

PATHFINDER

CAMPAIGN SETTING™



INNER SEA MONSTER CODEX

Monster Index

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<i>Advanced Class Guide</i>	ACG	<i>Ultimate Equipment</i>	UE
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		

On the Cover



The gathering of monsters in this cover by Jason Engle can only mean danger and excitement for the brave adventurers bound to encounter them.



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Per the Council of Enlightenment's request, I proudly submit this report for the collective edification of the Glorious Endeavor.

In our wisdom, we have no illusions regarding how large the world is compared to our utopian isle, which rises above a sea of mediocrity as a shining example to those with the sense to see. Nonetheless, paragons of humanity arise elsewhere through chance and circumstance, and it is our mandate to invite these people to join our ranks. Their bloodlines mix with ours, and together we grow stronger. Conversely, I have heard many of my colleagues dismiss nonhumans as useless in pursuit of the Glorious Endeavor. I strongly believe this is misguided.

Of course, reckless faith is inferior to a well-reasoned argument, just as a savage orc berserker cannot compare to a finely trained martial artist. As a result, I

have dedicated several years to the objective study of the species that walk, fly, and swim beyond our borders. I subsequently propose that the Council approach the best and brightest among several of these races and invite them to Promise. We can study their bodies and minds over the course of a year, glean the essence of what makes them thrive, and integrate these carefully pruned virtues into our own walled garden. Once the year has passed, we can release them back into the wild. Perhaps they will bring tales of our accomplishments back to their own people, encouraging these disparate races to transcend their base roots and become something greater. After all, we—as students of perfection—can grow in excellence only so long as others continually grow and refine the standards against which we measure our own progress.

Strix: The dwindling populations of these winged entities in Cheliox tell a sad story of a proud species driven into the harsh frontier, but their struggle has bred resilience and determination. Even if they were reproductively compatible with humans, hundreds of years of Chelish aggression has imparted a burning distrust of outsiders; the strix are unlikely to be receptive to Hermea's message. Still, we could learn much from their survival in the face of tribulation while also being reminded of our own imperfections and how we might overcome them. After all, a strix's prejudices may be biased, but even in bias there is a kernel of truth.

Gillmen: Just as the strix once conquered the sky, so have the gillmen triumphed beneath the waves. The so-called "Low Azlanti" allege to be the true descendants of the renowned civilization that ruled during the Age of Legend. If their mythological claims are true, then slumbering deep within each gillman may be the banked embers of greatness. Is it not our moral obligation to fan these coals and inspire this race to reclaim their legendary heritage? As we have welcomed a hint of elven beauty in one generation and a dab of orc strength in the next, I believe our great-grandchildren would benefit from having such an aquatic ancestor.

Charau-Ka: Even though predominantly evil peoples are a violent stain that mars Golarion's cultural landscape, they serve as a catalyst for true heroics and an allegorical study in positive traits either taken to an extreme or improperly moderated. Few better espouse this than the curious charau-ka, the scourge of the Mwangi Expanse. To their credit, the charau-ka are commendable parents, and their simian characteristics make them naturally gregarious. Perhaps their most extraordinary feature is their zeal, which makes them utter paragons of tribal spirit who border on nationalistic fervor. It is at once both disturbing and riveting to observe. Are there elements of this passion we might incorporate into our own anthems and celebrations? I recommend securing a small group of



Yllaria Aurnosa

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these creatures so that we might better observe their social interactions.

Cyclopes: The legendary collapse of the empire of Ghol-Gan is documented in our libraries, and the modern descendants of this once-noble people have fallen far in the intervening millennia. Those cyclopes who were willing to speak with my agents seemed to know little of their past; exciting as it might be to invite a cyclops to lead a symposium about the accomplishments of lost ages, I suspect our guest would contribute little more than wild stories. Instead of lingering on the past, it is best that we look to the future and focus on the extraordinary prophetic powers that these giants possess. What could even one cyclops presage about Hermea if brought to the island? And what one giant learns of our paradise might inspire a renaissance of Ghol-Gan culture—at least the culture prior to that empire's debauched collapse.

Derros: I hesitate to judge a region's people in their entirety, yet I cannot help but observe that in general, those humanoids native to the Darklands adopt equally dark and nefarious philosophies. The derros are no exception. Each seems to exhibit a unique blend of psychoses, and yet they are able to coexist and even cooperate to achieve terrifying goals. Of course, evil does not disqualify merit and skill, and the derros' manic obsession with methodical experimentation and vivisection has given rise to a wealth of scientific knowledge tragically separated from any moral compass. Were we able to discuss these discoveries rationally, we could learn so much! However, that relies on our translating the creatures' hectic speech and preventing them from doing to us what they have done to so many other unfortunate victims.

Ogrekin: In the decades since our guiding patron Mengkare founded Promise and began the Glorious Endeavor, we have incorporated trace elements of other races into our bloodline to grant our descendants an ever-finer wealth of virtues. We do this purposefully and conscientiously, with beautiful results. The ogrekin are proof that even reproductively compatible species should not always interbreed. The union of human and ogre creates an unpredictable offspring with both grotesque advantages and curious deformities, and we can look to this scattered population as case studies in how carefully we must avoid inbreeding and contemplate the ramifications of cross-species coupling.

Minotaurs: Minotaurs are powerfully built, and as with ogres and lesser giants, their excessive strength has left successive generations more reliant on brawn than brains. Despite this, the typical minotaur demonstrates extraordinary cunning that far exceeds its academic accomplishments. I doubt a representative visiting Hermea would be eager to speak civilly, even if it could adequately articulate the nuances of its navigational abilities. Furthermore, I would not advise more drastic

New Rules

Each type of monster detailed in this book is presented with new rules to expand its role within the world of Golarion. While some of these rules are unique to the races they are presented with, others can be taken by members of other races, at the GM's discretion. When new rules are referenced in the sample monsters, they are followed by an asterisk (*) to indicate they first appeared in this book.

means of understanding the creatures' logic through extended tests or even dissection—not on a thinking creature. We must simply consider what role minotaurs might play in the future; for now, they are as intricate a puzzle as the mazes they traverse with ease.

Urdefhans: Much like the rumors of demon-infused elves that have surfaced over the past decade, tales of daemon-sworn humanoids in the darkest reaches of Orv have gradually trickled to the surface—thankfully without the urdefhans following suit. Though I'm interested in extending invitations to many of the other creatures on this list, I recommend against letting these deranged beasts set foot on Hermea. They are, however, useful as a cautionary tale, illustrating the dangers of accepting an evil patron's guidance rather than excelling by one's own strength.

Centaur: The human or near-human form appears across numerous species, which speaks to the versatile strength of our physical design. Centaurs are virtually indistinguishable from us from the waist up, yet by happy accident or the willful act of a greater force, they have sacrificed some of their adaptability for legs better suited to the plains and hills they favor. My attempts to contact Avistani tribes suggest they are reclusive and slow to accept the spread of civilization. Some outcasts have eschewed their people's ways, but interviewing them may provide a biased view of centaur society. We might need to be creative in how we approach potential subjects in order to reap the greatest results.

Girtabilu: Like the centaurs, the girtabilu have evolved a half-human form suited to their environment. In particular, they favor ancient ruins such as the wreckage of Ancient Osirion in northern Garund, and I gather they hold the past sacred to the detriment of continued innovation. This scholarship is still commendable in its own way, and even though I do not share the girtabilu's religious devotion to fallen empires, there is much we can learn about failed civilizations that can inform our own decisions in governing Hermea.

*In Mengkare's name,
Yllaria Avonara, Third Generation
Council Liaison for the Promise College
of Enlightened Excellence*

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Centaur

Centaurians have human torsos and equine bodies, a combination that inspires an aloof pride among many of these six-limbed creatures. Centaurians believe themselves to be superior to both humanoids and horses—a product of the best qualities of both, but with the imperfections of neither. Much like humans, these hybrids comprise many distinct ethnic and cultural groups across Golarion.

The realm of Iobaria, east of Brevoy on the continent of Casmaron, accommodates three distinct centaur ethnicities: the hardy Azorva, the civilized Rashalka, and the barbaric Tsolniva. To the south, the lowlands of the Isle of Kortos—best known for the sprawling city of Absalom—are home to ancient centaur tribes, which wage guerilla warfare against the unwanted colonization of their homeland and against the harpy and minotaur tribes that make their homes in the Kortos Mounts. Far to the west in the foothills of the Menador Mountains, many centaurs have shed their independent traditions

and joined the diabolical bureaucracy of Cheliah. And in south-central Garund, lean, zebra-striped plains runners hunt prey upon expanses of veldt and wage war against the undead beyond the Field of Maidens, the strange monument that marks Geb's southern border.

Regardless of their homelands, centaurs have nearly universal reputations among outsiders as legendary hunters, fierce warriors, and guardians of nature. Many centaur tribes are insular, fiercely superstitious, and avoid most contact with the outside world. Their relationship with nature inspires many to become powerful druidic and shamanistic devotees.

While they maintain well-defined territories, centaurs rarely build permanent settlements within them, preferring instead to lead nomadic lives of hunting and gathering within their lands. Centaur structures are typically large and open to the elements to allow the centaurs within both comfortable accommodation and easy movement.

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Centaur are incredibly stubborn, and tend to work very poorly with members of other races, scoffing at commands and refusing to accept dissenting opinions on strategy and honor. They hold humanoid cavalry in particular disdain, seeing mounted troops as insulting poseurs. The proud centaur people almost never allow themselves to be ridden into combat, serving as mounts only as a means of carrying the injured to safety or in other emergencies. Centaurs see saddles as chains and horseshoes as manacles, and most refuse to use either, even when such tools would ease their burdens or allow them to more comfortably traverse harsh terrain.

Full statistics for centaurs can be found on page 42 of the *Pathfinder RPG Bestiary*.

Centaur Encounters

While travelling near centaur lands, characters can often glimpse groups of 15 to 20 stoic centaur warriors from afar. Tribes hope these shows of force will deter outsiders from trespassing on their lands. If strangers still advance, a vanguard of two to four centaur chargers thunders towards the interlopers and demonstrates a militaristic march that stops just short of violence. Trespassers who remain peaceful amid the chargers' taunts and can convince the vanguard that no other path around the tribe's territory is available (and who also offer some service in return) may be granted supervised passage through the centaurs' realm.

Travelers who stumble unwittingly into centaur lands, or who attempt to trespass stealthily but fail to obscure their presence, are swiftly tracked down by a band of two to 12 centaur foragers. These rangers harry trespassers, providing ample opportunities for them to flee. If the intruders resist, the foragers stalk them while calling in reinforcements (usually an additional two to six foragers accompanied by a centaur greenspeaker) to help repel the stubborn interlopers.

In rare instances, centaurs welcome travelers into their settlements and camps in sacred glens, savannas, steppes, and tors. Usually an enclave of clan chiefs rules these regions, and many of these leaders practice divine magic. Most tribes maintain ties to ancient nature deities, particularly the Green Faith. However, barbaric tribes in regions where travelers are rarely welcomed sometimes serve demon lords—especially Kostchtchie—and outsiders who happen upon the horrific rituals rarely leave alive.

Charger (Cavalier Archetype)

No warrior better epitomizes the centaur's devastating martial power than the charger. Born to the swiftest and most powerful of their kind, these natural cavaliers can achieve unparalleled feats of equestrian combat. Chargers rush headlong into the heart of any conflict to swiftly close on and smash into their enemies, channeling their power into their lances.

Prerequisite: Centaur (or any tauric creature at the GM's discretion).

Class Skills: A charger gains Acrobatics, Knowledge (nature), and Survival as class skills, but does not gain Climb, Handle Animal, or Ride as class skills. This alters the cavalier's class skills.

Weapon and Armor Proficiency: A charger is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields). A charger's cavalier levels stack with any fighter levels he possesses for the purpose of meeting the level prerequisite for feats that can specify a lance, such as Weapon Specialization. This replaces the cavalier's weapon and armor proficiencies.

Natural Mount (Ex): A charger counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatics skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a charger can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A charger can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding^{APC}) if ridden by another creature. This ability replaces mount.

Thundering Hooves (Ex): At 3rd level, a charger's hoof attack deals an additional 1d6 points of damage and its critical threat range increases to 19–20. This effect doesn't stack with any other effect that expands the critical threat range of a weapon. Whenever he performs a charge, the charger can make an additional hoof attack against his target with a –5 penalty on his attack roll. This ability replaces cavalier's charge.

Courser (Ex): At 4th level, a charger's constant training increases his land speed by 10 feet. A charger can also move through up to 10 feet of difficult terrain each round as if it were normal terrain. These benefits apply only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the charger's speed because of any load carried or armor worn. These bonuses stack with any other bonuses to the charger's land speed or ability to ignore difficult terrain. This ability replaces expert trainer.

Ride Down (Ex): At 11th level, a charger can attempt to overrun any number of targets in the path of his charge as a free action. For each successful overrun combat maneuver check, the charger automatically deals an amount of damage to the overrun target equal to that of his hoof attack and can continue with his charge. If any overrun attempt fails during the charge, the charger's progress ends in the space directly in front of the target where the maneuver failed. These overrun attempts do not provoke attacks of opportunity. For each target in the path of his charge, the charger incurs a cumulative –2 penalty on his overrun combat maneuver checks. This ability replaces mighty charge.

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Centaur Greenspeaker

This handsome young man has hair of dappled black and white on his head and body alike, and he carries a variety of wands and talismans in addition to his weapons.

CENTAUR GREENSPEAKER CR 4

XP 1,200

Centaur shaman 2 (*Pathfinder RPG Bestiary 42*, *Pathfinder RPG Advanced Class Guide 35*)

NG Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 13, touch 12, flat-footed 10 (+2 Dex, +1 dodge, +1 natural, -1 size)

hp 39 (6 HD; 2d8+4d10+8)

Fort +2, **Ref** +6, **Will** +11



OFFENSE

Speed 50 ft.

