mother of Fireflies	Fireflies, hibernation, swarms	Animal, Chaos, Evil, War
Kurgess	NG	The Strong Man	Bravery, competition, sport	Community, Good, Luck, Strength, Travel
Lissala	LE	The Sihedron Scion	Obedience, reward of service, runes	Evil, Knowledge, Law, Nobility, Rune
Milani	CG	The Everbloom	Devotion, hope, uprisings	Chaos, Good, Healing, Liberation, Protection
Naderi	N	The Lost Maiden	Drowning, romantic tragedy, suicide	Charm, Nobility, Repose, Water



## INNER SEA GODS

The following appendix contains tables listing most of the major deities and demigods worshiped in the Inner Sea region, along with their alignments, titles, areas of interests and concerns, favored weapons, symbols, sacred animals, and sacred colors.

The chart also contains the domains and subdomains to which they grant access; gods grant access to five domains, while lesser gods and demigods grant access to four domains, and other beings capable of granting spells grant access to three domains.

SUBDOMAINS	WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Defense, Inevitable, Leadership, Martyr, Metal, Trade	Light crossbow	Golden key	Monkey	Gold, silver
Arcane, Ash, Deception, Devil, Divine, Smoke	Mace	Red pentagram	Serpent	Black, red
Azata, Curse, Deception, Lust, Memory, Thievery	Whip	Three daggers	Wasp	Black, yellow
Azata, Exploration, Ferocity, Love, Lust, Resolve	Rapier	Tankard	Hound	Silver, tan
Azata, Curse, Exploration, Fate, Freedom, Revolution	Starknife	Butterfly	Butterfly	Blue, white
Archon, Family, Feather, Fur, Growth, Home	Longbow	Bow and arrow	Stag	Brown, green
Blood, Ferocity, Protean, Rage, Resolve, Tactics	Greatsword	Sword in mountain	Rhinoceros	Gray, red
Cloud, Decay, Growth, Oceans, Seasons, Wind	Trident	Dripping leaf	All	Blue, green
Archon, Day, Heroism, Honor, Light, Tactics	Longsword	Sword and sun	Lion	Red, white
Inevitable, Language, Memory, Resolve, Restoration, Thought	Unarmed strike	Blue hand	Snail	Blue, white
Deception, Demon, Ferocity, Insanity, Nightmare, Thievery	Falchion	Three-eyed jackal	Jackal	Red, yellow
Arcane, Catastrophe, Divine, Defense, Thought, Wards	Quarterstaff	Two-toned mask	Zebra	Black, white
Daemon, Deception, Memory, Murder, Thievery, Thought	Short sword	One-eyed mask	Spider	Black, gray
Ancestors, Ice, Memory, Resurrection, Souls, Thought	Dagger	Spiraling comet	Whippoorwill	Blue, white
Blood, Catastrophe, Demon, Protean, Rage, Storms	Greataxe	Fanged spider	Scorpion	Brown, red
Agathion, Day, Heroism, Light, Restoration, Resurrection	Scimitar	Angelic ankh	Dove	Blue, gold
Agathion, Cloud, Defense, Fate, Love, Purity	Glaive	Multicolored songbird	Songbird	All
Archon, Caves, Construct, Defense, Metal, Toil	Warhammer	Iron hammer	Badger	Gold, gray
Blood, Daemon, Divine, Ferocity, Murder, Undead	Scythe	Skull-decorated fly	Fly	Red, green
Catastrophe, Devil, Loss, Murder, Night, Undead	Spiked chain	Chained skull	Bat	Dark gray, red

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Blood, Deception, Devil, Murder, Tactics, Thievery	Sawtooth sabre	Crossed mantis claws	Crimson mantis	Red
Catastrophe, Fear, Loss, Rage	Whip	Black and silver eclipse	Snake	Black, silver
Daemon, Loss, Night, Souls	Dagger	Jar containing a ghost	Black stallion	Black, blue
Arcane, Defense, Home, Inevitable	Dagger	Two faces in profile	Tortoise	Brown, gray
Archon, Construct, Dragon, Exploration, Toil, Trade	Bite or quarterstaff	Silver dragon above pool	None	Metallic colors
Defense, Leadership	Rapier	Rapier and lotus	Scarab beetle	Gray, red
Deception, Oceans, Protean, Tactics, Thievery, Storms	Rapier	Skull and crossbones	Parrot	Black, white
Construct, Metal, Smoke, Thought	Light hammer	Mask with forehead rune	Termite	Bronze, silver
Deception, Demon, Fear, Fur, Moon, Night	Javelin	Bat-shaped rune	Bat	Black, red
Catastrophe, Deception, Demon, Dragon, Rage, Thievery	Bite or whip	Falling burning scale	None	Chromatic colors
Archon, Day, Feather, Light	Morningstar	Eagle head in profile	Golden eagle	Blue, gold
Deception, Leadership, Memory, Thought	Light mace	Halo of runes	Deer	Green, tan
Ash, Catastrophe, Freedom, Smoke	Bastard sword	Bonfire under stars	Rabbit	Blue, yellow
Catastrophe, Cloud, Demon, Fur, Rage, Wind	Spear	Mosquito in profile	Mosquito	Light gray, red
Catastrophe, Entropy, Insanity, Loss, Night, Stars	Heavy flail	Skull-faced moon	None	None
Demon, Insanity, Nightmare, Rage	Dagger	Bloodshot eye	Black cat	Pink, white
Exploration, Murder, Rivers, Trade	Trident	Rat walking on water	Rat	Blue, gold
Blood, Demon, Fear, Fur	Dagger	Four legged firefly	Firefly	Black, yellow
Agathion, Family, Fate, Home, Resolve, Trade	Javelin	Flexing arm with chain	Horse	Gold, white
Devil, Language, Leadership, Memory, Thought, Wards	Whip	Sihedron	Snake	Gold, green
Azata, Defense, Freedom, Purity, Restoration, Revolution	Morningstar	Rose on bloody street	Mouse	Red, white
Love, Lust, Martyr, Souls	Dagger	Ornate golden dagger	Swan	Blue, red



Nivi Rhombodazzle	N	The Gray Polychrome	Gems, stealth, gambling	Community, Earth, Luck, Trickery
Sivanah	N	The Seventh Veil	Illusions, mystery, reflections	Knowledge, Madness, Magic, Rune, Trickery
Ydersius	CE	The Headless King	Serpentfolk, immortality, poison	Chaos, Evil, Nobility, Scalykind, War
Zyphus	NE	The Grim Harvestman	Accidental death, graveyards, tragedy	Death, Destruction, Evil, Plant, War

## ARCHDEVILS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Baalzebul	LE	Lord of Flies	Arrogance, flies, lies	Air, Death, Evil, Law
Barbatos	LE	The Bearded Lord	Animals, corruption, gateways	Evil, Law, Magic, Travel
Belial	LE	The Pale Kiss	Adultery, deception, desire	Charm, Destruction, Evil, Law
Dispater	LE	Iron Lord	Cities, prisons, rulership	Evil, Law, Nobility, Trickery
Geryon	LE	The Serpent	Forbidden knowledge, heresy, snakes	Evil, Law, Strength, Water
Mammon	LE	The Argent Prince	Avarice, watchfulness, wealth	Artifice, Earth, Evil, Law
Mephistopheles	LE	The Crimson Son	Contracts, devils, secrets	Evil, Knowledge, Law, Rune
Moloch	LE	The Ashen Bull	Fire, obedience, war	Evil, Fire, Law, War