Melee mwk sickle +8 (1d6+3), 2 hooves +2 (1d6+3)

Ranged javelin +6 (1d6+3)

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

Special Attacks channel positive energy 3/day (DC 13, 1d6), hex (ward)

Shaman Spells Prepared (CL 2nd; concentration +6)

1st—*detect undead*⁵, *entangle* (DC 15), *goodberry*, *sleep* (DC 15)

0 (at will)—*detect poison*, *guidance*, *purify food and drink* (DC 14), *resistance*

S spirit magic spell; **Spirit Life**

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 14, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Combat Casting, Dodge, Improved Initiative

Skills Diplomacy +9, Handle Animal +9, Heal +10, Knowledge (geography) +3, Knowledge (nature) +9, Knowledge (planes) +7, Knowledge (religion) +7, Perception +11, Spellcraft +11, Survival +13

Languages Auran, Common, Elven, Sylvan, Terran

SQ spirit animal (owl), spirit magic, undersized weapons

Combat Gear *wand of burning hands* (CL 3rd, 11 charges), *wand of charm animal* (23 charges); **Other Gear** +1 leather armor, javelins (4), mwk sickle, healer's kit

Hidden deep within the heart of most centaur lands lies their most sacred territory, a place these hybrid creatures call the First Pasture. Centaur greenspeakers hold sway in these spaces, delivering sermons in open fields under both the midday sun and the twilight sky. Here tribes celebrate weddings, harvests, and births under the sun's warm glow, and perform rites of adulthood, rituals to bring luck before a battle, and homages to the tribe's ancestors under the sparse light of the moon and stars. Of these celebrations, centaurs revere none more than the death rites their greenspeakers provide for fallen clan members. When the sun sets, the greenspeakers light a great pyre to release the deceased's spirit from her mortal flesh. After the pyre burns through the night and the sun's first rays crest the horizon, the fallen centaur's kin collect the ashes and fertilize the fields with them so that the dead may serve the world anew.

Centaur greenspeakers who cultivate the fields of the First Pasture are known as "Sowers of the Ash." Centaur clans trust these holy preachers to tend to the sacred meadows, where a kaleidoscope of wild flowers blooms from spring to the fading days of autumn. Centaurs use the blossoms as central decorations for their celebrations and ceremonies, and greenspeakers weave the remaining flowers into fragrant mantles that signal their rank in society; the more ornate a greenspeaker's mantle, the more experienced and venerated he is.

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Centaur Forager

Swirling markings cover the armor and flanks of this imposing centaur. A bow and sword, both heavy enough to suit her powerful frame, hang from her body.

CENTAUR FORAGER **CR 6**

XP 2,400

Centaur ranger 3 (*Pathfinder RPG Bestiary* 42)

N Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 armor, +3 Dex, +2 natural, -1 size)

hp 69 (7 HD; 4d10+3d10+31)

Fort +8, **Ref** +10, **Will** +8

OFFENSE

Speed 50 ft.

Melee greatsword +10/+5 (2d6+6/19-20), 2 hooves +5 (1d6+2)

Ranged mwk composite longbow +10/+5 (1d8+4/x3)

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

Special Attacks combat style (archery), favored enemy (animals +2)

STATISTICS

Str 19, **Dex** 16, **Con** 19, **Int** 11, **Wis** 16, **Cha** 10

Base Atk +7; **CMB** +12; **CMD** 25 (29 vs. trip)

Feats Cleave, Endurance, Lunge, Power Attack, Quick Draw, Rapid Shot

Skills Diplomacy +4, Heal +8, Intimidate +4, Knowledge (geography) +6, Knowledge (nature) +6, Perception +13, Stealth +9, Survival +13

Languages Common, Elven, Sylvan

SQ favored terrain (forest +2), track +1, undersized weapons, wild empathy +3

Combat Gear *potions of cure moderate wounds* (2), smokestick;

Other Gear +1 leather armor, greatsword, mwk composite longbow (Str +4) with 40 arrows, *amulet of natural armor* +1, backpack, signal whistle

Inside the hallowed reaches of centaur realms, foragers watch for signs of intruders and prowl their domains looking for game to feed their kin. These centaurs patrol their borders, keeping constant vigil to drive away unwelcome

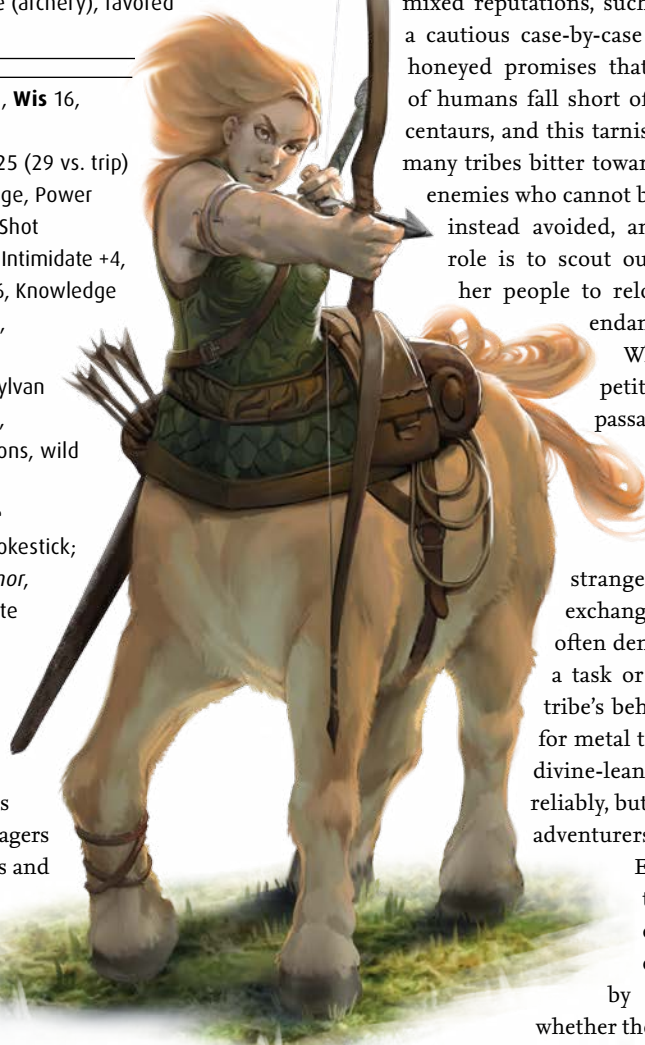
beasts and travelers alike with displays of force, grim warnings, and eventually violence.

Foragers bring down dangerous beasts and deliver their carcasses to the tribe, providing furs and leather for clothing, bones and sinew for tools, rendered fat for lard and tallow, and a feast if their prey pleases the palate. Keenly aware of their peoples' dependence on the world around them, foragers aim for quick, clean kills and take only enough to satisfy their people's immediate needs. Their preferred prey are creatures disrupting the order they depend on, whether rampaging monsters or human poachers—any creature that takes more than it needs to live calls down the wrath of these silent hunters.

When responding to sentient intruders, a forager's approach varies widely based on her past experiences with the intruder's kind and the trespassers' attitude and actions. They rarely offer aggressive races, such as goblins and orcs, a chance to parley and instead shoot them down from afar. More approachable races, especially elves and gnomes, are sometimes welcomed into centaur territory. Races that have mixed reputations, such as humans, are met on a cautious case-by-case basis. All too often, the honeyed promises that drip from the mouths of humans fall short of their final treatment of centaurs, and this tarnished relationship has left many tribes bitter toward all of humanity. Those enemies who cannot be warned off or killed are instead avoided, and a forager's secondary role is to scout out lush new pastures for her people to relocate to should enemies endanger their home.

When travelers respectfully petition centaurs for safe passage through their territory and convince them that no alternative route is available, a tribe may reluctantly grant the strangers' request. However, in exchange for permission, centaurs often demand a toll in the form of a task or favor performed on the tribe's behalf. They most often ask for metal tools and magic that their divine-leaning society can't produce reliably, but may instead request that adventurers destroy a local threat.

Even with tribal approval to enter centaur lands, outsiders can expect their every step to be watched by the tribe's foragers—whether the interlopers can see their centaur observers or not.



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Centaur Outcast

Lean and graying but still blessed with a young man's face, this aging centaur bristles with scrolls and wands. Winding, swirling tattoos climb across his body and face.

CENTAUR OUTCAST

CR 7

XP 3,200

Old centaur wizard 7 (*Pathfinder RPG Bestiary* 42)

CG Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 deflection, +2 Dex, +1 natural, -1 size)

hp 86 (11 HD; 7d6+4d10+40)

Fort +5, **Ref** +8, **Will** +13

OFFENSE

Speed 50 ft.

Melee quarterstaff +7/+2 (1d6+1), 2 hooves +2 (1d6)

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

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 7th; concentration +11)

4th—*charm monster* (DC 18), *summon monster IV*

3rd—*fly, haste, merciful lightning bolt* (DC 17)

2nd—*alter self, cat's grace, glitterdust* (DC 16), *web* (DC 16)

1st—*alarm, expeditious retreat, feather fall, mage armor, vanish*^{APG}

0 (at will)—*ghost sound* (DC 14), *light, message, resistance*

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 18, **Wis** 14, **Cha** 16

Base Atk +7; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Cosmopolitan^{APG} (Bluff, Intimidate), Improved Initiative, Iron Will, Merciful Spell^{APG}, Point-Blank Shot, Precise Shot, Scribe Scroll, Toughness

Skills Appraise +18, Bluff +8, Diplomacy +14, Disguise +8, Intimidate +8, Knowledge (arcana) +13, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (nature) +12, Knowledge (planes) +13, Perception +16, Spellcraft +18, Survival +10

Languages Aklo, Common, Elven, Sylvan, Varisian, Vudrani

SQ arcane bond (*wand of comprehend languages*) undersized weapons

Combat Gear *potion of barkskin, scroll of charm person, scrolls of endure elements* (2), *scroll of identify, scroll of resist energy, scrolls of silent image* (2), *scroll of stonewall, wand of comprehend languages* (12 charges), *wand of scorching ray* (CL 5th, 22 charges); **Other Gear** quarterstaff, *ring of protection* +1, backpack, reading glasses, saddlebags, scholar's outfit, scroll boxes (2), spell component pouches (2), spellbook (containing all prepared spells, all 0-level spells, and 10 additional spells of the GM's choice).



While most centaurs shun settled life and academic studies—and by extension arcane magic—outcasts view Golarion as too interesting to limit themselves to remote pastures and placid forest glens. Less xenophobic and more independent than their kin, outcasts answer the siren call of the larger world. Often ridiculed and chastised by their own people, outcasts find no solace in centaur society—tribes have little use for an extra mouth to feed who reads and writes when

he should hunt or forage, and outcasts generally have no love for the “primitive” ways their people idolize.

Outcasts' insatiable need for new experiences frequently overtakes them, and they rarely call one place home, or one group of people friends, for very long. Instead, they plod forever forward, challenging themselves with new languages, cultures, spells, and the constant frustration of humanoid stairs. Outcasts hold no ill will toward their former kin, though they consider traditional centaurs narrow-minded country cousins, ignorant of the outside world's seemingly infinite expanse.

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Centaur Charger

An imposing wall of steel, corded muscle, and blood-stained banners, this centaur wields a lance and shield with the majesty and prowess of any human knight.

CENTAUR CHARGER

CR 14
XP 38,400

Centaur cavalier (charger) 11 (*Pathfinder RPG Bestiary* 42, *Pathfinder RPG Advanced Player's Guide* 32, see page 5)

N Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 27, touch 13, flat-footed 24 (+8 armor, +1 deflection, +3 Dex, +2 natural, +4 shield, -1 size)

hp 183 (15 HD; 4d10+11d10+101)

Fort +15, **Ref** +11, **Will** +11

OFFENSE

Speed 90 ft.

Melee +2 lance +22/+17/+12 (1d8+9/×3), 2 hooves +15 (2d6+2/19–20) or

mwk longsword +20/+15/+10 (1d8+5/19–20), 2 hooves +15 (2d6+2/19–20)

Ranged spear +17/+12/+7 (1d8+5/×3)

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

Special Attacks banner +3/+2, challenge (+11, +3, 4/day), ride down, thundering hooves

STATISTICS

Str 20, **Dex** 16, **Con** 22, **Int** 9, **Wis** 16, **Cha** 12

Base Atk +15; **CMB** +21; **CMD** 35 (39 vs. trip)

Feats Acrobatic Steps, Cavalry Formation^{UC}, Dazzling Display^B, Lookout^{APG}, Nimble Moves, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Focus (hooves)

Skills Acrobatics +13 (+25 when jumping), Bluff +10, Intimidate +13, Knowledge (nature) +3, Perception +10, Sense Motive +11, Survival +11

Languages Common, Elven, Sylvan

SQ courser, greater tactician (3/day, 8 rounds, swift action), natural mount, order of the cockatrice (braggart, steal glory), undersized weapons

Combat Gear *potion of cure serious wounds*, *potion of heroism*, *potion of spider climb*;

Other Gear +2 mithral breastplate, +2 heavy steel shield, +2 lance, mwk longsword, spears (4), *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of resistance* +1, *horseshoes of speed*, *ring of protection* +1, banners (3)

At the forefront of any centaur army, these idolized warriors epitomize centaur efficacy and glory on the battlefield. When centaurs demand that a conflict be settled by a trial of champions, they select a charger as their champion more often than not. Galloping on iron-clad hooves, these shock troops blast into their enemies and trample foes in a spray of crimson gore—a gruesome

display that's enough to slake almost anyone's thirst for violence. Even young colts and fillies play at being these heroes and leaders during their childhood games. Their prowess is legendary, clans sing of their deeds, and their funeral pyres burn the brightest.

The relative rarity of steel tools among centaurs—with most tribes reluctant to settle down long enough to mine, smelt, or forge metal goods—speaks to the prestige afforded to chargers. There is a lifestyle almost entirely dependant on the settled races they so often clash against. Many chargers depend on elven communities to outfit them, in exchange for using their martial skills to protect a settlement, hunt a menacing beast, or serve short terms as escorts or—most humiliatingly—mounts. Rarer but more terrifying are chargers outfitted by dwarves, who hone their combat skills in dwarven surface wars against orcs and giants.

These warriors also serve their tribes as advisors. While they lack the skills to effectively lead in peacetime, they may assume control temporarily and without question when outside threats press into centaur lands.



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Charau-Ka

Few dangers of Garund's jungles are as terrifying as the charau-ka. Whooping as their hunting packs traverse the wilderness, these frenzied ape-men possess a savage thirst for bloodshed. Only the strongest charau-ka survive their short-lived youths; elders among these creatures are rare and possess valuable skills or powerful magic, though some puissant charau-ka serve the Gorilla King directly.

Too violent to engage in trade, these simian scavengers fight in brutal combats for dominance, traveling from treetop villages and ruins to descend en masse on unsuspecting prey in Golarion's jungles. They pay homage to their Abyssal lords in the shadow of blood totems in the Mwangi Expanse, and growing numbers of charau-ka have taken pilgrimages to Usaro, leaving soon thereafter to wander Golarion. Those who return bring dangerous new ideas, technology, and knowledge, which they use to rise to positions of prominence.

Full statistics for the charau-ka can be found on page 308 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

Charau-Ka Encounters

While charau-ka can be encountered alone, they typically travel with other simians as either a hunting party or an entire tribe, using superior numbers against whatever quarry they find in the wilderness. Hunting parties may include as few as two hunters or as many as eight. When a charau-ka tribe traverses the jungle, members move in hooting and whooping groups ranging from 12 to 25 adults, attempting to panic outnumbered enemies before overwhelming them. As many as three lieutenant warriors lead the attack, supported by a demon-worshipping cleric (typically a follower of Angazhan) and directed by a powerful and experienced chief who commands up to three dire apes. Charau-ka pelt opponents into submission with rocks expertly thrown from trees above their targets, and with a gesture by their leader, they disappear into the foliage in an instant. Fiercely territorial, they respond to any sizable incursion on their hunting grounds and engage any group deemed weak enough to defeat.

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Charau-ka attack as a pack, aiming to separate the weakest target from a group of enemies. They focus their assault to subdue opponents one at a time in order of perceived frailty. Should their foes respond with powerful magic or potent physical attacks, they disappear into the jungle and wait for another chance for an ambush. Tribal leaders allow infighting only when within range of a blood totem; as a prelude to internal conflicts, lieutenants often attempt to capture powerful opponents and force them to battle for sport in front of the charau-ka before challenging the chief for leadership of the tribe.

Charau-Ka Traps

The charau-ka litter the jungles with traps, imperiling unwitting travelers trekking through the Mwangi Expanse. The following are but a sampling of the devious traps they devise throughout their jungle territories.

Blood Totem's Gaze

Blood totems are stone fetishes, often depicting Angazhan, apes, charau-ka, or girallons; they're designed to scare intruders away from charau-ka territory. Some blood totems are magically treated to send trespassers into a frenzy.

BLOOD TOTEM'S GAZE CR 9

Type magic; **Perception** DC 21; **Disable Device** DC 21

EFFECTS

Trigger visual (*arcane eye*); **Duration** 1 minute; **Reset** automatic (1 hour)

Effect totem gains a gaze attack with a range of 30 ft.; targets affected by the gaze suffer the effects of *moonstruck*^{APG} (target gains 2 claws and a bite attack and is dazed for 1 round, then attacks nearest creatures for 7 rounds; Will DC 16 negates); multiple targets (all creatures susceptible to gaze attacks within 30 ft.)

Demonic Chime

These sonic traps serve the charau-ka both as weaponized defenses and alarms, and the hysterical simian shrieks of a triggered chime can be heard up to 1 mile away.

DEMONIC CHIME CR 4

Type magic; **Perception** DC 25; **Disable Device** DC 18

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*sonic scream*^{ACG}, 4d4 points of sonic damage on 1st round, 2d4 points of sonic damage on 2nd round, 1d4 points of sonic damage on 3rd round, each round Reflex DC 13 half); multiple targets (all targets in a 15-ft. cone)

Exploding Monkey Tree

This trap uses alchemical explosives to burst the trunk of a monkey tree when a creature moves past it. Monkey

tree oil (*Pathfinder Campaign Setting: Heart of the Jungle* 5) is extremely foul and allows charau-ka trackers to more easily detect prey that have triggered the trap.

EXPLODING MONKEY TREE CR 3

Type magic; **Perception** DC 23; **Disable Device** DC 23

EFFECTS

Trigger proximity; **Reset** none

Effect monkey tree oil (creatures gain a +4 circumstance bonus on Survival checks to track target for 24 hours); multiple targets (all targets in a 30-ft. radius)

Hydrophobia Bomb

This explosive is filled with a concoction of dead brainworms and digested boggard brains that causes a dire fear of water in creatures within the blast radius. See page 250 of the *Pathfinder RPG GameMastery Guide* for information on phobias.

HYDROPHOBIA BOMB CR 4

Type mechanical; **Perception** DC 23; **Disable Device** DC 23

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 ranged (target gains a phobia against water, Will DC 14 negates); multiple targets (all creatures in a 20-ft. radius)

Sanguine Sack Trap

This trap features an exploding sack of gore. Those coated in the rotting offal are easier for predators with the scent ability to detect.

SANGUINE SACK TRAP CR 4

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect exploding pouch of blood (gore imposes -8 penalty on Stealth checks against creatures with scent for 10 minutes, doubles target's detectable range, and grants the benefits of *grease* to the target; Reflex DC 20 negates); multiple targets (all targets in a 10-ft. square)

Wrecked Menhir Circle

This ring of ruined Mwangi standing stones has been desecrated by the charau-ka and repurposed to spread the frenzy of Angazhan to all unlucky creatures who walk within it.

WRECKED MENHIR CIRCLE CR 6

Type magical; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*murderous command*^{UM}, targets attack the nearest ally, Will DC 12 negates); multiple targets (all targets in a 50-ft. radius)

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Deadfall Tracker

A noxious fluid drips from the vicious arrows of this feral ape-like humanoid.

DEADFALL TRACKER

CR 5

XP 1,600

Charau-ka slayer 4 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 308, *Pathfinder RPG Advanced Class Guide* 53)

CE Small humanoid

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 22, touch 16, flat-footed 17 (+2 armor, +4 Dex, +1 dodge, +2 natural, +2 shield, +1 size)

hp 53 (7 HD; 3d8+4d10+18)

Fort +8, **Ref** +12, **Will** +5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee mwk scimitar +12/+7 (1d4+4/18-20), bite +6 (1d3+6)

Ranged mwk composite shortbow +10/+5 (1d4+4/×3) or rock +10 (1d4+4, 19-20)

Special Attacks bleed, sneak attack +1d6, studied target +1 (1 target)

STATISTICS

Str 19, **Dex** 18, **Con** 14, **Int** 10, **Wis** 14, **Cha** 9

Base Atk +6; **CMB** +9; **CMD** 24

Feats Dodge, Point-Blank Shot, Precise Shot, Rapid Shot, Throw Anything^B

Skills Acrobatics +13, Climb +17, Craft (traps) +8, Knowledge (geography) +5, Knowledge (local) +5, Perception +10, Stealth +17, Survival +11; **Racial Modifiers** +4 Stealth

Languages Abyssal, Polyglot

SQ shrieking frenzy, slayer talents (bleeding attack +1, slowing strike), thrown-weapon mastery, track +2

Combat Gear *potion of cure light wounds* (2), *potion of hide from animals*, caltrops (4), giant wasp poison (4 doses), tanglefoot bags (2); **Other Gear** mwk leather armor, +1 light wooden shield, mwk composite shortbow (Str +4) with 40 arrows, mwk scimitar, *cloak of resistance* +1, bear trap^{UE}, hemp rope (100 ft.), surgeon's tools^{UE}

Equally comfortable operating alone, in small teams of their kind, or leading chattering hordes of less-skilled charau-ka, deadfall trackers range across the Mwangi Expanse, tasked by Angazhani clerics or other high-ranking charau-ka to capture or recover slaves for Usaro's stocks. Their brutal training regimens make these ape-folk skilled in the arts of planning, patience, and silence—difficult talents for any charau-ka to master—and many become leaders among the armies of Ruthazek, the Gorilla King. Using concealment and sticking to branches high above the jungle floor, they stalk their prey and wait for targets to wander off alone or stumble into one of their traps or the wilderness' hazards, striking swiftly and mercilessly once their quarry can't fight back.

Groups of deadfall trackers are ruthlessly efficient, staggering themselves to allow fire from multiple vantage points. They enforce a strict code of silence while marching captives back to Usaro, sometimes going so far as to sew shut the lips of slaves who won't—or can't—keep quiet. They sometimes release one or two slaves to startle unexpected travelers, using the distraction to capture a few more thralls for the Gorilla King. Slaves who show a knack for distracting prey may even become favored pets, fed well and beaten less than most. Any prisoners who flee during the trek without consent are chased down and recaptured, if the trackers feel merciful; otherwise, the fugitive becomes a welcome meal on the long, lonely trail.

These charau-ka sometimes fall upon travelers simply to loot them, gathering supplies they need to build ingenious contraptions. Anyone who picks up the trail of a deadfall tracker is sure to come upon a devious trap before long. The secrets of trap construction and placement are kept by the elders of the tribe, who carefully detail where to place the devices in the jungle to maximize their disruptive potential.



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Simian Sharpshooter

This long-furred ape-person wears a battered snakeskin poncho and carries a worn musket.

SIMIAN SHARPSHOOTER

CR 6

XP 2,400

Charau-ka gunslinger 4 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 308, *Pathfinder RPG Ultimate Combat* 9)

CE Small humanoid (charau-ka)

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

DEFENSE

AC 24, touch 17, flat-footed 18 (+4 armor, +4 Dex, +2 dodge, +3 natural, +1 size)

hp 60 (7 HD; 3d8+4d10+25)

Fort +8, **Ref** +11, **Will** +5

Defensive Abilities nimble +1

OFFENSE

Speed 30 ft., climb 30 ft.

Melee mwk club +10/+5 (1d4+2), bite +4 (1d3+3)

Ranged musket +11 (1d10/×4) or rock +12 (1d4+2/19–20)

Special Attacks grit (3), shrieking frenzy, thrown-weapon mastery

STATISTICS

Str 15, **Dex** 18, **Con** 16, **Int** 10, **Wis** 16, **Cha** 9

Base Atk +6; **CMB** +7; **CMD** 23

Feats Dodge, Gunsmithing^{UC}, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run, Throw Anything^B

Skills Acrobatics +10, Bluff +4, Climb +13, Intimidate +4, Perception +11, Sleight of Hand +8, Stealth +12, Survival +11;

Racial Modifiers +4 Stealth

Languages Abyssal, Polyglot

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), gunsmith

Combat Gear *oil of jury-rig*^{UC}, *oil of magic weapon*, *potions of cure moderate wounds* (2), *potion of invisibility*, *potion of protection from good*, *tracer bullets*^{UC} (2), *entangling shot alchemical cartridges*^{UC} (10), *salt shot alchemical cartridges*^{UC} (10), *tanglefoot bags* (2); **Other Gear** mwk chain shirt, mwk club, musket^{UC} with 20 bullets^{UC}, *amulet of natural armor* +1, powder horn with 20 doses of black powder^{UC}

A decade ago, intent on impressing the Gorilla King, a tribe of charau-ka crossed the Brazen Peaks and raided Alkenstar's Dongun Hold, a dwarven citadel loaded with the Grand Duchy's prized firearms. They suffered severe casualties but absconded with scores of guns. Ruthazek then handpicked several dozen promising ape-men

to master the weapons, creating an elite caste of assassins, monster wranglers, and bounty hunters. Many warriors managed to survive this unorthodox training and now wander the jungle at Ruthazek's command, eliminating Usaro's enemies, retrieving fugitive slaves, and stocking the beast pits. The Gorilla King takes a special joy in sending his technological marvels to eliminate mages and healers.

Rather than confronting foes directly, sharpshooters take aim from above, disappearing into the wilderness long before victims can muster a counterattack. They show no remorse and chase wounded targets through the jungle for miles with relentless determination. Priests of Angazhan instilled a strong sense of survival in these sharpshooters, who show surprising restraint for charau-ka. The telltale frenzy of their kin surfaces only when enemies draw close to these gunslingers, and several have broken their muskets bludgeoning foes to death, only to suffer horrible reprimands for their carelessness. Those who keep their rage tempered travel far beyond the borders of the Gorilla King's realm, searching Golarion for anything their sovereign requires. Loyal to the very core, these charau-ka never reveal what they seek until it lies within their sights.



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Devotee of the Ravener King

Clad in bloodstains, ivory fetishes, and animal hides, this ape-like priest's regalia speaks to the horrible powers it serves.

DEVOTEE OF THE RAVENER KING

CR 7

XP 3,200

Charau-ka cleric of Angazhan 5 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 308)

CE Small humanoid (charau-ka)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

AC 22, touch 14, flat-footed 20 (+5 armor, +1 deflection, +2 Dex, +3 natural, +1 size)

hp 65 (8 HD; 3d8+5d8+29)

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

OFFENSE

Speed 20 ft., climb 30 ft.