## DAEMON HARBINGERS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Aesdurath	NE	The Pale Dowager	Immortality, liches, magical catastrophes	Death, Evil, Magic, Trickery
Ajids	NE	Father Flense	Mutilation, skinning, trophy taking	Death, Evil, Madness, War
Anogetz	NE	The Fated Fangs	Animal attacks, coups, revolution	Animal, Destruction, Evil, Liberation
Arlachramas	NE	The Silent Breath	Dehumanization, disposal, euthanasia	Community, Death, Evil, Strength
Braismois	NE	The Toxic Quill	Broken deals, fine print, unfair bargains	Evil, Knowledge, Rune, Trickery
Cixyron	NE	The Furious Thunder	Electricity, gunpowder, poisonous metals	Artifice, Earth, Evil, Knowledge
Corosbel	NE	The Silent Saint	Failed martyrdom, false worship, ritual death	Death, Evil, Repose, Trickery
Diceid	NE	The Empty Dawn	Invasive species, extinction, natural disasters	Animal, Evil, Plant, Weather
Ealdeeze	NE	The Beast Behind the Dream	Regression, reversion, savage revenge	Animal, Destruction, Evil, Strength
Folca	NE	The Gaunt Stranger	Abduction, strangers, sweets	Charm, Evil, Travel, Trickery
Geon	NE	The Dancing Fiend	Nightmares, quartering, trampling	Air, Evil, Fire Travel
Hastrikhal	NE	The Fires Within	Explosions, immolation, pyromaniacs	Destruction, Fire, Evil, Madness
Jacarkas	NE	The Collector	Hobbling, lobotomizing, slavery	Death, Destruction, Evil, Nobility
Laivatiniel	NE	The Chains and the Cradle	Anxiety, coddling, unhealthy parental love	Charm, Evil, Madness, Trickery
Llamolaek	NE	The Ascended	Rebirth, rites of passage, transformation	Air, Evil, Liberation, Strength
Mneoc	NE	Grandfather Scab	Aging pains, organ failure, senility	Death, Evil, Liberation, Rune
Nalmungder	NE	He Who Waits Below the Stairs	Basements, closets, delusions of safety	Darkness, Earth, Evil, Trickery
Osolmyr	NE	The One True Dream	Flagellation, repression, self denial	Evil, Glory, Healing, Madness
Pavnuri	NE	Lord of Nothing	Cacodaemons, cannibalism, secret messages	Death, Evil, Knowledge, Travel
Roqorolos	NE	Prince of the Wracked	Castaways, fouled water, oceans	Evil, Travel, Water, Weather
Ruapceras	NE	The Scarlet Promise	Cyclical revenge, crusades, intolerance	Evil, Nobility, Strength, War
Slandrais	NE	The Watcher in the Walls	Lechery, love potions, obsession	Darkness, Evil, Knowledge, Magic
Stygidvod	NE	The Charnel Child	Fear of aging, radical routes to immortality, wills	Artifice, Evil, Knowledge, Rune
Tamede	NE	The Moldmother	Fungi, infected wounds, rot	Destruction, Evil, Plant, War
Tresmalvos	NE	The Cistern Queen	Cesspools, rat catchers, sewers	Animal, Darkness, Evil, Water
Uaransaph	NE	The Creeping Pit	Falling, nonmagical flight, projectiles	Air, Evil, Luck, Void
Vorasha	NE	The Ophidian	Incurable afflictions, poison, toxicity	Evil, Magic, Scalykind, Water
Xsistaid	NE	The Wriggling Wound	Maggots, myiasis, parasites	Animal, Charm, Destruction, Evil
Zaigasnar	NE	The Bladebride	Body modification, destructive vanity, pins	Charm, Destruction, Evil, Liberation
Zelishkar	NE	The Bitter Flame	Arson, burning alive, cremation	Animal, Evil, Fire, War

## DEMON LORDS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Abraxas	CE	Master of the Final Incantation	Forbidden lore, magic, snakes	Chaos, Evil, Knowledge, Magic
Aldinach	CE	She of the Six Venoms	Sand, scorpions, thirst	Animal, Chaos, Evil, Sun



## INNER SEA GODS

Caves, Deception, Fate, Thievery	Light hammer	Seven-pipped gem die	Mole	Gray, red
Deception, Insanity, Memory, Protean, Thought, Wards	Bladed scarf	Veils tied in a circle	Coyote	Gray
Demon, Leadership, Martyr, Saurian, Tactics	Dagger	Snake skull and ouroboros	Snake	Green, red
Blood, Catastrophe, Daemon, Decay, Murder, Undead	Heavy pick	Pick axe made of bones	Vulture	Ivory, red

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Devil, Murder, Undead, Wind	Spear	Iron crown and diamond	Fly	Black, white
Arcane, Devil, Divine, Trade	Quarterstaff	Three-eyed beard	Raven	Gray, red
Catastrophe, Devil, Lust, Rage	Ranseur	Two-toned devil mask	Goat	Red, white
Deception, Devil, Leadership, Tyranny	Heavy mace	Iron nail, crown, and ring	Hound	Iron gray, red
Devil, Ferocity, Oceans, Resolve	Heavy flail	Serpent's head	Snake	Purple, red
Construct, Devil, Metal, Toil	Shortspear	Devil-faced coin	Rat	Gold, silver
Devil, Language, Memory, Thought	Trident	Trident and ring	Mockingbird	Red, yellow
Ash, Devil, Smoke, Tactics	Whip	Bull's head with flame	Bull	Orange, yellow

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Arcane, Daemon, Divine, Undead	Dagger	Crystal skull	Crow	Crystal, white
Blood, Daemon, Insanity, Murder	War razor	Detached human face	Ape	Brown, red
Daemon, Fur, Rage, Revolution	Spiked gauntlet	Animal fangs on a crown	All	Gold, red
Daemon, Murder, Resolve, Undead	Warhammer	Bloody empty cradle	None	Blue, pink
Daemon, Deception, Language, Memory	Light mace	Poison-dripping quill	Weasel	Black, green
Construct, Daemon, Metal, Toil	Musket	Explosion of electricity	Ant	Red, yellow
Daemon, Deception, Murder, Souls	Dagger	Hand with broken fingers	Calf	Red, white
Catastrophe, Daemon, Loss, Storms	Scythe	Sun-bleached horse skull	Cockroach	Brown, gray
Daemon, Ferocity, Fur, Rage	Greatclub	Bloody claw	Ape	Black, red
Daemon, Deception, Exploration, Lust	Net	Skeletal handful of sweets	Black stork	Black, blue
Daemon, Fear, Nightmare, Wind	Lance	Rearing horse	Warhorse	Brown, red
Ash, Catastrophe, Daemon, Smoke	Spear	Spiral of fire and smoke	None	Gray, orange
Daemon, Fear, Leadership, Slavery	Bolas	Broken ankle in chains	Grub	Gray, red
Daemon, Deception, Insanity, Love	Light crossbow	Rattle wrapped in chains	Bear	Black, brown
Daemon, Ferocity, Freedom, Wind	Whip	Burning eye and tentacles	Moth	Blue, silver
Daemon, Fear, Isolation, Undead	Dagger	Cracked mirror	Vulture	Gray, white
Caves, Daemon, Deception, Loss	Sickle	Stairs down into darkness	Spider	Black, brown
Daemon, Heroism, Insanity, Resurrection	Flail	Bloody scourge	Albino peacock	Pink, white
Daemon, Murder, Language, Thought	Morningstar	Maw and fiery pyramid	Ape	Black
Daemon, Isolation, Oceans, Storms	Net	Sinking ship	Shark	Blue, yellow
Daemon, Leadership, Resolve, Tactics	Heavy flail	Red and yellow ouroboros	Cicada	Red, yellow
Daemon, Loss, Lust, Thought	Shortbow	Smoking pink potion	Goat	Brown, pink
Daemon, Language, Memory, Toil	Quarterstaff	Long bloody scroll	Raven	Black, red
Blood, Daemon, Decay, Growth	Sickle	Mushrooms on skull	Beetle	Green, red
Daemon, Flotsam, Fur, Loss	Halberd	Rat skull with crown	Rat	Black, red
Daemon, Fate, Isolation, Wind	Repeating crossbow	Smoke rising from a pit	Trap-door spider	Black, brown
Daemon, Decay, Fear, Venom	Spiked chain	Ouroboros and jackal head	Viper	Green, yellow
Catastrophe, Daemon, Torture, Undead	Dart	Mouthful of maggots	Botfly	Brown, white
Daemon, Freedom, Lust, Torture	Javelin	Stitched together fingers	None	Iron gray, red
Arson, Ash, Daemon, Tactics	Ranseur	Crossed pikes over a pyre	Tiger	Orange, red

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Arcane, Demon, Memory, Thought	Whip	Demonic face and snakes	Snake	Green, orange
Demon, Feather, Fur, Light	Kukri	Sandy gold scorpion	Scorpion	Gold, orange