Melee +1 spear +8 (1d6+2/x3), bite +2 (1d3+1)

Ranged rock +9 (1d4+1, 19–20)

Special Attacks channel negative energy 6/day (DC 15, 3d6), shrieking frenzy, thrown-weapon mastery

Domain Spell-Like Abilities (CL 5th; concentration +8)
6/day—touch of chaos
6/day—touch of evil (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +8)
3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *magic circle against good*^b
2nd—*aid*, *align weapon*^b, *desecrate*, *silence* (DC 15)
1st—*bane* (DC 14), *cure light wounds* (2), *magic stone*, *protection from good*^b
0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *purify food and drink*
D domain spell; **Domains** Chaos, Evil

STATISTICS

Str 13, **Dex** 15, **Con** 16, **Int** 8, **Wis** 16, **Cha** 16

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

Feats Combat Casting, Improved Natural Armor, Point-Blank Shot, Selective Channeling, Throw Anything^b

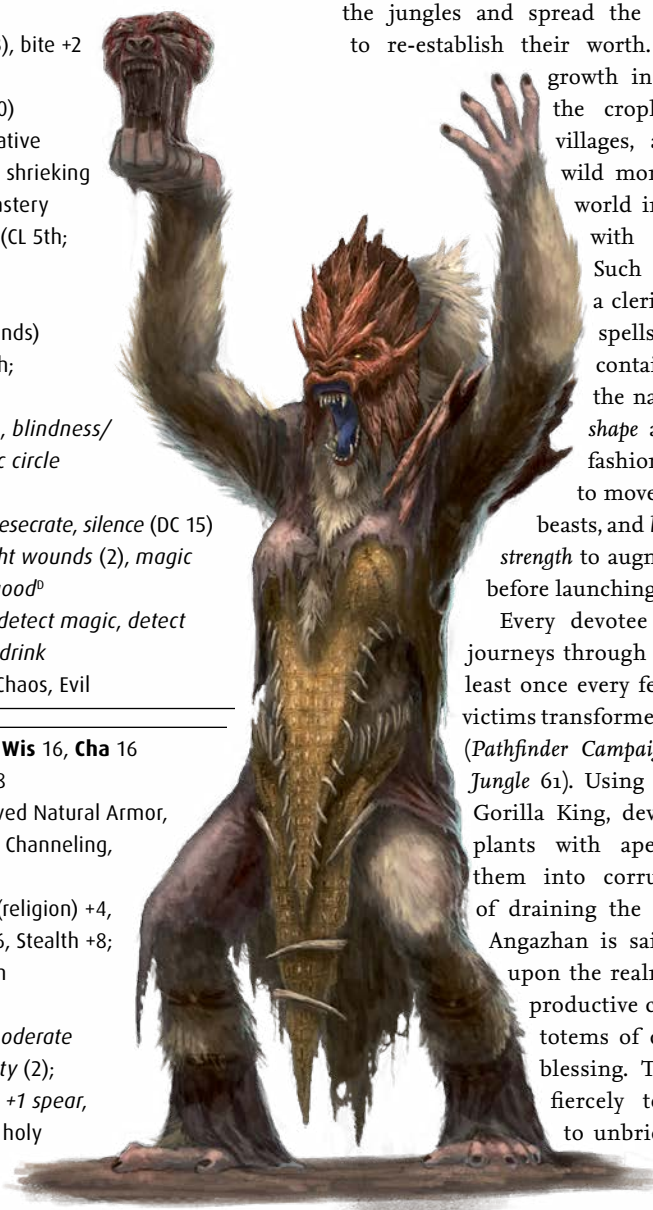
Skills Climb +11, Knowledge (religion) +4, Perception +4, Spellcraft +6, Stealth +8;

Racial Modifiers +4 Stealth

Languages Abyssal, Polyglot

Combat Gear *scroll of cure moderate wounds*, *scrolls of invisibility* (2);

Other Gear +1 hide armor, +1 spear, ring of protection +1, ivory holy symbol worth 30 gp, mwk manacles



The clergy of Angazhan—if such a word applies to the jostling, bickering agents of the demon lord of beasts—perform numerous malicious rites and rituals throughout Usaro, continually working through the steady river of slaves that flows into the city. Devotees navigate the sticky, blood-slick temple stairs to march sacrifices to the waiting altars, or else break off to mingle with their charau-ka flock, distributing blessings and beatings on their demon lord's behalf. Those who earn the Gorilla King's favor become cherished advisors, attending to the living god personally, but the fickle temperament of their sovereign means few devotees hold his good will for long.

Angazhan's clerics are expert saboteurs and provocateurs. When traveling with other charau-ka, they throw foes into disarray before their charau-ka followers above let loose volleys of death.

Ostracized devotees of the Ravener King wander the jungles and spread the gifts of the Angazhan to re-establish their worth. They may encourage

growth in the wilderness, blight the croplands around Mwangi villages, and carefully husband wild monsters, forcing the wild world into bloody competition with human settlements. Such wild hermits exchange a cleric of Angazhan's normal spells for ones to help them contain, augment, and direct the natural world, using *stone shape* and *glyph of warding* to fashion animal traps, *sanctuary* to move unharmed among wild beasts, and *bear's endurance* and *bull's strength* to augment their vile creations before launching them into combat.

Every devotee of the Ravener King journeys through the Mwangi Expanse at least once every few months in search of victims transformed into trees by tobongos (*Pathfinder Campaign Setting: Heart of the Jungle* 61). Using rituals revealed by the Gorilla King, devotees bathe these new plants with ape blood, transforming them into corrupted fetishes capable of draining the life force from others.

Angazhan is said to occasionally look upon the realm and reward the most productive creators of these chaotic totems of decay with his fiendish blessing. The charau-ka's already fiercely territorial nature rises to unbridled levels when tribes compete to gain their god's favor.

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Jungle Trickster

This lean ape-person is bedecked with a rattling collection of whistles, drums, and charms.

JUNGLE TRICKSTER CR 8

XP 4,800

Charau-ka bard (sound striker) 6 (*Pathfinder Campaign*

Setting: The Inner Sea World Guide 308, Pathfinder RPG Ultimate Magic 27)

CE Small humanoid (charau-ka)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 22, touch 13, flat-footed 20 (+4 armor, +2 Dex, +3 natural, +2 shield, +1 size)

hp 55 (9 HD; 3d8+6d8+15)

Fort +4, **Ref** +10, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft., climb 30 ft.

Melee +1 *whip* +10/+5 (1d2+3 nonlethal), bite +4 (1d3+3)

Ranged rock +10 (1d4+2/19–20)

Special Attacks bardic performance 23 rounds/day (countersong, distraction, fascinate [DC 16], inspire courage +2, weird words [DC 16, 1d8+3], wordstrike [1d4+6]), shrieking frenzy, thrown-weapon mastery

Bard Spells Known (CL 6th; concentration +9)

2nd (4/day)—*cure moderate wounds*, *detect thoughts* (DC 15), *invisibility*, *suggestion* (DC 15)

1st (5/day)—*charm person* (DC 14), *disguise self* (DC 14), *expeditious retreat*, *hideous laughter* (DC 14)

0 (at will)—*detect magic*, *ghost sound* (DC 13), *lullaby* (DC 13), *mage hand*, *prestidigitation* (DC 13), *read magic*

STATISTICS

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

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

Feats Extra Performance, Point-Blank Shot, Skill Focus (Perform [oratory]), Skill Focus (Perform [act]), Spellsong^{UM}, Throw Anything^B

Skills Acrobatics +11, Appraise +5, Climb +14, Intimidate +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Linguistics +6, Perception +10, Perform (act) +17, Perform (dance) +10, Perform (oratory) +17, Sleight of Hand +7, Spellcraft +8, Stealth +13, Use Magic Device +7; **Racial Modifiers** +4 Stealth

Languages Abyssal, Common, Kelish, Polyglot, Vanaran

SQ bardic knowledge +3, lore master 1/day, versatile performance (oratory, act)

Combat Gear *potion of mirror image*, *wand of alter self* (21 charges), oil of taggit (2 doses); **Other Gear** +1 studded leather, mwk heavy wooden shield, +1 whip, *amulet of natural armor* +1, disguise kit

Devious and aggressive, charau-ka range farther across the Inner Sea than anyone truly expects. Their jungle tricksters—masters of stealth, deception, and disguise—roam freely, if sparsely, in the shadows of the world, or boldly stride through cities cloaked in makeup or glamers. Across Garund they often pose as common apes, but they sometimes travel abroad in the guise of exotic pets of obedient human slaves or use illusions to pose as halflings or human children. Between Jalmeray and Vudra, resourceful apes pose as playful vanaras as well.

Some tricksters act as the eyes and ears of Usaro, but many serve as thieves—gathering magic and wealth to sate Ruthazek—or as saboteurs undermining enemies of the state or arranging bloody massacres for Angazhan's glory. They pose as guides or playful apes to lead adventurers and travelers into the jungles' many hazards.



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Cyclops

Cyclopes are among Golarion's oldest races, but almost all record of their magnificent and powerful past has been lost. Most modern cyclopes in the Inner Sea region eke out a selfish and disorganized existence as monstrous, ferocious bandits in the lands they once ruled, surrounded by bitter reminders of what they have lost.

Evidence of their once-great societies persists in the drowned ruins of Ghol-Gan in western Garund and the abandoned cities of Koloran in Iobaria, but much of it has been polluted or plundered over many years of exploitation by younger races' adventurers and academics. Such places draw the few enlightened cyclopes who seek to rekindle their race's lost glory—or at least want to understand its demise—but cyclopes are no longer a unified society. They have almost no collective cultural memory, and most subsist in small tribes or as isolated and feared loners.

Cyclopes' robust constitutions and innate divinatory abilities grant them an uncanny resilience, and some long-lived cyclopes even attract the worship of primitive

societies. Perhaps as a subconscious throwback to their ancestral hubris, these living “gods” display all the hallmarks of a primitive deity: unnatural foresight, a total disregard for their worshipers' well-being, and an endless hunger sated only by bloody sacrifices.

Full statistics for cyclopes can be found on page 52 of the *Pathfinder RPG Bestiary*.

Cyclops Encounters

Cyclopes are most often encountered in small tribes near the ruins of their former empires. Cyclopes of the Inner Sea region are usually degenerate, barbaric shadows of the once-grand race, though it is not unknown to encounter one or more enlightened cyclopes from distant Ibydos leading conclaves of followers and servants.

A cyclops smasher often leads a small group of two to four degenerate cyclopes. These roving bands typically stay close to their communal lairs, but when prey is scarce they may migrate hundreds of miles to more fertile hunting

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grounds. To feed larger tribes, dedicated parties of two to five cyclops manhunters seek vulnerable humanoid settlements or unguarded livestock. Larger raiding groups can also include up to six standard, degenerate cyclopes.

A typical tribe consists of seven to 18 cyclopes, including a dedicated hunting group, and is often led by a cyclops grand-eye who serves as the chieftain and spiritual leader. Near the ruins of Koloran and Ghol-Gan, many tribes' chieftains are cyclops lorekeepers, who may even hail from Ibydos. In such cases, several grand-eyes may serve as acolytes to the lorekeeper in spiritual matters.

Cyclops Oracles

Cyclops oracles and those who worship the one-eyed giants use their gifts and burdens to channel or enhance some of the prophetic (and sometimes bestial) abilities of a cyclops.

Cyclops Oracle Curses

The following new oracle curses are common among cyclops oracles and oracles who worship cyclopes, and can be taken in place of any oracle's curse at 1st level. Once made, this choice cannot be changed, and each new curse is subject to the same rules as the oracle's curses presented in the *Pathfinder RPG Advanced Player's Guide*.

Hunger: Ravenous hunger wracks your body in stressful situations. You gain none of the benefits from spells or magic items that provide nourishment, such as *goodberry*, *heroes' feast*, or a *ring of sustenance*. You also gain a bite attack that deals an amount of piercing damage appropriate for your size (1d8 for a Large creature, 1d6 for Medium, 1d4 for Small) as a secondary natural attack. You begin each combat with the sickened condition until you deal damage with your bite attack. At 5th level, you gain the grab monster special ability on bite attacks against creatures smaller than yourself. At 10th level, your bite attack deals damage as if you were one size category larger. At 15th level, you gain the blood drain monster special ability with your bite, dealing 1d2 points of Constitution damage at the end of a turn if you grapple a foe.

Powerless Prophecy: You are forewarned of danger but can't act to prevent it. You gain uncanny dodge, as the rogue class feature. However, you can't take any actions in a surprise round, including free actions, except for flash of insight (see Revelations below). In the absence of a surprise round, you are staggered for the entire first round of combat. At 5th level, you gain a +4 insight bonus on initiative checks. At 10th level, you gain improved uncanny dodge as the rogue ability, using your oracle level as your rogue level. At 15th level, you gain a +4 insight bonus on all your saving throws and to your AC during surprise rounds and when you are otherwise unaware of an attack.

Cyclopean Seer (Oracle Archetype)

A cyclopean seer draws power from the mysterious prophetic abilities of ancient giants.

Recommended Mysteries: Ancestor (*Pathfinder RPG Ultimate Magic* 53), lore, nature, occult (*Pathfinder Campaign Setting: Occult Mysteries* 53), time (*Ultimate Magic* 56).

Class Skills: A cyclopean seer adds Linguistics and all Knowledge skills to her list of class skills. These replace the additional class skills granted by her mystery.

Oracle's Curse: A cyclopean seer must choose the haunted, hunger (see above), powerless prophecy (see above), or tongues curse at 1st level.

Bonus Spells: Each time a cyclopean seer would gain a bonus spell from her mystery, she instead selects a divination spell from any class's spell list. If the spell is not on the cleric spell list, it must be at least 1 level lower than the highest-level oracle spell the cyclopean seer can cast. This ability alters the bonus spells granted by the oracle's mystery.

Assume Fate (Su): As an immediate action when targeted by an effect that requires a saving throw, you can choose another creature within line of sight that is attempting a save against the same effect. The target takes a penalty on its saving throw equal to 1d4 + 1 for every 4 levels you possess. You gain the value of their penalty as a luck bonus on your saving throw. You can use this ability a number of times per day equal to your Charisma bonus. This replaces the revelation gained at 1st level.

Brutal Trance (Su): Once per day as a standard action, you can enter a trance that lasts 1 round per oracle level you possess. While in this trance, you are confused, but each round that you can act normally, you can ask a single question as if using *commune*. This replaces the revelation gained at 7th level.

Revelations: All cyclopean seers have access to the following revelations, regardless of their chosen mysteries.

Doomsaying (Su): As a standard action, you can pronounce doom on a creature within 30 feet. The target takes a penalty equal to your oracle level on either all skill checks, all savings throws, or all attack rolls (your choice) for 1 minute or until he fails one such roll. You can use this ability a number of times per day equal to your Charisma bonus. This is a curse effect (*Ultimate Magic* 137).

Flash of Insight (Su): You gain the cyclops racial ability of the same name (*Bestiary* 52). If you already possess this ability, you gain an additional daily use.

Prescience (Ex): You gain a +2 bonus to your Armor Class against attacks of opportunity and a +2 bonus on concentration checks. At 5th level and every 5 levels thereafter, these bonuses increase by 1.

This ability alters the revelation class feature.

Final Revelation: Upon reaching 20th level, you embody ancient cyclopes' insight. You can use each of the following once per day as a spell-like ability: *discern location*, *prying eyes*, and *stone tell*. In addition, using flash of insight to select a d20 roll result equal to or lower than your Charisma modifier doesn't expend that ability. This replaces the final revelation of the oracle's mystery.

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Cyclops Manhunter

This cyclops warrior clad in leathers and a flowing hood looms over the terrain. A heavy axe stained with gore serves as a warning for opponents who dare draw closer.

CYCLOPS MANHUNTER **CR 7**

XP 3,200

Cyclops ranger 2 (*Pathfinder RPG Bestiary* 52)

NE Large humanoid (giant)

Init +1; **Senses** low-light vision; Perception +21

DEFENSE

AC 21, touch 10, flat-footed 20 (+4 armor, +1 Dex, +7 natural, -1 size)

hp 80 (12 HD; 10d8+2d10+24)

Fort +13, **Ref** +8, **Will** +6

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +17/+12 (3d6+10/×3)

Ranged +1 composite longbow +10/+5 (2d6+8/×3)

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

Special Attacks combat style (two-handed weapon^{AP6}), favored enemy (humans +2)

STATISTICS

Str 25, **Dex** 12, **Con** 15, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +17 (+19 bull rush); **CMD** 28 (30 vs. bull rush)

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Skill Focus (Survival), Weapon Focus (greataxe)

Skills Intimidate +7, Perception +21, Sense Motive +6, Survival +21; **Racial Modifiers** +8 Perception

Languages Common, Cyclops, Giant

SQ flash of insight, track +1, wild empathy +2

Combat Gear *potion of cure serious wounds*, smokestick, tanglefoot bags (2); **Other Gear** +1 studded leather, +1 composite longbow (+7 Str) with 32 arrows, mwk greataxe, *cloak of resistance* +1, tindertwigs (5)



As the cyclopes' civilization crumbled, the focus of cyclops life shifted from intellectual and spiritual pursuits to base survival, and those who excelled at hunting, gathering, and enduring the harsh world rose to positions of power and prestige over what remained of their people. Though rarely leaders—cyclopes still revere magical acumen over martial power, even in their humbled state—manhunters occupy a position of respect among cyclops tribes, feeding their peoples' massive appetites with the flesh of beasts and sentient beings alike. Though competent archers, these hunters are rarely content to draw blood from afar, and train for close combat. Taking advantage of their size, they learn to reap foes with the same strength that their ancestors reaped wheat. Most manhunters prefer to use their archery skills only to harry and anger targets into closing with them, or to stop fleeing opponents lest their tender flesh be wasted. Familiar as they are with their tribal lands and always on the move, these towering hunters are often the first cyclopes that outsiders encounter, and just as often the last.

Manhunters also enforce the law in their communities, dispensing scars and capital punishment for crimes—real or imagined—with swift brutality. Without courts or prisons, modern cyclops justice has devolved into scarification, mutilation, and execution for any crimes. The manhunters impose these cyclopean standards of justice on all they encounter, even when well beyond the lands directly under their control, as they believe the wisdom of the cyclopes is absolute.

While humanoids are their favored prey, manhunters delight in tracking all manner of creatures and wearing their skulls, skins, and shiny belongings as trophies. They rarely use stealth, instead openly pursuing their victims over great distances. In a proper hunt, exhaustion is as likely to fell a manhunter's prey as her axe.

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Cyclops Smasher

Massive even by cyclops standards, this imposing warrior wears the skulls of his victims and wields a terrible club.

CYCLOPS SMASHER

CR 9

XP 6,400

Cyclops barbarian (breaker) 4 (*Pathfinder RPG Bestiary* 52, *Pathfinder RPG Advanced Player's Guide* 78)

NE Large humanoid (giant)

Init +4; **Senses** low-light vision; Perception +22

DEFENSE

AC 17, touch 7, flat-footed 17 (+3 armor, +7 natural, -2 rage, -1 size)

hp 155 (14 HD; 10d8+4d12+84)

Fort +19, **Ref** +6, **Will** +11

Defensive Abilities ferocity, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *greatclub* +21/+16/+11 (2d8+14)

Ranged longbow +10/+5/+0 (2d6/x3)

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

Special Attacks destructive +2, rage (20 rounds/day), rage powers (smasher^{APG}, strength surge +4)

TACTICS

Base Statistics When not raging, the smasher's statistics are

AC 19, touch 9, flat-footed 19; **hp** 132; **Fort** +17, **Will** +9; +1 *greatclub* +19/+14/+9 (2d8+11); **Str** 25, **Con** 19; **CMB** +19, **CMD** 29; **Skills** Climb +12, Swim +12.

STATISTICS

Str 29, **Dex** 10, **Con** 23, **Int** 8, **Wis** 16, **Cha** 8

Base Atk +11; **CMB** +21 (+23 sunder); **CMD** 29 (31 vs. sunder)

Feats Alertness, Extra Rage, Improved Initiative, Improved Sunder, Power Attack, Step Up, Weapon Focus (greatclub)

Skills Climb +14, Handle Animal +6, Intimidate +6, Knowledge (nature) +4, Perception +22, Ride +5, Sense Motive +5, Survival +10, Swim +14; **Racial Modifiers** +8 Perception

Languages Common, Cyclops, Giant

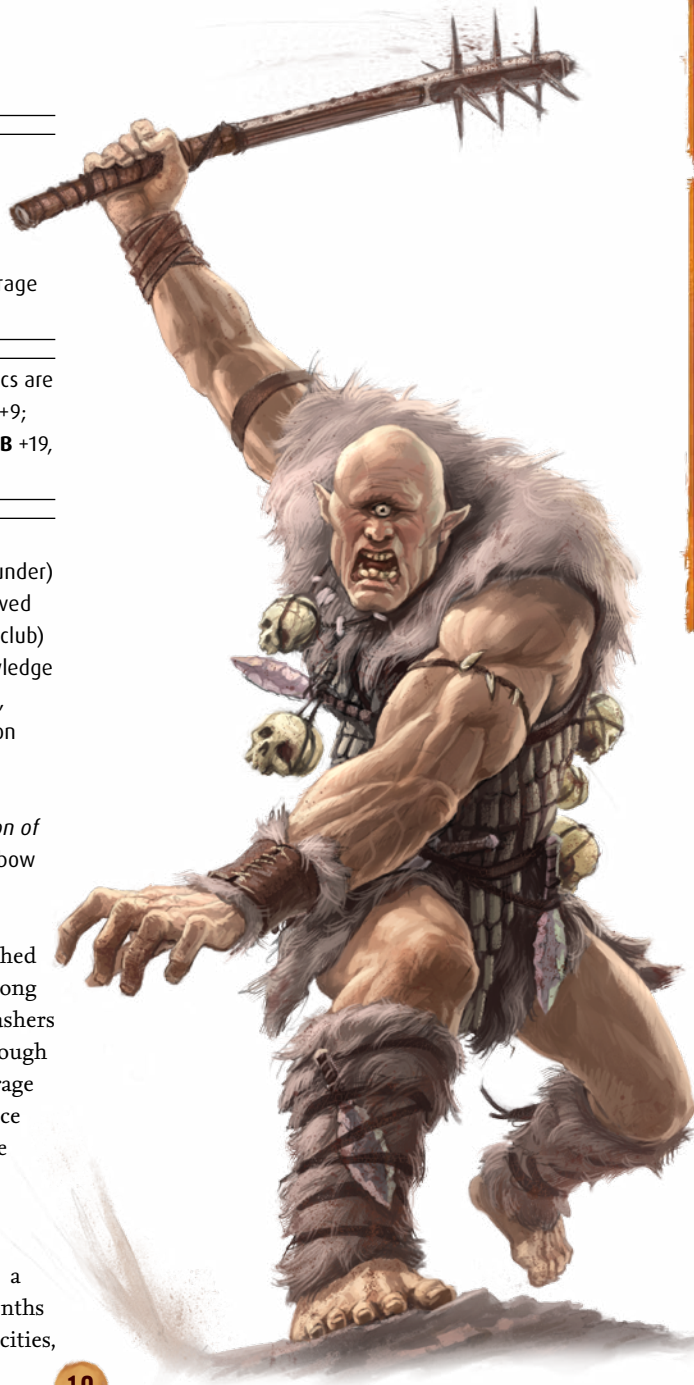
SQ battle scavenger, flash of insight

Combat Gear *potions of cure serious wounds* (2), *potion of fly*; **Other Gear** +1 *leather armor*, +1 *greatclub*, longbow with 15 arrows, *cloak of resistance* +2

The cyclopes' decline from greatness is not a finished fact of history but an ongoing process, and some among them creep closer to animalistic fury. The smashers epitomize this descent, clothing themselves in rough hides and living as nomadic predators. Filled with rage and a total rejection of everything their people once achieved, these massive brutes experience incredible joy in destroying the works of civilization. They tear down homes and buildings, rip out orchards, slaughter livestock, and crush forges. The ruins of their own peoples' grandeur drive them into a frenzy, and smashers may spend weeks or months ripping down the remains of cyclopean temples or cities,

crushing even the bricks themselves into gravel. Their disdain for manufactured goods doesn't stop them from using weapons, armor, or other useful items, however.

These one-eyed barbarians engage strangers with some degree of tactics and insight born of their prophetic talent. They tame mastodons and other massive beasts as mounts, and are skilled at leaving false trails that lead pursuers into an ambush. The smashers' favorite tactic is to battle indoors or among ruins and destroy supports until the structure collapses around them, trusting their phenomenal strength to save them from destruction.



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Cyclops Grand-Eye

This enormous woman's eye darts constantly, never settling or focusing. Scrolls dangle from the belt that encircles her chiton.

CYCLOPS GRAND-EYE

CR 10

XP 9,600

Cyclops oracle (cyclopean seer) 8 (*Pathfinder RPG Bestiary* 52, *Pathfinder RPG Advanced Player's Guide* 42, see page 17)

N Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +16

DEFENSE

AC 21, touch 8, flat-footed 21 (+6 armor, -1 Dex, +7 natural, -1 size)

hp 153 (18 HD; 10d8+8d8+72)

Fort +12, **Ref** +4, **Will** +13

Defensive Abilities ferocity

OFFENSE

Speed 20 ft.

Melee +1 quarterstaff +17/+12/+7 (1d8+7), bite +11 (1d8+2 plus grab)



Ranged heavy crossbow +11 (2d8/19–20)

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

Oracle Spells Known (CL 8th; concentration +11)

4th (3/day)—*arcane sight*, *inflict critical wounds* (DC 17), *summon monster IV*

3rd (6/day)—*bestow curse* (DC 16), *detect thoughts* (DC 16), *inflict serious wounds* (DC 16), *speak with dead* (DC 16)

2nd (7/day)—*aid*, *cure moderate wounds*, *inflict moderate wounds* (DC 15), *silence* (DC 15), *true strike*

1st (7/day)—*command* (DC 14), *comprehend languages*, *detect poison*, *divine favor*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *guidance*, *know direction*, *purify food and drink*, *stabilize*, *virtue*

Mystery ancestor^{UM}

STATISTICS

Str 19, **Dex** 8, **Con** 17, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +13; **CMB** +18; **CMD** 27

Feats Alertness, Brew Potion, Combat Casting, Extra Revelation^{APG}, Iron Will, Power Attack, Scribe Scroll, Skill Focus (Knowledge [history]), Toughness

Skills Diplomacy +10, Heal +7, Knowledge (arcana) +13, Knowledge (geography) +9, Knowledge (history) +21, Knowledge (local) +11, Knowledge (nature) +10, Knowledge (nobility) +10, Knowledge (planes) +11, Knowledge (religion) +11, Linguistics +9, Perception +16, Perform (oratory) +5, Profession (soothsayer) +13, Sense Motive +19, Spellcraft +15, Survival +7; **Racial Modifiers** +8 Perception

Languages Aklo, Celestial, Common, Cyclops, Draconic, Dwarven, Giant, Orc, Terran

SQ flash of insight, oracle's curse (hunger*), revelations (assume fate [3/day], brutal trance [8 rounds], doomsaying [3/day], wisdom of the ancestors [*commune*, 1/day])

Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility* (2), *potion of protection from chaos*, *scrolls of dispel magic* (2), *scroll of locate object*, *scrolls of remove curse* (2), *scrolls of tongues* (2), *wand of cure light wounds* (15 charges), *wand of inflict serious wounds* (8 charges), *wand of lesser restoration* (9 charges), holy water (2); **Other Gear** +2 *hide armor*, +1 *quarterstaff*, heavy crossbow with 20 bolts, *headband of alluring charisma* +2, *antitoxin* (2)

Despite their inherent divinatory gift, few cyclopes embrace the path of the grand-eye. A dedicated minority—respected and even revered by their brethren—retain some semblance of their peoples' grandeur. Though still cursed with great rages and ravenous hunger, grand-eyes temper those primal urges with spiritual wisdom and historical insight. Most live apart from their kind, advising only occasionally, for fear that other cyclopes' terrible impulses will drag them down as well. The grand-eyes are legendary prophets, and sometimes meddle in other races' affairs by offering prophecy, spells, and magical goods.

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Cyclops Lorekeeper

Ancient tomes and ornate robes lend this towering one-eyed figure an intellectual air, balanced by his toned muscles and a lingering stench of blood.