Andirifkhu	CE	The Razor Princess	Knives, illusions, traps	Chaos, Evil, Luck, Trickery
Angazhan	CE	The Ravenous King	Apes, jungles, tyrants	Animal, Chaos, Evil, Plant
Areshkagal	CE	The Faceless Sphinx	Greed, portals, riddles	Air, Chaos, Evil, Trickery
Baphomet	CE	Lord of the Minotaurs	Beasts, labyrinths, minotaurs	Animal, Chaos, Evil, Strength
Cyth-V'sug	CE	Prince of the Blasted Heath	Disease, fungus, parasites	Chaos, Earth, Evil, Plant
Dagon	CE	The Shadow in the Sea	Deformity, sea monsters, the sea	Chaos, Destruction, Evil, Water
Deskari	CE	Lord of the Locust Host	Chasms, infestations, locusts	Chaos, Destruction, Evil, War
Flauros	CE	The Burning Maw	Fire, salamanders, volcanoes	Chaos, Evil, Fire, War
Gogunta	CE	Song of the Swamp	Amphibians, boggards, swamps	Chaos, Death, Evil, Water
Haagenti	CE	The Whispers Within	Alchemy, invention, transformation	Artifice, Chaos, Evil, Strength
Jezelda	CE	Mistress of the Hungry Moon	Desolation, the moon, werewolves	Animal, Chaos, Evil, Trickery
Jubilex	CE	The Faceless Lord	Ooze, poison, sloth	Chaos, Destruction, Evil, Water
Kabriiri	CE	Him Who Gnaws	Ghouls, graves, secrets kept by the dead	Chaos, Death, Evil, Knowledge
Kostchtchie	CE	The Deathless Frost	Cold, giants, revenge	Chaos, Evil, Strength, War
Mazmezz	CE	The Creeping Queen	Bindings, driders, vermin	Animal, Chaos, Destruction, Evil
Mestama	CE	The Mother of Witches	Cruelty, deception, hags	Chaos, Charm, Evil, Trickery
Noctacula	CE	Our Lady in Shadow	Assassins, darkness, lust	Chaos, Charm, Darkness, Evil
Nurgal	CE	The Shining Scourge	Deserts, senseless warfare, the sun	Chaos, Evil, Fire, Sun
Orcus	CE	Prince of Undeath	Death, necromancy, wrath	Chaos, Death, Evil, Magic
Pazuzu	CE	King of the Wind Demons	The sky, temptation, winged creatures	Air, Chaos, Evil, Trickery
Shax	CE	The Blood Marquis	Envy, lies, murder	Chaos, Destruction, Evil, Nobility
Shivaska	CE	The Chained Maiden	Aberations, clocks, prisons	Chaos, Darkness, Evil, Madness
Sifkesh	CE	The Sacred Whore	Despair, heresy, suicide	Chaos, Evil, Madness, Trickery
Socothbenoth	CE	The Silken Sin	Perversion, pride, taboos	Chaos, Charm, Evil, Travel
Urxehl	CE	Trollfather	Natural disasters, storms, trolls	Chaos, Evil, Fire, Weather
Xoveron	CE	The Horned Prince	Gargoyles, gluttony, ruins	Chaos, Earth, Evil, Strength
Yhidothrus	CE	The Ravager Worm	Age, time, worms	Chaos, Death, Evil, Repose
Zevgavizeb	CE	God of the Troglodytes	Caverns, reptiles, troglodytes	Animal, Chaos, Evil, Strength
Zura	CE	The Vampire Queen	Blood, cannibalism, vampires	Chaos, Death, Evil, Madness

## DWARVEN DEITIES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Angradd	LG	The Forge-Fire	Fire, tradition, war	Fire, Good, Law, War
Bolka	NG	The Golden Gift	Beauty, desire, love	Charm, Community, Good, Healing
Drannvit	LN	The Debt Minder	Debt, pursuit, vengeance	Knowledge, Law, Strength, Travel
Droskar	NE	The Dark Smith	Cheating, slavery, toil	Artifice, Charm, Darkness, Evil, Trickery
Folgrit	LG	The Watchful Mother	Children, hearths, mothers	Community, Law, Nobility, Good
Grundinnar	LG	The Peacemaker	Friendship, loyalty, peace	Community, Good, Law, Protection
Kols	LN	Oath-Keeper	Duty, honor, promises	Glory, Law, Nobility, Strength
Magrim	LN	The Taskmaster	Death, fate, underworld	Earth, Law, Repose, Rune
Trudd	NG	The Mighty	Bravery, defense, strength	Good, Nobility, Protection, Strength

## ELDEST

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Count Ranalc	CN	The Traitor	Betrayal, exiles, shadows	Chaos, Darkness, Nobility, Travel
The Green Mother	NE	The Feasting Flower	Carnivorous plants, intrigue, seduction	Charm, Earth, Evil, Plant
Imbrex	LN	The Twins	Endings, statues, twins	Community, Earth, Law, Strength
The Lantern King	CN	The Laughing Lie	Laughter, mischief, transformation	Charm, Chaos, Madness, Trickery
The Lost Prince	N	The Melancholy Lord	Forgotten things, sadness, solitude	Knowledge, Madness, Nobility, Repose
Magdh	LN	The Three	Complexity, fate, triplets	Knowledge, Law, Luck, Rune
Ng	N	The Hooded	Seasons, secrets, wanderers	Knowledge, Magic, Travel, Weather
Ragadahn	CE	The Water Lord	Linnorms, oceans, spirals	Chaos, Evil, Scalykind, Water
Shyka	N	The Many	Entropy, reincarnation, time	Death, Destruction, Madness, Magic



# INNER SEA GODS

DEITIES

Curse, Deception, Demon, Thievery	Kukri	Skull pierced by six blades	Spider	Green, red
Decay, Demon, Fur, Growth	Spear	Demonic ape face	Ape	Black, red
Deception, Demon, Thievery, Wind	Sickle	Faceless female pharaoh	Viper	Blue, gold
Demon, Ferocity, Fur, Resolve	Glaive	Brass minotaur head	Aurochs	Gold, red
Caves, Decay, Demon, Growth	Scimitar	Moldy spiraling tentacle	Centipede	Green, yellow
Catastrophe, Demon, Oceans, Rage	Trident	Eye surrounded by runes	Fish	Blue, gold
Blood, Catastrophe, Demon, Tactics	Scythe	Bloody locust wings	Locust	Green, red
Ash, Blood, Demon, Smoke	Spear	Fanged mouth with lava	Salamander	Black, red
Demon, Murder, Rivers, Undead	Whip	Twig fetish of a boggard	Frog	Blue, green
Construct, Demon, Resolve, Toil	Battleaxe	Philosopher's stone	Bull	Gold, lead gray
Deception, Demon, Fur, Moon	Scimitar	Full moon above moor	Wolf	Black, silver
Catastrophe, Demon, Flotsam, Rage	Heavy mace	Melting red eye	None	Green, red
Demon, Memory, Murder, Undead	Flail	Skull bowl of maggots	Grave worms	Blue, ivory
Demon, Ferocity, Ice, Tactics	Warhammer	Icy rune-carved hammer	Polar bear	Blue, white
Catastrophe, Demon, Rage, Venom	Net	Skull in spiderweb	Spider	Black, white
Deception, Demon, Lust, Thievery	Punching dagger	Eye on three sharp stones	Black widow	Black, red
Demon, Loss, Lust, Night	Hand crossbow	Thorny pointed crown	Bat	Black, pink
Ash, Day, Demon, Smoke	Heavy mace	Lion jaws around the sun	Lion	Yellow, orange
Demon, Divine, Murder, Undead	Heavy mace	Four-horned goat head	Goat	Ivory, red
Cloud, Deception, Demon, Wind	Long sword	Himself, right hand raised	All flying animals	Brown, red
Demon, Leadership, Martyr, Rage	Dagger	White bloody feather	Stork	Red, white
Demon, Insanity, Loss, Nightmare	Heavy flail	Clock face with 13 hours	Tarantula	Brown, red
Deception, Demon, Loss, Nightmare	War razor	Slashed feminine hands	Asp	Red, white
Demon, Exploration, Love, Lust	Quarterstaff	Eyeless snake and staff	Snake	Pink, red
Ash, Catastrophe, Demon, Storms	Greatclub	Storm cloud with lightning	Bear	Brown, green
Caves, Demon, Entropy, Ferocity	Ranseur	5-horned gargoyle skull	Boar	Black, brown
Ancestors, Demon, Entropy, Murder	Spiked chain	Worm-filled hourglass	Worm	Black, pale yellow
Demon, Ferocity, Resolve, Saurian	Spiked gauntlet	Twisted, taloned tentacle	Dinosaur	Black, green
Blood, Demon, Murder, Undead	Rapier	Crimson fanged skull rune	Vampire bat	Red