CYCLOPS LOREKEEPER **CR 13**

XP 25,600

Cyclops arcanist 11 (*Pathfinder RPG Bestiary 52*, *Pathfinder RPG Advanced Class Guide 8*)

NE Large humanoid (giant)

Init +4; **Senses** low-light vision; **Perception** +29

DEFENSE

AC 18, touch 10, flat-footed 18 (+1 deflection, +8 natural, -1 size)

hp 146 (21 HD; 11d6+10d8+63)

Fort +13, **Ref** +7, **Will** +15

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee quarterstaff +15/+10/+5 (1d8+6)

Ranged mwk heavy crossbow +12 (2d8/19-20)

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

Special Attacks arcane reservoir (6/14), arcanist exploits (consume magic items, counterspell, energy shield, greater counterspell, metamagic knowledge, potent magic), consume spells

Arcanist Spells Prepared (CL 11th; concentration +16)

5th—*teleport*, *wall of force*

4th—*enervation*, *greater invisibility*, *screaming* (DC 19)

3rd—*air geyser*^{CG} (DC 18), *arcane sight*, *dispel magic*, *lightning bolt* (DC 18)

2nd—*aggressive thundercloud*^{CG} (DC 17), *blindness/deafness* (DC 17), *locate object*, *resist energy*, *scorching ray*

1st—*comprehend languages*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*

0 (at will)—*acid splash*, *arcane mark*, *daze* (DC 15), *detect magic*, *detect poison*, *ghost sound* (DC 15), *light*, *mage hand*, *read magic*

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 20,

Wis 15, **Cha** 12

Base Atk +12; **CMB** +17; **CMD** 28

Feats Alertness, Combat Casting, Extend Spell, Improved Initiative, Improved Natural Armor, Iron Will, Magical Aptitude, Scribe Scroll, Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [history]), Spell Penetration, Toughness

Skills Appraise +17, Knowledge (arcana) +29, Knowledge (geography) +17, Knowledge (history) +29, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +16, Knowledge (religion) +17, Linguistics +19, Perception +29, Sense Motive +27, Spellcraft +25, Survival +6, Use Magic Device +29; **Racial Modifiers** +8 Perception

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Cyclops, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran

SQ flash of insight

Combat Gear *potions of invisibility* (2), *scrolls of dimension door* (2), *scroll of explosive runes*, *scroll of grease*, *scrolls of identify* (2), *scroll of meld into stone*, *scroll of remove curse*, *scroll of stone shape*, *wand of cure serious wounds* (6 charges), *wand of magic missile* (19 charges); **Other Gear** mwk heavy crossbow with 22 bolts, quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of vast intelligence* +4, *ring of protection* +1, backpack, scroll case, spellbook (contains all 0-level spells and all prepared spells as well as an additional four 1st-level, two 2nd-level, four 3rd-level, three 4th-level, and three 5th-level spells of the GM's choice)



Cyclops lorekeepers scour Golarion for the secrets of their ancestors, hoping to rekindle the wisdom and majesty their race once embodied. Driven by obsession and the faintest hints of dream-whispered prophecies, they pursue their intellectual goals with a dispassionate violence, crushing anything and anyone that threatens their goal of restoring the enlightened cyclops civilizations of old. Already among the wisest and most learned of their dwindling kind, lorekeepers attempt to uncover ever more of the knowledge and wisdom of ancient Ghol-Gan.

These studied cyclopes are the closest thing the race has to true adventurers, raiding ancient ruins for lore, and even infiltrating the lands of younger races to plumb their libraries. Many attract like-minded cohorts, though more often their power attracts less civilized cyclopes hoping for leadership and protection against the human usurpers.

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Derro

With twisted minds that mirror their convoluted subterranean realm, derros look to the surface with a mix of loathing and jealousy. Obsessed with studying the vibrant life above, derros build their settlements beneath bustling metropolises ripe for harvesting. Their machinations often spur surface rumors of kidnappings, disappearances, and maniacal pale-skinned bogeymen. These white-eyed psychopaths are masters of subterfuge who brazenly snatch victims, even from the safety of their beds, and drag them into fungus-encrusted tunnels—not to kill them, but to expose them to prolonged torment in the name of twisted science.

In their quest to gain a tolerance to the searing light of the sun, derros take apart their victims' bodies with careful deliberation. Skilled at dissection, vivisection, and grafting, these miniature humanoids work in bizarre, unsanitary laboratories flooded with a strange blue glow. Once the derros have studied their test subjects' glistening viscera, these devious maniacs

modify their victims' memories before stitching the poor wretches back together. The luckiest of these subjects forget their horrific experiences—save for deeply buried psychological traumas that emerge only during nightmares.

Full statistics for derros can be found on page 70 of the *Pathfinder RPG Bestiary*.

Derro Encounters

Even though many derros live mere miles below major cities such as Cassomir and Egorian, few surface dwellers know much about the true terror that lurks below. Derros are expert infiltrators who work under the cover of night and skillfully hide their tracks. Underground, they quickly silence any strangers who stumble upon their settlements.

Derros target undesirables, slum-dwellers, and people living on a city's outskirts, for even the shameless derro have learned to avoid reprisal from surface authorities.

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On these frightful nights, a gang of eight to 12 derros led by a derro bodysnatcher infiltrate a city, quietly subdue unwilling subjects, and drag them below.

Once secured in their territory, derros fasten victims to stone slabs and prepare them for the devious white-eyed torturers who subject their captives to bizarre procedures. Derros mend and release test subjects who survive this gruesome ordeal, though they often return for future abductions to track their weird experiments' progress.

Derro brainwashers set upon the rare subjects who draw too much attention to their activities or audaciously attempt to trace their way back to derro enclaves in Nar-Voth. Masters of clouding memories and tweaking neural pathways, brainwashers ensure that their former guests' recollections of their time underground remain suppressed. If this fails, or if there is no time for this delicate procedure, the derro cut ties with their specimen and send an urban hunter to terminate the experiment.

Derro Alchemist Discoveries

Derro alchemists' twisted experiments have led to the following discoveries.

Cytillish Bomb: When the alchemist creates a bomb, he can infuse it with cytillesh extract. Cytillish bombs deal 1d4 points of damage, plus 1d4 points of damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a cytillesh bomb are sickened for 1 round per alchemist level unless they succeed at Fortitude saves. If a creature is rendered unconscious from this bomb or any other attack before it is able to remove the sickened condition, the victim loses all memory from the last hour and cannot form new memories for 8 hours. The lost and prevented memories might return later as dreams, and can be restored with a *restoration* spell. This discovery doesn't stack with other discoveries that alter an alchemist's bomb.

Method to the Madness (Ex): The alchemist has learned to channel his madness into one of his alchemist class abilities. When the alchemist takes this discovery, he chooses one of either bombs or extracts. If he selects bombs, he uses his Charisma bonus in place of his Intelligence bonus when determining the bonus to damage and the saving throw DCs of his bombs. If the alchemist selects extracts, he uses his Charisma bonus in place of his Intelligence bonus to calculate bonus extracts per day. The alchemist must have the madness extraordinary ability to take this discovery. This discovery can be taken twice, allowing the alchemist to select both bombs and extracts.

Monstrous Graft (Ex): The alchemist can replace up to four of his own amputated limbs with those of a monstrous beast of the same size category. If the grafted limb is an arm, the alchemist gains either a climb speed of 15 feet or a claw or slam natural attack that

deals 1d6 points of damage (1d4 for a Small alchemist). If the grafted limb is a leg, the alchemist gains one of the following benefits: a +5 bonus to land speed, a swim speed of 15 feet, or a +5 bonus on Acrobatics checks when jumping. For each limb the alchemist replaces in this manner, he takes a -2 penalty to Wisdom as he loses his sense of self. Derros are immune to this penalty.

Precise Poison (Ex): The alchemist is adept at delivering poison to the most vulnerable areas of his targets. When the alchemist confirms a critical hit with a poisoned weapon, he increases the save DC of the poison by an amount equal to the weapon's critical multiplier.

Sleeper Agent (Su): The alchemist learns how to create a sleeper agent, whom he releases back into its original society none the wiser. The alchemist can create a sleeper agent in a ritual that takes 1 minute; the target must be unconscious for the ritual's duration. At any time during the next year, as long as he is within 1 mile of the sleeper agent, the alchemist can activate the agent's programming. When the sleeper agent is activated, treat her as if she were the target of a *dominate person* spell with a caster level equal to the alchemist's level at the time the sleeper agent was created. If the sleeper agent is killed or the *dominate person* effect's duration expires, the sleeper agent is permanently released from the alchemist's control. The alchemist can also release any sleeper agent as a free action. The alchemist can have one active sleeper agent for every 6 alchemist levels he possesses. An alchemist must be at least 12th level before selecting this discovery.

Subsumed Spirit (Ex): As the alchemist grows in power, his parasitic twin laps up a portion of his soul, like a dog feeding on its master's scraps. The alchemist's parasitic twin can now manifest or hide within the alchemist's torso as a move action. As a standard action, the alchemist can cause his manifested twin to babble, driving listeners insane. All creatures without the insanity special ability that are within 60 feet of the alchemist must succeed at a Will save or be affected by *confusion* for 1 round per alchemist level. The alchemist can urge his parasitic twin to babble a number of times per day equal to 3 + the alchemist's Intelligence modifier. Creatures that successfully save can't be affected by this effect for 24 hours. The alchemist is immune to its sibling's babbling. This is a sonic, mind-affecting compulsion effect. The alchemist must have the parasitic twin discovery (*Pathfinder RPG Ultimate Magic* 16) before selecting this discovery.

Sunlight Acclimation (Ex): Time spent in the bright light of day has partially inured the alchemist to its effects. When the alchemist would normally take Constitution damage as a result of vulnerability to sunlight, he can attempt a DC 11 Fortitude saving throw to negate the effects. The DC of this saving throw increases by 1 for each hour after the first spent in sunlight within the last 24 hours.

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Derro Brainwasher

This pallid woman's clothing is adorned with leather straps, wicked barbs, and surgical tools. Her eyes twinkle with madness.

DERRO BRAINWASHER

CR 5

XP 1,600

Derro bard 2 (*Pathfinder RPG Bestiary* 70)

CE Small humanoid (derro)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 16, flat-footed 17 (+4 armor, +4 Dex, +1 dodge, +2 natural, +1 size)

hp 39 (5 HD; 3d8+2d8+17)

Fort +4, **Ref** +8, **Will** +10

SR 16

Weaknesses vulnerable to sunlight

OFFENSE

Speed 20 ft.

Melee aklys +4 (1d6)

Ranged repeating light crossbow +8 (1d6/19–20) or aklys +8 (1d6)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire courage +1), sneak attack +1d6



Spell-Like Abilities (CL 3rd; concentration +8)

At will—darkness, ghost sound (DC 15)

1/day—daze (DC 15), sound burst (DC 17)

Bard Spells Known (CL 2nd; concentration +7)

1st (4/day)—cause fear (DC 16), memory lapse^{APG} (DC 16), sleep (DC 16)

0 (at will)—detect magic, flare (DC 15), lullaby (DC 15), mage hand, message

STATISTICS

Str 11, **Dex** 19, **Con** 16, **Int** 12, **Wis** 7, **Cha** 20

Base Atk +3; **CMB** +2; **CMD** 17

Feats Combat Casting, Dodge, Extra Performance

Skills Acrobatics +8 (+4 when jumping), Bluff +12, Disguise +10, Escape Artist +7, Knowledge (geography) +6, Knowledge (local) +6, Linguistics +5, Perception +2, Perform (oratory) +13, Stealth +12, Use Magic Device +11

Languages Aklo, Common, Undercommon

SQ bardic knowledge +1, madness, poison use, versatile performance (oratory)

Combat Gear wand of charm person (15 charges), wand of hold person (8 charges), wand of modify memory (12 charges), medium spider venom (5 doses), striped toadstool (5 doses); **Other Gear** mwk chain shirt, aklysc^{UC}, repeating light crossbow with 20 mwk bolts

These sinister derros specialize in the skills needed to keep their underground civilization hidden from the surface world. Years of study and experimentation provide them with an unnatural understanding of how the humanoid mind works, especially the sections governing memory. Derro brainwashers program new memories into their targets and remove unwanted memories altogether; they edit away any evidence of their people and sow chaos within a subject's psyche, leaving the unfortunate soul jabbering and confused.

Brainwashers typically venture aboveground to examine former test subjects when their memories of Nar-Voth visits threaten to return with unwelcome clarity. Instead of killing these leaks outright, the derro would rather protect their investment and try to recover these subjects, open them up to see what went wrong, and return them after appropriate repairs. Fortunately for the brainwashers, these former guests are generally so unhinged from their experience that they're unable to hide effectively. Most rave about white-eyed abductors, slobbering in seedy taverns where they quell the horrible visions with strong drink, or are locked away in asylums when they're caught violently preparing for their tormentors' return. Once the brainwashers locate their targets, they incapacitate the unfortunate victims, bring them back underground, and alter their memories of recent events using either magic or drastic surgery. They rarely come to the surface unprepared or alone, however, and their expeditions often return with new subjects as well as old ones.

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Urban Stalker

This furtive gray-skinned woman wears a tattered cloak and a spiky circlet. The barbed hook of her weapon glistens with poison.

URBAN STALKER

CR 7
XP 3,200

Derro slayer 4 (*Pathfinder RPG Bestiary 70*, *Pathfinder RPG Advanced Class Guide 53*)

CE Small humanoid (derro)

Init +3; **Senses** Perception +7

DEFENSE

AC 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 natural, +1 size)

hp 81 (7 HD; 3d8+4d10+46)

Fort +11, **Ref** +8, **Will** +6

SR 18

Weaknesses vulnerable to sunlight

OFFENSE

Speed 20 ft.

Melee +1 *aklys* +8/+3 (1d6+3), mwk spiked gauntlet +8 (1d3+1)

Ranged dart +10 (1d3+2) or
+1 *aklys* +11 (1d6+3)

Special Attacks sneak attack +2d6, studied target +1 (1st, move action)

Spell-Like Abilities (CL 3rd; concentration +5)

At will—*darkness*, *ghost sound* (DC 12)

1/day—*daze* (DC 12), *sound burst* (DC 14)

STATISTICS

Str 15, **Dex** 17, **Con** 22, **Int** 13, **Wis** 5,
Cha 14

Base Atk +6; **CMB** +7 (+11 trip);

CMD 20 (22 vs. trip)

Feats Combat Expertise,
Greater Trip, Improved
Trip, Two-Weapon
Fighting

Skills Acrobatics +6 (+2 when
jumping), Bluff +9, Climb +5,
Disguise +6, Intimidate +8,
Knowledge (local) +8, Perception +7, Sense
Motive +5, Stealth +10, Survival +7

Languages Aklo, Common, Undercommon

SQ favored terrain (urban +2), madness, poison
use, slayer talents (slowing strike, terrain
mastery), track +2

Combat Gear *potion of bull's strength*,
potion of enlarge person, *potion of
invisibility* (2), medium spider venom
(4 doses); **Other Gear** chain shirt,
+1 *aklys*^{uc}, darts (10), mwk spiked
gauntlet, *hat of disguise*

modification, derros abandon their research and send specialized killers to hunt down the wayward experiments. Urban stalkers excel at moving about cityscapes unnoticed and removing any traces of their passage. These skilled trackers often walk the streets in disguise, listening for and investigating rumors of derro activities. To sow confusion, these derros sometimes invent their own stories of mysterious human men and women in black who steal evidence and terrorize witnesses of abductions.

Urban stalkers pursue their targets over several days and take great satisfaction in seeing their marks during the most intimate moments of their lives, even forming an unreciprocated obsession during their pursuit. When the moment finally comes to quiet those too stubborn to forget their experiences in Nar-Voth, these sadistic derros savor the last moments they have with their victims, even crying to themselves once the deed is done and their new “friends” lie quiet and cold. To protect themselves from this painful separation, urban stalkers stretch the killing out over an inhumane amount of time and always collect a memento from each victim that they lovingly care for and keep in a safe place alongside their other souvenirs.



When a victim of derro machinations escapes captivity, or when a subject's memories remain clear despite

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Derro Bodysnatcher

Wily and well groomed, this diminutive blue-tinged man exudes detached patience. A wicked-looking crossbow and blood-stained manacles enhance his aura of quiet menace.

DERRO BODYSNATCHER **CR 10**

XP 9,600

Derro rogue 7 (*Pathfinder RPG Bestiary* 70)

CE Small humanoid (derro)

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 23, touch 15, flat-footed 19 (+5 armor, +4 Dex, +3 natural, +1 size)

hp 82 (10 HD; 3d8+7d8+37)

Fort +6, **Ref** +10, **Will** +9

Defensive Abilities evasion, trap sense +2, uncanny dodge; **SR** 21

Weaknesses vulnerable to sunlight

OFFENSE

Speed 20 ft.

Melee mwk sap +12/+7
(1d4+2 nonlethal)

Ranged +1 repeating heavy crossbow
+13/+8 (1d8+1 nonlethal/19–20) or
net +12 touch (entangle)

Special Attacks sneak attack +5d6

Spell-Like Abilities (CL 3rd;
concentration +7)

At will—*darkness*, *ghost sound*
(DC 14)

1/day—*daze* (DC 14), *sound burst*
(DC 16)

STATISTICS

Str 15, **Dex** 18, **Con** 16, **Int** 10,

Wis 9, **Cha** 18

Base Atk +7; **CMB** +8; **CMD** 22

Feats Dazzling Display, Point-Blank Shot, Precise Shot, Rapid Shot, Sap Adept^{UC}, Sap Master^{UC}, Weapon Focus (sap)

Skills Bluff +14, Climb +11, Disable Device +16, Disguise +13, Intimidate +14, Knowledge (local) +7, Perception +11, Stealth +16, Use Magic Device +16

Languages Aklo, Undercommon

SQ madness, poison use, rogue talents (combat trick, surprise attack, weapon training), trapfinding +3

Combat Gear +1 merciful bolts (20), *potion of invisibility*, *wand of silence* (11 charges), tanglefoot bags (2), medium spider venom (10 doses); **Other Gear**

+1 chain shirt, +1 repeating heavy crossbow with 10 bolts,

mwk sap, net, *amulet of natural armor* +1, mwk manacles, mwk thieves' tools, silk rope (50 feet)

These master infiltrators creep through dark alleys and shadowy corners looking to waylay victims and drag them to Nar-Voth. Bodysnatchers prefer marginalized targets who walk the streets alone: criminals, the homeless, addicts, and any person few others would miss. Well studied in nonlethal tactics, bodysnatchers switch to deadly force only if their presence is exposed. When detected, these kidnappers usually break off pursuit, knowing all too well that they can plan another attempt during the next starless night. Abandoned targets usually then shout maniacal warnings, telling and retelling of their encounters with a race of unblinking nightmares that dwell below the city streets. Unfortunately, most of these testimonials fall on deaf ears. Derros depend on this surface-world indifference to conceal their nocturnal expeditions and keep their slave pens stocked.

When the moon and stars above shine too brightly, derros forgo the surface and turn upon their Darklands neighbors, abducting dwarven miners, dark folk cultists, and even the rare lone drow. Only kobolds— for reasons that remain largely mysterious even to other derros—escape these hunters' sights. Derros consider the stock of subterranean races common at best and tainted at worst, but a steady supply of captives is needed for slave labor and as subjects of experiments, so even second-rate bodies will suffice in lean times.

When derros grow brazen enough to take multiple specimens, they target complete households. Bodysnatchers are unparalleled in their ability to pluck victims from secure havens. Since news of an entire family's disappearance creates a stir, derros often direct such operations toward a settlement's rural outskirts and make it look like their marks were the victims of raiding bandits or a wild beast. Sometimes bodysnatchers even provide such cover themselves, dragging captured monsters with them from the depths to rampage through a home once their own work is complete, covering up any trace of derro involvement and leaving a delightful surprise for any concerned citizens who rush to their neighbors' aid.



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White-Eyed Torturer

A scorpion's claw and twisted goat legs, all stitched into place with ragged black thread, replace three of this wild-haired man's limbs.

WHITE-EYED TORTURER

CR 12

XP 19,200

Derro alchemist (vivisectionist) 11 (*Pathfinder RPG Bestiary* 70, *Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Ultimate Magic* 20)

CE Small humanoid (derro)

Init +7; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 25, touch 16, flat-footed 21 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +3 natural, +1 size)

hp 144 (14 HD; 3d8+11d8+81)

Fort +12, **Ref** +11, **Will** +8

Immune poison; **SR** 23

Weaknesses vulnerable to sunlight

OFFENSE

Speed 30 ft.

Melee aklys +13/+8 (1d6+2) or
claw +13/+8 (1d4+3)

Ranged mwk repeating light crossbow +15/+10 (1d6/19-20)
or aklys +14 (1d6+2)

Special Attacks sneak attack +7d6

Spell-Like Abilities (CL 3rd; concentration +5)

At will—*darkness*, *ghost sound* (DC 12)

1/day—*daze* (DC 12), *sound burst* (DC 14)

Alchemist Extracts Prepared (CL 11th)

4th—*discern lies* (DC 18), *stoneskin*, *universal formula*^{APG}

3rd—*draconic reservoir*^{APG}, *fly*, *gaseous form*, *haste*,
remove blindness/deafness

2nd—*blur*, *cure moderate wounds*, *detect thoughts*
(DC 16), *eagle's splendor*, *vomit swarm*^{APG}

1st—*cure light wounds*, *disguise self*, *enlarge person* (DC 15), *expeditious retreat*, *shield*,
true strike

STATISTICS

Str 15, **Dex** 17, **Con** 18, **Int** 18, **Wis** 7, **Cha** 14

Base Atk +10; **CMB** +11; **CMD** 26

Feats Alertness, Brew Potion, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Throw Anything, Toughness

Skills Bluff +13, Craft (alchemy) +17, Disable Device +15, Heal +2, Knowledge (arcana) +12, Knowledge (nature) +18, Perception +11, Sense Motive +12, Sleight of Hand +15, Spellcraft +21, Stealth +16, Use Magic Device +11

Languages Abyssal, Aklo, Common, Dwarven, Goblin, Undercommon

SQ alchemy (alchemy crafting +11, identify potions), cruel anatomist, mutagen (+4/-2, +2 natural, 110 minutes), discoveries (infusion, monstrous graft* [arm], monstrous graft* [leg ×2], sleeper agent*), madness, poison use, swift alchemy, swift poisoning, torturer's eye, torturous transformation

Combat Gear *potions of cure moderate wounds* (3), *potions of haste* (2), blue whinnis (4 doses), medium spider venom (10 doses); **Other Gear** +2 chain shirt, aklys^{UC}, mwk repeating light crossbow with 20 bolts, *amulet of natural armor* +1, *goggles of minute seeing*, *headband of vast intelligence* +2, *ring of protection* +1, *antitoxin* (3), *formula book* (contains all prepared extracts, plus an additional four 1st-level, four 2nd-level, three 3rd-level, and two 4th-level extracts of the GM's choice), *healer's kit*, *surgeon's tools*^{UE}, *veterinarian's kit*^{UE}, *granite and diamond dust* (750 gp), *powdered platinum* (300 gp)

The self-mutilated white-eyed torturer carves into humanoid flesh with deviant glee and bestial hands, eager to learn the limits of anatomy. Armed with cutting implements, pliers, clamps, and perhaps even aberrant claws, this twisted surgeon goes about his work modifying his patients and himself. To this derro, his subject is at best a beast, and as his victim's screams echo through the nearby fungus-lined tunnels, other derros become drawn to the song and wait eagerly outside the torturer's laboratory to see what wonder he has created.



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Gillman

Although they live in undersea communities all around Avistan, including in the Arcadian Ocean and the Steaming Sea, gillmen are best known to the people of Absalom. The city's connection to ancient Azlant and its position at the heart of the Inner Sea make it a logical place for these aquatic, semi-amphibious humanoids to interact with land dwellers. Absalom benefits greatly from its good relations with the gillmen, who prefer to call themselves "Low Azlanti" and are considered by some to be the last inheritors of the Azlanti legacy.

The gillmen's aquatic nature makes it difficult for surface races to learn much about gillman culture beyond what the gillmen themselves are willing to share. Some gillmen are happy to talk about their lives beneath the sea, but even these few leave out important details or avoid certain topics. When pressed, they either change the subject or claim to forget what they were saying. Their evasive behavior, strange superstitions, and apparent veneration of ancient, otherworldly beings cause many

to distrust them and reinforce the most ominous rumor about them, known to only a few: that gillmen are secretly sleeper agents of the evil aboleth race.

This distrust leaves most surface-friendly gillmen in poverty-ridden slums and isolated boroughs of human settlements near rivers, lakes, or oceans. However, the military city of Escadar on the Isle of Erran, just north of the Isle of Kortos, hosts an embassy named the House of the Cresting Wave from which gillmen of the Inner Sea can formally interact with the governments of Absalom and other nations. In addition to this diplomatic presence, the gillmen also train Absalom's hippocampus-mounted sea cavalry known as the Wave Riders and serve as advisors to the nation's powerful navy. Despite their important role in the naval outpost, many of Escadar's gillmen nevertheless live lives of vice in brothels, taverns, and gambling dens on the shore.

Full statistics for gillmen can be found on page 188 of the *Pathfinder RPG Advanced Race Guide*.

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Gillman Encounters

In the waters of the Inner Sea, gillmen are most often encountered patrolling with Absalom's sea cavalry or protecting their own peoples' interests. Groups consisting of four to six riders and their hippocampus mounts range far from the city, but become more numerous as one approaches the Absalom harbor. The squads employ hit-and-run tactics against dangerous vessels, but they are difficult to intimidate when they are acting with the full force of Absalom's political and economic might.

Land-dwelling Low Azlanti find few people willing to trust them with anything but low-paying jobs, effectively trapping most of them in lifelong poverty. As a result, many gillmen join gangs of their kind in places like Diobel's Underdocks, where they extort protection money from merchants and shake down unsuspecting travelers. Gang members typically don't threaten dangerous targets, but they aren't afraid to pick pockets and can handle themselves if a fight breaks out. The Underdocks' maze of piers, alleys, and darkened waterways makes it easy to escape trouble—or to lead enemies into an ambush.

While members of Absalom's Low Council say the most dangerous gillmen are the ones who set the fees for training Absalom's navy, those who know the true history of the Low Azlanti disagree; gillmen who willingly serve the aboleths, humanity's ancient enemies, frighten such scholars far more. Others who are driven mad by the voices of these hidden masters come to worship the Great Old Ones or venerate other vile entities. These cultists operate in the poorest parts of Absalom, Diobel, and Escadar, manipulating people and events toward terrible goals that even they barely understand. These cultists often operate alone, but may have allies gained through enchantment or other forms of manipulation.

Gillman Magic Items

The Low Azlanti can craft many strange treasures, though not all of them are meant to serve noble purposes.

BATHING BASIN		PRICE
		6,750 GP
SLOT none	CL 5th	WEIGHT 5 lbs.
AURA faint conjuration and transmutation		

This heavy bronze bowl, etched with outlines of waves, feels cool to the touch. Once per day as a standard action, the bowl can be commanded to grow in size and fill with 25 gallons of cool, fresh water. In its enlarged state, the basin can accommodate a Medium or smaller creature. The basin remains enlarged for 1 hour or until the user commands it to shrink. All water in the basin disappears when the item shrinks, and any creatures or objects that don't fit in the shrunken bowl are expelled into an adjacent square.

CONSTRUCTION REQUIREMENTS	COST
	3,375 GP

Craft Wondrous Item, *create water*, *shrink item*

MASTERS' CALL		PRICE
		34,000 GP
SLOT neck	CL 10th	WEIGHT —
AURA moderate enchantment		

Platinum filigree wraps around this small, spiral-shell amulet, which hangs on an ornate chain that resembles entwined tentacles. Enchantment spells and effects created by the wearer of a *masters' call* are treated as though they came from an aboleth source, so gillman targets take their racial -2 penalty on Will saves to resist the amulet's effects.

Once per day, the wearer can speak a trigger phrase in the Aboleth language to cast *dominate person* on a single target (Will DC 18 negates). Regardless of whether the *dominate person* spell succeeds, the wearer can then attempt to cast *modify memory* on the same target to change its memory of either the actions the target performed while dominated or the attempted domination (Will DC 17 negates).

CONSTRUCTION REQUIREMENTS	COST
	17,000 GP

Craft Wondrous Item, *dominate person*, *modify memory*

RING OF REFUSAL		PRICE
		32,500 GP
SLOT ring	CL 13th	WEIGHT —
AURA strong conjuration and transmutation		

Powerful gillmen who suspect they harbor unwitting allegiance to hidden masters use *rings of refusal* to resist such bonds. The wearer of a *ring of refusal* gains a +2 bonus on saving throws against enchantment spells and effects. When the wearer is targeted by *break enchantment* or a similar effect that ends an enchantment, the caster gains a +2 bonus on caster level checks to resolve the effect.

The wearer can also activate the ring once per day as an immediate action to gain spell resistance 25 against a single enchantment spell or effect.

CONSTRUCTION REQUIREMENTS	COST
	16,250 GP

Forge Ring, *break enchantment*, *spell resistance*

WAVERIDER BREASTPLATE		PRICE
		5,000 GP
SLOT armor	CL 5th	WEIGHT 30 lbs.
AURA faint transmutation		

This flat, gray +1 *breastplate* is embossed with the iron fin symbol of the Wave Riders (Absalom's sea cavalry), and is enchanted to make it lighter in water. The armor imposes no armor check penalty on Swim checks, but still contributes to the wearer's encumbrance and applies all other armor check penalties as normal. Once per day, the wearer can speak a command word even if submerged to cause the armor—and the wearer if the armor is worn—to float as per the *buoyancy* spell (*Pathfinder RPG Advanced Class Guide* 177).