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Archon, Ash, Smoke, Tactics	Greataxe	Smoking forge	Boar	Gray, red
Family, Love, Lust, Restoration	Mace	Golden bejeweled ring	Falcon	Gold, green
Exploration, Inevitable, Memory, Resolve	Light pick	Crossed picks	Hound	Gold, red
Construct, Daemon, Deception, Loss, Thievery, Toil	Light hammer	Fire under stone arch	Beetle	Gray, orange
Archon, Family, Home, Martyr	Quarterstaff	Rune-carved hearth	Young animals	Gray, orange
Archon, Defense, Friendship, Loyalty	Hammer	Glowing golden hammer	Horse	Gold, white
Inevitable, Leadership, Loyalty, Resolve	Hammer	Lizard perched on scroll	Lizard	Brown, green
Ancestors, Inevitable, Souls, Wards	Hammer	Rune-carved cave entrance	Mole	Black, white
Agathion, Defense, Martyr, Resolve	Warhammer	Rune-carved stone throne	Bear	Brown, gray

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Exploration, Loss, Martyr, Night	Rapier	Eye with crescent moon pupil	Bat	Black, gray
Caves, Decay, Growth, Lust	Sickle	Briar-wrapped lips	None (plants)	Green, red
Family, Home, Metal, Resolve	Dire flail	Clasped hands	Hibernating animals	Gray, silver
Deception, Love, Lust, Thievery	Dagger	Golden lantern	Firefly	Black, gold
Ancestors, Insanity, Martyr, Memory	Quarterstaff	Crumbling black tower	Raven	Black, gray
Curse, Fate, Thought, Wards	Scythe	Green three-pointed knot	Multi-headed animals	Blue, green
Exploration, Seasons, Thought, Trade	Gauntlet	Silver hood containing stars	Migratory animals	Silver
Ancestors, Dragon, Oceans, Venom	Whip	Blue ouroboros	Sea snake	Blue
Arcane, Catastrophe, Divine, Insanity	Light mace	Broken hourglass	Hive animals	White





## ELEMENTAL LORDS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Ayrzul	NE	The Fossilized King	Buried secrets, earth, metal	Destruction, Earth, Evil, Strength
Hshurha	NE	Duchess of All Winds	Air, last breaths, windstorms	Air, Destruction, Evil, Weather
Kelizandri	NE	Brackish Emperor	Drowning, water, waves	Destruction, Evil, Travel, Water
Ymeri	NE	Queen of the Inferno	Deserts, fire, volcanoes	Destruction, Evil, Fire, War

## ELVEN DEITIES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Findeladlara	CG	The Guiding Hand	Architecture, art, twilight	Air, Artifice, Chaos, Community, Good
Ketephys	CG	The Hunter	Forestry, hunting, the moon	Animal, Chaos, Good, Plant, Weather
Yuelral	NG	The Wise	Crystals, jewelers, magic	Artifice, Earth, Good, Knowledge, Magic

## EMPYREAL LORDS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Andoletta	LG	Grandmother Crow	Consolation, respect, security	Good, Knowledge, Law, Protection
Arqueros	LG	The Golden Bulwark	Bodyguards, protection, watchfulness	Good, Law, Protection, War
Arshea	NG	Spirit of Abandon	Freedom, physical beauty, sexuality	Charm, Good, Liberation, Strength
Ashava	CG	True Spark	Dancers, lonely spirits, moonlight	Chaos, Darkness, Good, Repose
Benorus	NG	Angel of Lightless Chambers	Hidden wonders, mines, subterranean creatures	Darkness, Earth, Good, Rune
Bharnarol	NG	The Tempered Inventor	Creativity, invention, persistence	Artifice, Community, Good, Knowledge
Black Butterfly	CG	The Silence Between	Distance, silence, space	Chaos, Good, Liberation, Void
Cernunnos	CG	The Stag Lord	Fertility, seasons, wild animals	Animal, Chaos, Good, Plant
Chadali	CG	The Serendipitous Path	Fate, safety, serendipity	Chaos, Good, Luck, Protection
Chucaro	CG	Maiden of Haze and Whimsy	Dreams, hallucinations, mists	Chaos, Good, Madness, Magic
Dalenydra	NG	The Blessed Attendant	Battlefield healing, caregiving, sanctuaries	Good, Healing, Protection, Repose
Dammerich	LG	The Weighted Swing	Executions, judiciousness, responsibility	Death, Glory, Good, Law
Eldas	LG	The Abiding Spire	Architecture, masonry, planning	Artifice, Earth, Good, Law
Eritrice	NG	Heart-Speaker	Debate, opinions, truth	Charm, Good, Knowledge, Nobility
Falayna	LG	Warrior's Ring	Femininity, martial training, rings	Good, Law, Liberation, Strength
Ghenshau	LG	Breezes-Still-and-Ripples-Cease	Ignorance, placidity, simplicity	Community, Good, Law, Repose
Halcamora	NG	Lady of Ripe Bounty	Gardens, orchards, wine	Good, Luck, Plant, Weather
Hembad	CG	Wise Grandfather	Connections, matchmaking, synergy	Chaos, Charm, Good, Luck
Immonhiel	CG	Balm-Bringer	Herbs, medicine, toads	Chaos, Good, Healing, Plant
Irez	NG	Lady of Inscribed Wonder	Cards, scribes, spells	Good, Luck, Magic, Rune
Jaidz	NG	Fearless Claw	Cowards, the untested, youths	Glory, Good, Protection, Travel
Jalaijatali	CG	Rillsong	Natural music, rapids, waterfalls	Chaos, Good, Scalykind, Water
Kelinahat	LG	She of Ebon Wings	Intelligence, spies, stealth	Darkness, Good, Knowledge, Law
Keltheald	CG	The Sunset Spires	Natural formations, sunsets, vistas	Chaos, Good, Sun, Travel
Korada	NG	The Open Hand of Harmony	Foresight, forgiveness, peace	Good, Healing, Magic, Protection
Kroina	LG	Lady All-Sight	Divination, eyes, instincts	Good, Knowledge, Law, Magic
Lalaci	CG	He of Motley Repose	Rainbows, relaxation, shade	Chaos, Good, Luck, Sun
Lorris	NG	The Savior Hound	Charity, the disadvantaged, volunteering	Community, Good, Liberation, Protection
Lymnieris	LG	The Auroral Tower	Prostitution, rites of passage, virginity	Community, Good, Law, Protection
Lythertida	NG	The Voiceless Tragedy	Idealism, potential, young death	Community, Death, Good, Healing
Marishi	CG	The Festival Queen	Athletics, contests, sports	Chaos, Good, Healing, Strength
Neshen	LG	Knight of the Steel Lash	Penitence, repentance, suffering	Good, Law, Liberation, Strength
Olheon	LG	The Just Arbiter	Deservedness, nobility, rulership	Good, Law, Nobility, Protection
Ondisso	NG	The Stalwart Stair	Elevation, incorruptibility, resisting temptation	Good, Liberation, Protection, Strength
Picoperi	CG	Merrygleam	Jokes, pranks, surprises	Chaos, Charm, Good, Trickery
Pulura	CG	The Shimmering Maiden	Constellations, homesickness, northern lights	Air, Chaos, Good, Weather
Ragathiel	LG	General of Vengeance	Chivalry, duty, vengeance	Destruction, Good, Law, Nobility
Reymenda	CG	Lady of the Martyred Womb	Childlessness, endings, responsibility	Chaos, Destruction, Good, Healing



## INNER SEA GODS

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Caves, Fear, Ferocity, Metal	Morningstar	Fossilized dinosaur tooth	Tyrannosaurus rex	Brown, gray
Clouds, Fear, Storms, Wind	Longbow	Lightning vortex around eye	Roc	White, yellow
Catastrophe, Exploration, Fear, Oceans	Trident	Notched shark's fin	Great white shark	Blue, green
Ash, Catastrophe, Fear, Tactics	Longsword	Four flaming swords	Megalania	Orange, yellow

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Azata, Cloud, Construct, Friendship, Home, Whimsy	Quarterstaff	Finger pointing at gold star	Stag	Blue, gold
Azata, Feather, Fur, Growth, Moon, Seasons	Bow	Hawk with moon and sun	Hawk	Gold, silver
Arcane, Azata, Caves, Construct, Divine, Memory	Dagger	Three overlapping crystals	Panther	Blue, green, red

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Archon, Defense, Memory, Purity	Quarterstaff	Hand with willow staff	Crow	Black, green
Archon, Cooperation, Defense, Tactics	Longspear	Gauntlet and briars	Golden eagle	Gold, purple
Agathion, Freedom, Love, Lust	Flail	Figure with colorful sashes	Swan	Purple, white
Ancestors, Azata, Moon, Revelry	Bladed scarf	Dancing woman and moon	Wolf	Midnight blue, silver
Agathion, Caves, Metal, Wards	Heavy mace	Gold spark in cave mouth	Gopher	Black, gold
Agathion, Construct, Cooperation, Thought	Sickle	Two mixing potions	Elephant	Blue, red
Azata, Freedom, Revolution, Stars	Starknife	Black butterfly with star	Butterfly	Black, silver
Azata, Feather, Fur, Growth	Longbow	Stag with jeweled antlers	Stag	Brown, green
Azata, Defense, Fate, Purity	Net	Symmetrical water lily	Gecko	Orange, yellow
Azata, Insanity, Revelry, Whimsy	Morningstar	Eye with rainbow iris	Bird of paradise	White
Agathion, Defense, Restoration, Resurrection	Light mace	Bandage-wrapped fist	Silkworm	Red, white
Archon, Heroism, Honor, Judgment	Greataxe	Dove perched on axe	Dove	Gray, white
Archon, Construct, Metal, Toil	Light pick	Rune-covered tower	Beaver	Brown, gray
Agathion, Leadership, Memory, Thought	Dagger	Lion-shaped lectern	Lion	Gold, white
Archon, Freedom, Resolve, Revolution	Longsword	Sword held aloft	Cat	Silver, white
Ancestors, Archon, Home, Loyalty	Handaxe	Plant-covered rock in pond	Turtle	Blue, green
Agathion, Growth, Revelry, Seasons	Club	Jug of grapes	Ladybug	Red, white
Azata, Cooperation, Fate, Love	Spiked chain	Rings bound by ribbon	Lovebird	Gold, silver
Azata, Growth, Restoration, Resurrection	Handaxe	Herb-covered wooden toad	Toad	Brown, green
Agathion, Fate, Language, Wards	Dart	Fan of parchment strips	Roc	Red, white
Agathion, Defense, Exploration, Purity	Short sword	Path between two trees	Black tiger	Brown, green
Azata, Flotsam, Revelry, Rivers	Whip	Water from wood pipe	Water lizard	Blue, green
Archon, Moon, Night, Thought	Short sword	Shortsword and moon	Bat	Black, light blue
Azata, Day, Exploration, Light	Halberd	Coastal cliff at sunset	Kestrel	Orange, red
Agathion, Defense, Divine, Restoration	Unarmed strike	Lotus above two figures	Monkey	Green, purple
Archon, Divine, Memory, Thought	Longbow	Two heterochromatic eyes	Woodpecker	Green, violet
Azata, Fate, Light, Whimsy	Sling	Rainbow with shadow	Lacewing	All
Agathion, Defense, Family, Freedom	Shortspear	Howling dog on coin	Hound	Brown, gold
Archon, Friendship, Lust, Purity	Longsword	White-hooded profile	Rabbit	Red, white
Agathion, Family, Friendship, Restoration	Unarmed strike	Eye with a single tear	Hummingbird	Blue, green
Azata, Resolve, Restoration, Revelry	Spiked gauntlet	Maypole with 7 streamers	Horse	Gold, silver
Archon, Freedom, Judgment, Resolve	Ranseur	Coiled steel lash	Ram	Iron gray, red
Archon, Defense, Leadership, Martyr	Halberd	Figure framed by branches	Wolf	Blue, gold
Agathion, Defense, Purity, Resolve	Light crossbow	Stairs rising to the sun	Bee	Blue, yellow
Azata, Deception, Revelry, Whimsy	Blowgun	Snake on a tree branch	Tree snake	Brown, green
Azata, Cloud, Seasons, Stars	Sling	Face in northern lights	Firefly	Midnight blue
Archon, Judgment, Martyr, Rage	Bastard sword	Sword crossed with wing	Mastiff	Crimson, gold
Azata, Catastrophe, Loss, Restoration	Falchion	Black rose floating in water	None	Black, blue



Rowdrosh	NG	The Divine Herdsman	Herd animals, husbandry, shepherds	Animal, Good, Protection, Travel
Seramaydiel	NG	Lady of Inspired Notes	Communication, inspiration, music	Air, Charm, Good, Nobility
Shei	NG	The Ibis Matron	Age, life, self-actualization	Community, Good, Healing, Liberation
Sinashakti	CG	Immaculate Joy	Journeys, joy, messengers	Chaos, Good, Luck, Travel
Smiad	LG	The Pitiless Dragonslayer	Dragon-hunting, honor, renown	Good, Law, Nobility, War
Soralyon	NG	The Mystic Angel	Guardians, magic, monuments	Artifice, Earth, Good, Protection
Svarozic	LG	The Face of Flame	Ingenuity, parenthood, refinement	Community, Fire, Good, Law
Tanagaar	LG	The Aurulent Eye	Night, owls, watchfulness	Animal, Darkness, Good, Law
Thisamet	CG	The Blithe Spirit	Celebrations, feasts, holidays	Chaos, Community, Fire, Good
Tolc	CG	Snow-Strider	Cold, frozen wilds, survival	Chaos, Good, Travel, Water
Uskyeria	NG	The Sainly Slumberer	Hunting, prudence, slumber	Animal, Good, Repose, Strength
Valani	CG	Fireshaker	Change, growth, primal forces	Chaos, Earth, Good, Weather
Vildeis	LG	The Cardinal Martyr	Devotion, sacrifice, scars	Destruction, Good, Healing, Law
Winlas	LG	The Elder of Divinity	Ceremonies, religiousness, service	Good, Knowledge, Law, Protection
Ylimancha	NG	Harborwing	Coastal waters, fisherfolk, flying creatures	Air, Animal, Good, Water
Zohls	LG	Verity	Determination, investigation, truth	Good, Knowledge, Law, Travel

## GIANT DEITIES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Aegirran	NG	The Sea Dreamer	Dreams, sailing, voyages	Good, Travel, Water, Weather
Bergelmir	CG	Mother of Memories	Elders, family, genealogy	Chaos, Community, Good, Knowledge
Fandarra	N	Blood Mother	Cycle of life, earth, knowledge	Community, Death, Earth, Knowledge, Plant
Haggakal	CE	Father Moon	Darkness, inbreeding, ogres	Chaos, Evil, Madness, Strength
Minderhal	LE	He Who Makes and Unmakes	Creation, justice, giants, strength	Artifice, Earth, Evil, Law, Strength
Skode	CG	The Horizon Huntress	Diurnal beasts, hunting evil, trophies	Chaos, Glory, Good, Sun
Skrymir	CG	The Seeker of Sunsets	Riddles, wanderlust, wit	Chaos, Good, Magic, Trickery
Thremyr	CE	First Jarl	Ice, salt, tribute	Chaos, Evil, War, Water
Tjasse	CN	Lord of Talons	Giant birds, mountain peaks, pride	Air, Animal, Chaos, Destruction
Urazra	CE	Breaker of Bones	Battle, brutality, strength	Animal, Chaos, Evil, Strength, War
Zursvaater	LE	Prince of Steel	Conquest, slavery, weapons	Evil, Fire, Law, Trickery, War

## GOBLIN HERO-GODS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Hadregash	LE	Greatest Supreme Chieftain Boss	Goblin supremacy, slavery, territory	Evil, Law, Strength, War
Venkelvore	NE	Most Glorious Neverfull	Famine, graves, torture	Death, Destruction, Earth, Evil
Zarongel	NE	Bark Breaker	Dog killing, fire, mounted combat	Animal, Evil, Fire, Travel
Zogmugot	CE	Lady Lastbreath	Drowning, flotsam, scavenging	Chaos, Evil, Trickery, Water

## GREAT OLD ONES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Bokrug	CN	The Water Lizard	Revenge, storms, water	Chaos, Destruction, Water, Weather
Cthulhu	CE	The Dreamer in the Deep	Cataclysms, dreams, the stars	Chaos, Evil, Madness, Void
Hastur	CE	The King in Yellow	Decadence, disorder, nihilism	Chaos, Evil, Rune, Void
Mhar	CN	The World Thunder	Caverns, mountains, volcanoes	Chaos, Destruction, Earth, Fire
Orgesh	CE	The Faceless God	Alchemy, caverns, hunger	Chaos, Earth, Evil, Water
Xhamen-Dor	NE	The Star Seed	Decay, parasites, transformation	Death, Evil, Plant, Trickery

## HALFLING DEITIES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Chaldira	NG	The Calamitous Turn	Battle, luck, mischief	Good, Luck, Trickery, War
Thamir Gixx	CE	The Silent Blade	Greed, opportunity, thievery	Chaos, Evil, Nobility, Trickery



# INNER SEA GODS

DEITIES

Agathion, Defense, Fur, Trade	Quarterstaff	Double-headed crook	Sheep	Green, ivory
Agathion, Friendship, Leadership, Wind	Blowgun	Gold-and-silver harp	Katydid	Gold, silver
Agathion, Family, Freedom, Resurrection	Sickle	Vine-wrapped sickle	Dragonfly	Green, silver
Azata, Exploration, Fate, Friendship	Shortbow	Emerald trumpet and road	Horse	Green, yellow
Archon, Honor, Martyr, Tactics	Greatsword	Slain dragon	Heron	Gold, red
Caves, Construct, Defense, Purity	Heavy pick	Rune-covered spire	Guard dog	Gray, purple
Archon, Cooperation, Family, Smoke	Scythe	Three gears	Hare	Black, white
Archon, Feather, Moon, Night	Kukri	Shadowed golden eye	Owl	Black, gold
Azata, Family, Revelry, Whimsy	Short sword	Cornucopia of food	Cow	Brown, green
Azata, Exploration, Ice, Storms	Javelin	Antlers and ice javelin	Caribou	Icy blue, ivory
Agathion, Feather, Ferocity, Fur	Scimitar	Crossed scimitars	Bear	Brown, red
Azata, Growth, Seasons, Storms	Club	Volcano with gold lava	Dinosaur	Brown, gold
Archon, Martyr, Rage, Resurrection	Dagger	Scarred gold breastplate	Eagle	Red, white
Archon, Defense, Loyalty, Purity	Heavy mace	Censer and mace	Egret	Green, silver
Agathion, Feather, Oceans, Wind	Longbow	Golden seagull	Seagull	Blue, gold
Archon, Exploration, Judgment, Thought	Heavy crossbow	Book with checkered page	Wren	Black, white

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Exploration, Seasons, Storms, Oceans	Trident	Spouting whale	Whale	Blue, gray
Ancestors, Family, Home, Memory	Quarterstaff	Three bolts of lightning	Sea turtle	Gray, white
Caves, Family, Growth, Home, Memory, Thought	Stone dagger	Mountain and moon	Mammoth	Brown, ivory
Demon, Ferocity, Moon, Nightmare	Greatclub	Leering ogre face	Boar	Tan, white
Construct, Devil, Ferocity, Metal, Resolve, Toil	Hammer	Anvil in triangle	Cave bear	Brown, gray
Azata, Day, Heroism, Light	Longbow	Sun rising over ocean	Osprey	Blue, yellow
Azata, Deception, Divine, Whimsy	Rapier	Coastline pierced by blades	Octopus	Brown, silver
Blood, Demon, Ice, Tactics	Greataxe	Frozen blue gemstone	Woolly rhinoceros	Ice blue, white
Cloud, Feather, Rage, Wind	Spear	Mountain gripped by talon	Roc	Gray, red
Blood, Demon, Ferocity, Fur, Resolve, Tactics	Spiked gauntlet	Bear totem	Grizzly bear	Brown, red
Ash, Blood, Slavery, Tyranny	Greatsword	Helm with huge fangs	Saber-toothed tiger	Black, orange

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Blood, Devil, Ferocity, Slavery	Flail	Chain and manacle	Cougar	Green, red
Daemon, Catastrophe, Torture, Undead	Spear	Half-eaten piece of food	Crow	Gray, green
Arson, Daemon, Fur, Smoke	Dogslicer	Severed dog's paw	Goblin dog	Orange, yellow
Demon, Flotsam, Oceans, Thievery	Sickle	Seaweed draped chest	Crab	Blue, brown

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Catastrophe, Oceans, Rage, Storms	Ranseur	Lizard with coiled tail	None	Blue, green
Dark Tapestry, Insanity, Nightmare, Stars	Dagger	Complex rune around eye	None	Black, blue
Dark Tapestry, Language, Stars, Wards	Rapier	The yellow sign	None	Yellow
Ash, Catastrophe, Caves, Smoke	Heavy pick	Shattered triangular rune	None	Black, orange
Caves, Entropy, Fear, Ice	Spear	Maw surrounding rune	None	Black, blue
Decay, Deception, Murder, Undead	Spear	Sphere of tendrils	None	Black, dark green

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Agathion, Fate, Friendship, Tactics	Short sword	Shortsword with 3 notches	Lizard	Green, red
Demon, Leadership, Thievery, Whimsy	Dagger	Black dagger and circle	Raccoon	Black, brown



## HORSEMEN

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Apollyon	NE	Prince of Locusts	Pestilence	Air, Darkness, Destruction, Evil
Charon	NE	The Boatman	Death	Death, Evil, Knowledge, Water
Szuriel	NE	Angel of Desolation	War	Evil, Fire, Strength, War
Trelmarixian	NE	The Black	Famine	Earth, Evil, Madness, Weather

## INFERNAL DUKES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Alocer	LE	The Pack Lord	Beasts, hunters, tradition	Animal, Evil, Law, Strength
Bifrons	LE	The Second Fate	Fate, luck, patterns	Artifice, Evil, Law, Rune
Crocell	LE	The Soothing Sin	Hidden waters, illusion, language	Evil, Knowledge, Law, Water
Deumus	LE	The Glutton of Graves	Apprehension, promises, terror	Darkness, Death, Evil, Law
Eaqueo	LE	The Finishing Knot	Depression, nooses, sad stories	Evil, Law, Liberation, Madness
Eligos	LE	The Winged Rider	Flight, soldiers, watchfulness	Air, Evil, Law, Travel
Furcas	LE	Knight of the Laurels	Duty, flames, herbalism	Evil, Fire, Law, Plant
Gaap	LE	Rai of the Water Devils	Divination, illusion, water	Evil, Law, Rune, Water
Haborym	LE	The Burning Hearth	Immolation, renewal, shackles	Evil, Fire, Law, Protection
Iaozrael	LE	The Untarnished Angel	Authority, hubris, liars	Destruction, Evil, Law, Sun
Jiraviddain	LE	Duke of Fissures	Debility, dependence, frailty	Community, Evil, Healing, Law
Kalma	LE	The Rasping Count	Burial rites, death, insects	Animal, Death, Evil, Law
Lorcan	LE	The Red Reply	Blood, rebirth, undeath	Evil, Healing, Law, Repose
Lorthact	LE	The Unraveler	Exiles, scholars, theories	Evil, Law, Magic, Trickery
Losarkur	LE	Beastlord of Avernus	Dominance, hounds, punishment	Animal, Evil, Law, Nobility
Malthus	LE	The Five-Beaked	Architecture, expansion, waste	Artifice, Evil, Knowledge, Law
Nergal	LE	The Slow Death	Atrocity, pestilence, war	Death, Evil, Law, War
Ose	LE	Duke of Claws	Betrayal, doom, obsession	Artifice, Evil, Law, Madness
Pirias	LE	The Whispering Vial	Denial, drugs, wonder	Evil, Law, Madness, Plant
Quindiovatos	LE	The Vicious Guest	Exploration, gems, legends	Glory, Earth, Evil, Law
Rasvocol	LE	The Vulture King	Carriion, patience, storms	Animal, Evil, Law, Weather
Ruzel	LE	Sabletongue	Blasphemy, humor, undeath	Death, Evil, Law, Trickery
Sabnach	LE	Forgemaster of the Living	Construction, parasites, toil	Artifice, Evil, Law, Strength
Titivilus	LE	The Scrivening Count	Lies, propaganda, rhetoric	Evil, Knowledge, Law, Trickery
Uruskreil	LE	The Metal Wing	Armor, mercilessness, revelation	Evil, Glory, Law, Strength
Vapula	LE	Keeper of the Pyrite Vault	Discovery, hubris, scholarship	Evil, Knowledge, Law, Liberation
Vois	LE	The Croaking Count	Pollution, swamps, toads	Evil, Law, Scalykind, Weather
Wylgart	LE	The Unbroken Word	Condemnation, judges, revision	Earth, Evil, Law, Protection
Xhasnaphar	LE	The Faceless Truth	Masks, ugliness, volition	Evil, Law, Liberation, Protection
Yan-gant-y-tan	LE	The Wandering	Hellspawn, misdirection, night	Darkness, Evil, Law, Weather
Zaebos	LE	The Prince of Broken Glass	Arrogance, nobility, sexual perversion	Destruction, Evil, Law, Nobility
Zepar	LE	The Forever Sire	Abduction, rape, transformation	Charm, Evil, Law, Trickery

## MALEBRANCHE

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Alichino	LE	Jester Prince of the Cage	Deception, madness, royalty	Evil, Law, Madness, Trickery
Barbariccia	LE	The Fearsome Father	Fecundity, predators, slaughter	Animal, Evil, Law, Plant
Cagnazzo	LE	Hunter of Souls	Elusiveness, fear, murder	Death, Evil, Law, Travel
Calcabrina	LE	Mistress of Twilight	Dreams, insanity, mystery	Evil, Knowledge, Law, Madness
Circiatto	LE	The Glutton Slaver	Gluttony, greed, undead	Death, Evil, Law, Magic
Draghignazzo	LE	Devil-Dragon of Devastation	Devastation, monsters, patience	Destruction, Earth, Evil, Law
Farfarello	LE	Lord of the Forgotten	Antiquity, death, mists	Death, Evil, Knowledge, Law
Graffiacane	LE	The Swarm Lord	Corruption, elusiveness, vermin	Animal, Evil, Law, Luck



## INNER SEA GODS

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Catastrophe, Daemon, Loss, Night	Scythe	Diseased yellow scythe	Horse, rat	White
Daemon, Ice, Memory, Undead	Quarterstaff	Skull with coins on eyes	Horse, raven	Pale green
Blood, Daemon, Ferocity, Tactics	Greatsword	Pale hand and black sword	Horse, vulture	Red
Daemon, Decay, Insanity, Seasons	Spiked gauntlet	Jackal skull and eclipse	Horse, jackal	Black

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Devil, Ferocity, Fur, Resolve	Shortbow	Dragon-legged horse	Lion	Black, red
Devil, Language, Toil, Wards	Dire flail	Two-faced devil head	Fox	Black, white
Devil, Memory, Oceans, Rivers	Glaive	Dark whirlpool	Octopus	Dark blue, red
Devil, Murder, Night, Undead	Halberd	Grave with 3 arms emerging	Maggot	Gray, yellow
Devil, Freedom, Insanity, Nightmare	Net	Black silk rope noose	Snake	Black, blue
Devil, Exploration, Tyranny, Wind	Lance	Skeletal winged horse	Horse	Black, white
Ash, Devil, Growth, Slavery	Trident	Flaming pitchfork	Snake	Red, yellow
Devil, Oceans, Rivers, Wards	Shortspear	Three circling sharks	Shark	Gray, white
Arson, Ash, Defense, Devil	Longspear	Burning spider web	Spider	Black, orange
Day, Devil, Light, Rage	Scythe	Burning wings	Chicken	Black, red
Devil, Family, Home, Restoration	Sap	Crumbling fissure	Mule	Black, brown
Devil, Murder, Slavery, Undead	Heavy pick	Crickets on tombstone	Crickets	Black, brown
Devil, Resurrection, Souls, Undead	Short sword	Bloody bassinet	Pelican	Red, white
Arcane, Deception, Devil, Thievery	Quarterstaff	Staff wrapped in scrolls	Chameleon	Blue, red
Devil, Feather, Fur, Slavery	Club	Cudgel and leash	Hound	Brown, gray
Construct, Devil, Memory, Toil	Light crossbow	Five crossed arrows	Parrot	Blue, red
Blood, Devil, Murder, Venom	Spiked chain	Sun rising over battlefield	Jackal	Black, tan
Devil, Insanity, Nightmare, Toil	Spiked gauntlet	Claws and tiger face	Tiger	Black, orange
Devil, Growth, Insanity, Nightmare	Throwing axe	Vial with runes escaping	Yellow jacket	Black, yellow
Devil, Exploration, Honor, Metal	Rapier	Handful of bloody gems	Cuckoo	Green, red
Devil, Feather, Seasons, Storms	Sickle	Vulture in flight	Turkey vulture	Black, red
Devil, Murder, Thievery, Undead	Kukri	Laughing skull	Hyena	Brown, ivory
Construct, Devil, Ferocity, Toil	Heavy crossbow	Slave building a tower	Leech	Gray, red
Deception, Devil, Language, Memory	Longsword	Devil hand writing	Viper	Black, white
Devil, Honor, Resolve, Tyranny	Falchion	Metallic wings and flame	Stag beetle	Brown, iron gray
Devil, Language, Memory, Thought	Quarterstaff	Rearing griffon	Lion	White, yellow
Devil, Seasons, Storms, Venom	Greatclub	Smoking swamp pool	Toad	Brown, green
Defense, Devil, Metal, Tyranny	Sling	Iron-plated gavel	Owl	Black, white
Devil, Fear, Freedom, Revolution	Hard crossbow	Hideous leather mask	Sloth	Brown, red
Devil, Moon, Night, Storms	Guisarme	Burning moon	Bat	Black, orange
Devil, Leadership, Martyr, Torture	Flail	Glass shards cutting flesh	Crocodile	Black, green
Devil, Fear, Lust, Torture	Bolas	Leering goat face	Goat	Pink, white

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Deception, Devil, Insanity, Thievery	Dagger	Skull with jester cap	Magpie	Black, white
Fur, Devil, Fear, Growth	Spiked gauntlet	Predator jaws	Leopard	Black, orange
Devil, Murder, Souls, Trade	Short sword	Tormented soul	Hound	Black, red
Devil, Insanity, Memory, Nightmare	Kukri	Tower backlit by sunset	Moth	Dark blue, orange
Devil, Fear, Slavery, Undead	Warhammer	Rotten food on gold platter	Boar	Gold, silver
Caves, Catastrophe, Devil, Dragon	Greataxe	Coiled dragon	Monitor lizard	Blue, green
Devil, Memory, Murder, Thought	Morningstar	Python around gravestone	Python	Black, white
Curse, Devil, Fear, Fur	Shuriken	Red and black wasp	Wasp	Black, red



Libicocco	LE	Prideful Lady of the Winds	Rage, violence, wind	Air, Destruction, Evil, Law
Malacoda	LE	Despoiler of Horizons	Conquest, cruelty, martial skill	Evil, Law, Strength, War
Rubicante	LE	He Who Grows Red	Fire, honor, nobility	Evil, Fire, Glory, Law
Scarmiglione	LE	The Pale Promise	Deceit, poison, temptation	Charm, Evil, Law, Water

## NASCENT DEMON LORDS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Daclau-Sar	CE	Lord of Carrion	Carrion, scavengers	Animal, Chaos, Destruction, Evil
Izyagna	CE	She of the Sevenfold Swarm	Angry mobs, ants	Chaos, Evil, Fire, War
Menxyr	CE	The Coffin Groom	Grave robbing, necrophilia	Chaos, Death, Evil, Trickery
Murnath	CE	The Horned Rat	Rats, sewers	Animal, Chaos, Earth, Evil
Nightripper	CE	The Promise of Pain	Botched executions, pits	Chaos, Darkness, Evil, Strength
Ovonovo	CE	Gluttontide	Sharks, shipwrecks	Animal, Chaos, Evil, Water
Shamira	CE	Princess of the Porphyry City	Lost dreams, seduction of the pure	Chaos, Charm, Evil, Nobility
Sithhud	CE	The Frozen Lord	Blizzards, the frozen dead	Chaos, Death, Evil, Weather
Treerazer	CE	Lord of the Blasted Tarn	Corruption of nature, pollution	Chaos, Destruction, Evil, Plant

## ORC DEITIES

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Dretha	CE	The Dark Mother	Birth, fertility, tribes	Chaos, Community, Evil, Protection
Lanishra	CE	The Slavelord	Slavery, subjugation, tyranny	Chaos, Evil, Leadership, Strength
Nulgreth	CE	The Blood God	Anger, rage, strength	Chaos, Evil, Strength, War
Rull	CE	The Thunderer	Lightning, storms, thunder	Air, Chaos, Evil, Weather
Sezelrian	CE	The Fire God	Fire, magic, revenge	Chaos, Evil, Fire, Magic
Varg	CE	The Iron Warrior	Iron, siege engines, war	Chaos, Earth, Evil, War
Verex	CE	The Despoiler	Lust, pillage, plunder	Chaos, Charm, Evil, Trickery
Zagresh	CE	The Destroyer	Death, destruction, disaster	Chaos, Death, Destruction, Evil

## OUTER GODS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Azathoth	CN	The Primal Chaos	Entropy, madness, mindless destruction	Chaos, Destruction, Madness, Sun, Void
Nyarlathotep	CE	Black Pharaoh	Conspiracies, dangerous secrets, forbidden magic	Chaos, Evil, Knowledge, Magic, Trickery
Nyarlathotep	CE	Haunter of the Dark	Conspiracies, dangerous secrets, forbidden magic	Chaos, Darkness, Evil, Knowledge, Magic
Shub-Niggurath	CE	Black Goat of the Woods	Fertility, forests, monsters	Animal, Chaos, Evil, Plant, Void
Yog-Sothoth	CN	Lurker at the Threshold	Gates, space, time	Darkness, Chaos, Knowledge, Travel, Void

## QLIPPOTH LORDS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Chavazvug	CE	The Crawling Inferno	Fiery consumption, monstrous recursion	Chaos, Evil, Fire, Repose
Ispth-Aun-Vuln	CE	The Feaster Within	Infestation of the flesh, poisonous wind	Air, Chaos, Evil, Trickery
Oaur-Ooung	CE	The Blistering Womb	Tainted oceans, vile fecundity	Chaos, Evil, Plant, Water
Shiggarreb	CE	The Marauding Maw	Forbidden magic, wartime atrocities	Chaos, Evil, Magic, War
Thuskchoon	CE	Everglutton	Blinding hunger, revealed secrets	Chaos, Destruction, Evil, Knowledge
Yamasoth	CE	The Polymorph Plague	Cursed kingdoms, vile experiments	Artifice, Chaos, Earth, Evil

## WHORE QUEENS

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Ardad Lili	LE	The End of Innocence	Seduction, snakes, women	Charm, Evil, Law, Scalykind
Doloras	LE	Our Lady of Pain	Detachment, dispassion, pain	Destruction, Evil, Law, Repose
Eiseth	LE	The Erinyes Queen	Battle, revenge, wrath	Destruction, Evil, Law, War
Mahathallah	LE	Dowager of Illusions	Death, fate, vanity	Death, Evil, Law, Trickery



## INNER SEA GODS

Catastrophe, Devil, Rage, Wind	Scimitar	Windstorm and clouds	Falcon	Blue, white
Devil, Ferocity, Tactics, Tyranny	Bastard sword	Scorpions on a sword	Scorpion	Green, silver
Ash, Devil, Honor, Smoke	Starknife	Burning throne	Mandrill	Gold, orange
Deception, Devil, Lust, Venom	Hand crossbow	Poisoned hand crossbow	Cobra	White, yellow

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Demon, Feather, Fur, Rage	Spiked gauntlet	Hyena jaws eating bones	Hyena	Black, tan
Ash, Blood, Demon, Tactics	Trident	Ouroboros of seven ants	Ant	Black, red
Demon, Lust, Murder, Undead	Heavy pick	Skull with wedding veil	Maggot	Brown, green
Caves, Demon, Fur, Metal	Short sword	Horned rat with long tail	Rat	Brown, gray
Demon, Ferocity, Loss, Murder	Bastard sword	Knife-fingered bone hand	Trap-door spider	Black, red
Blood, Catastrophe, Demon, Oceans	Punching dagger	Ship eaten by shark	Shark	Blue, red
Demon, Leadership, Love, Lust	Longbow	Upside-down ankh	Cardinal	Red, orange
Demon, Ice, Storms, Undead	Longsword	Icy 3-fingered bone hand	Wolf	Blue, white
Catastrophe, Decay, Demon, Rage	Greataxe	Axe in bleeding tree stump	Deinonychus	Black, green

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Defense, Demon, Family, Home	Scimitar	Two gauntleted fists	Dire wolf	Brown, green
Demon, Resolve, Slavery, Tyranny	Heavy flail	Sabre-tooth tiger skull	Sabre-toothed tiger	Green, purple
Blood, Demon, Ferocity, Rage	Orc double axe	Bloody double-axe	Wolverine	Green, red
Cloud, Demon, Storms, Wind	Falchion	Thunder cloud and lightning	Terror bird	Green, yellow
Ash, Demon, Divine, Smoke	Heavy mace	Burning boar skull	Daeodon	Green, orange
Demon, Fear, Metal, Tactics	Greataxe	Crumbling, smoking tower	Woolly rhinoceros	Green, iron gray
Deception, Chaos, Lust, Thievery	Battleaxe	Rat with gold coin	Dire rat	Gold, green
Catastrophe, Demon, Murder, Undead	Greatclub	Stack of severed heads	Cave bear	Black, green

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Catastrophe, Dark Tapestry, Entropy, Insanity, Nightmare, Stars	Warhammer	Eight pointed star	None	Black, white
Arcane, Deception, Divine, Memory, Thievery, Thought	Quarterstaff	Inverted ankh	Panther	Black, red
Arcane, Divine, Loss, Memory, Night, Thought	Dagger	Circle with winglike arms	Bat	Black, gold
Dark Tapestry, Decay, Feather, Fur, Growth, Stars	Dagger	Radially arrayed goat heads	None	Green, white
Dark Tapestry, Exploration, Memory, Night, Stars, Thought	Dagger	Black spiral	None	None

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Ash, Entropy, Smoke, Souls	Heavy flail	Burning tentacled rune	None	Orange
Deception, Fear, Venom, Wind	Longbow	Cloudy tentacled rune	None	Gray
Decay, Fear, Growth, Oceans	Trident	Jellyfish shaped rune	None	Blue
Arcane, Blood, Fear, Tactics	Ranseur	Spider shaped rune	None	Yellow
Catastrophe, Entropy, Rage, Thought	Greatclub	Triangular rune with teeth	None	Green
Caves, Construct, Toil, Torture	Halberd	Circular rune with eyes	None	Red

SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
Devil, Dragon, Love, Lust	Dagger	Wings made of snake tails	Snake	Black, green
Catastrophe, Devil, Rage, Souls	Kukri	Halo of tears	Panther	Gray, red
Blood, Catastrophe, Devil, Rage	Longbow	Horned longbow	Raven	Black, orange
Deception, Devil, Thievery, Undead	Net	Bejeweled skeletal hand	Dragonfly	Gold, ivory



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