CONSTRUCTION REQUIREMENTS	COST
	2,500 GP

Craft Magic Arms and Armor, *buoyancy*, *water walk*

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Ship Scavenger

This gillman's lean, athletic frame speaks to a life of hard work, but his keen eyes and appraising smirk suggest a sharp mind and daring nature.

SHIP SCAVENGER CR 5

XP 1,600

Gillman ranger 6 (*Pathfinder RPG Advanced Race Guide* 188)

N Medium humanoid (aquatic)

Init +2; Senses Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 51 (6d10+18)

Fort +7, Ref +7, Will +3; +2 vs. non-aboleth enchantments, -2 vs. aboleth enchantments

Defensive Abilities enchantment resistance

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 shortspear +8/+3 (1d6+3), mwk short sword +7 (1d6+2/19-20)

Ranged shortspear +9/+4 (1d6+2)

Special Attacks combat style (two-weapon), favored enemy (animals +2, aquatic humanoids +4)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*resist energy, summon nature's ally I*

STATISTICS

Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 10

Base Atk +6; CMB +8; CMD 20

Feats Athletic, Endurance, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (shortspear)

Skills Climb +8, Handle Animal +8, Knowledge (engineering) +6, Knowledge (nature) +9, Perception +9, Stealth +10, Survival +10, Swim +17

Languages Aboleth, Common

SQ amphibious, favored terrain (water +2), hunter's bond (companions), track +3, wild empathy +6

Combat Gear *potion of barkskin, potion of bull's strength, potions of cure light wounds (2)*; Other Gear +1 wooden armor^{UE}, +1 shortspear, mwk short sword, shortspears (5), block and tackle, crowbar, mwk backpack, sacks (4), silk rope (100 feet), whetstone^{UE}

Hunting below the waves secures only a precarious living, and forges don't burn underwater. To acquire worked goods and supplement their income, many Low Azlanti turn to scavenging. Shipwrecks, storm-washed flotsam, and jetsam abandoned to dodge customs officers all offer a wealth of goods now beyond the reach of their human creators and free to any aquatic creature strong and brave enough to claim them. Those gillmen who pick the bones of sunken hulks must compete with other ocean-going scavengers, from sharks and giant crabs to sahuagin. Fierce battles can erupt over new opportunities, just as surface peoples may battle over a mine or treasure-laden tomb. Truly successful scavengers often conceal or booby-trap their most lucrative discoveries, or recruit additional gillmen to help them guard a find and swiftly pick it clean. Groups of gillmen ranging in size from small gangs to large organized companies may claim especially treacherous waters and identify these jagged reefs, storm-wrecked passes, and monster-infested shoals with distinct markers, which canny sailors learn to use for navigation.

While most ship scavengers content themselves with recovering lost treasures from past accidents or battles, a greedy few cause shipwrecks by moving buoys, extinguishing lighthouses, disseminating false charts, and sabotaging vessels. The worst are little better than pirates, prying ships apart from below the waves or setting them aflame, then slaughtering the crew as they leap into the ocean. Whether they're malign or merely opportunistic, ship scavengers are unlikely to share a wreck's treasures, even—or especially—with its air-breathing former owners.



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Wet-House Emissary

Swathed in striking turquoise robes, this gillwoman has a cold, appraising stare.

WET-HOUSE EMISSARY **CR 7**

XP 6,400

Gillman aristocrat 2/investigator (mastermind) 7 (*Pathfinder RPG Advanced Race Guide* 188, *Pathfinder RPG Advanced Class Guide* 30, 101)

N Medium humanoid (aquatic)

Init -1; **Senses** Perception +12

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

hp 56 (9d8+16)

Fort +4, **Ref** +5, **Will** +11; +4 bonus vs. poison, +2 vs. non-aboleth enchantments, -2 vs. aboleth enchantments

Defensive Abilities enchantment resistance, poison resistance

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 sword cane +8/+3 (1d6+2)

Ranged mwk light crossbow +6 (1d8/19-20)

Special Attacks studied combat (+3, 3 rounds), studied strike +2d6

Investigator Extracts Prepared (CL 7th; concentration +10)

3rd—*non-detection*, *tongues*

2nd—*barkskin*, *eagle's splendor*, *focused scrutiny*^{ACG}, *investigative mind*^{ACG}

1st—*blurred movement*^{ACG}, *cure light wounds*, *disguise self*, *heightened awareness*^{ACG}, *shield*

STATISTICS

Str 12, **Dex** 8, **Con** 12, **Int** 16, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 16

Feats Deceitful, Deft Hands, Extra Investigator Talent^{ACG}, Focused Inspiration^{ACG}, Persuasive

Skills Bluff +16, Diplomacy +16, Disable Device +13, Disguise +11, Intimidate +8, Knowledge (arcana) +10, Knowledge (geography) +8, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Perception +12, Sense Motive +12, Sleight of Hand +13, Stealth +7, Swim +13

Languages Aboleth, Aklo, Aquan, Common, Draconic

SQ a quiet word, alchemy (alchemy crafting +7), amphibious, inspiration (6/day), investigator talents (charmer, coax information, empathy, underworld inspiration), keen recollection, mastermind defense, poison lore, servitor

Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*, *potion of shield of faith*;

Other Gear +1 leather armor, +1 sword cane^{UE}, mwk light crossbow, *cloak of resistance* +1, disguise kit, formula book

(contains all prepared extracts, plus an additional three 1st-level and two 2nd-level extracts of the GM's choice), mwk thieves' tools

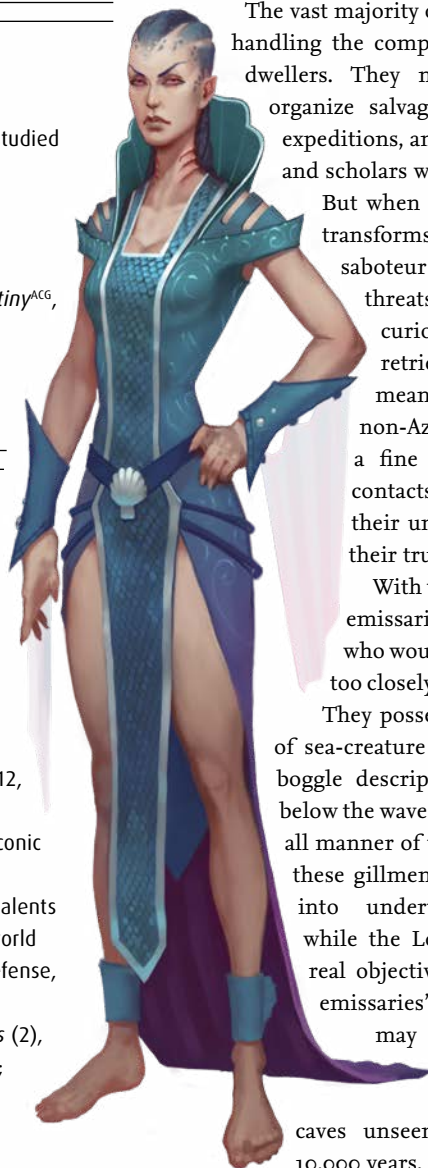
The distinctive ambassadors of Escadar's House of the Cresting Wave—the gillman embassy colloquially known as the Wet-House—serve as the Low Azlanti's most public face to the surface world, as well as the agents most likely to involve themselves in surface politics. Training from childhood in areas ranging from history and heraldry to swordplay and alchemy, these gillmen are expected to solve any and all problems they uncover, both on the city's behalf and for their people's betterment. Wet-House emissaries see themselves as the last true bastion of Azlanti culture and wisdom, and stoically shoulder the burden of educating other humans while protecting them from the danger of knowing too much.

The vast majority of an emissary's time is spent handling the complaints and inquiries of land dwellers. They negotiate trade agreements, organize salvage operations and undersea expeditions, and connect human diplomats and scholars with other skilled Low Azlanti.

But when the need arises, an emissary transforms into a spy, provocateur, or saboteur capable of facing incredible threats, undermining overly curious surface dwellers, and retrieving Azlanti artifacts never meant for the clumsy hands of non-Azlanti humans. Most walk a fine line, gathering agents and contacts to assist them while keeping their underlings forever ignorant of their true goals.

With the whole ocean as a resource, emissaries excel at distracting those who would investigate the Low Azlanti too closely with strange new challenges.

They possess an almost endless supply of sea-creature venoms, aquatic beasts that boggle description, and secret magic lost below the waves for centuries. With access to all manner of twisting, secluded hideaways, these gillmen can lead the overly curious into undertaking convoluted quests while the Low Azlanti accomplish their real objectives. Victims who survive the emissaries' poisons or monster attacks may look forward to a short, desperate future spent trapped in lightless sea caves unseen by landwalkers' eyes for 10,000 years.



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Squall Seer

The tricorne hat this gillwoman wears is encrusted with salt, suggesting years spent at sea.

SQUALL SEER

CR 9

XP 6,400

Gillman bard (sea singer) 10 (*Pathfinder RPG Advanced Race Guide* 188, *Pathfinder RPG Advanced Player's Guide* 84)

CN Medium humanoid (aquatic)

Init +3; **Senses** Perception +10

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)
hp 75 (10d8+30)

Fort +7, **Ref** +12, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic, +4 vs. air and water effects, +2 vs. non-aboleth enchantments, -2 vs. aboleth enchantments

Defensive Abilities enchantment resistance



Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk quarterstaff +8/+3 (1d6)

Ranged mwk light crossbow +11 (1d8/19–20)

Special Attacks bardic performance 31 rounds/day (move action; dirge of doom [DC 18], distraction, fascinate [DC 18], inspire courage +2, inspire greatness, sea shanty, still water, whistle the wind)

Bard Spells Known (CL 10th; concentration +13)

4th (1/day)—*legend lore*, *shadow conjuration* (DC 17)

3rd (4/day)—*charm monster* (DC 16), *elemental speech*^{APG}, *seek thoughts*^{APG} (DC 16), *summon monster III*

2nd (5/day)—*create treasure map*^{APG}, *enthrall* (DC 15), *heroism*, *suggestion* (DC 15), *whispering wind*

1st (6/day)—*animate rope*, *comprehend languages*, *invigorate*^{APG}, *remove fear*, *sleep* (DC 14)

0 (at will)—*dancing lights*, *daze* (DC 13), *know direction*, *mage hand*, *message*, *resistance*

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +7; **CMB** +7; **CMD** 21 (23 vs. grapple, overrun, and trip)

Feats Arcane Strike, Extra Performance, Lingering

Performance^{APG}, Skill Focus (Survival), Two-Weapon Fighting

Skills Acrobatics +11, Climb +8, Knowledge (geography) +11, Knowledge (local) +13, Knowledge (nature) +11, Linguistics +4, Perception +10, Perform (sing) +16, Survival +11, Swim +14

Languages Aboleth, Common

SQ amphibious, familiar (parrot), jack-of-all-trades (use any skill), lore master 1/day, sea legs, world traveler

Combat Gear *potions of cure moderate wounds* (2), *potions of endure elements* (2), *potion of shield of faith*; **Other Gear** +2 *studded leather*, mwk quarterstaff, mwk light crossbow with 20 bolts, *cloak of resistance* +2, *ring of protection* +1, *seer's tea*^{UE} (3 doses)

The Low Azlanti are a people of the sea, and squall seers find special purpose and insight in buffeting winds and driving rain. They use these times to plumb the nature of reality through magic and drugs, letting their visions guide their voyages and adventures. These gillmen feel the most primal displays of nature's fury echoing in their pulses and eventually learn to bend that power to their command.

Equal parts clergy and sailors, squall seers often amass cultish crews of gillmen and humans with blind faith in their ability to see ships through any storm as they journey across Golarion, whether they're crashing through ice floes in the Steaming Sea, riding the storm-lashed currents of the Eye of Abendego, or challenging beasts from the darkest ocean trenches. More than a few alternate between piracy and pirate-hunting, following whatever impulse seems most exciting; they may be denounced in one city only to be celebrated 50 miles up the coast.

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Awakened Agent

Raiment made from monstrous sea creatures conceals the sallow complexion and strange sores of this sickly gillman. Abnormal muscles and joints flex just beneath his flesh.

AWAKENED AGENT **CR 11**

XP 12,800

Gillman sorcerer 12 (*Pathfinder RPG Advanced Race Guide* 188)

LE Medium humanoid (aquatic)

Init +6; **Senses** Perception +9

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 deflection, +2 Dex, +1 natural)

hp 66 (12d6+24)

Fort +8, **Ref** +8, **Will** +11; +2 vs. non-aboleth enchantments and -2 vs. aboleth enchantments

Defensive Abilities enchantment resistance, unusual anatomy (25%)

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mithral dagger +5/+0 (1d4-1/19-20)

Special Attacks long limbs (+10 ft.)

Bloodline Spell-Like Abilities (CL 12th; concentration +17)

8/day—acidic ray (1d6+6 acid)

Sorcerer Spells Known (CL 12th; concentration +17)

6th (3/day)—*mass suggestion* (DC 22)

5th (6/day)—*dominate person* (DC 21), *feeblemind* (DC 21), *polymorph* (DC 20)

4th (7/day)—*black tentacles*, *charm monster* (DC 20), *locate creature*, *screaming* (DC 21)

3rd (7/day)—*clairaudience/clairvoyance*, *deep slumber* (DC 19), *greater invisibility*, *ray of exhaustion* (DC 18), *tongues*

2nd (7/day)—*alter self*, *blur*, *detect thoughts* (DC 19), *false life*, *hideous laughter* (DC 18), *see invisibility*

1st (8/day)—*comprehend languages*, *enlarge person* (DC 16), *expeditious retreat*, *hypnotism* (DC 17), *identify*, *shield*

0 (at will)—*acid splash*, *daze* (DC 16), *detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

Bloodline aberrant

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 14, **Wis** 8, **Cha** 21

Base Atk +6; **CMB** +5; **CMD** 17

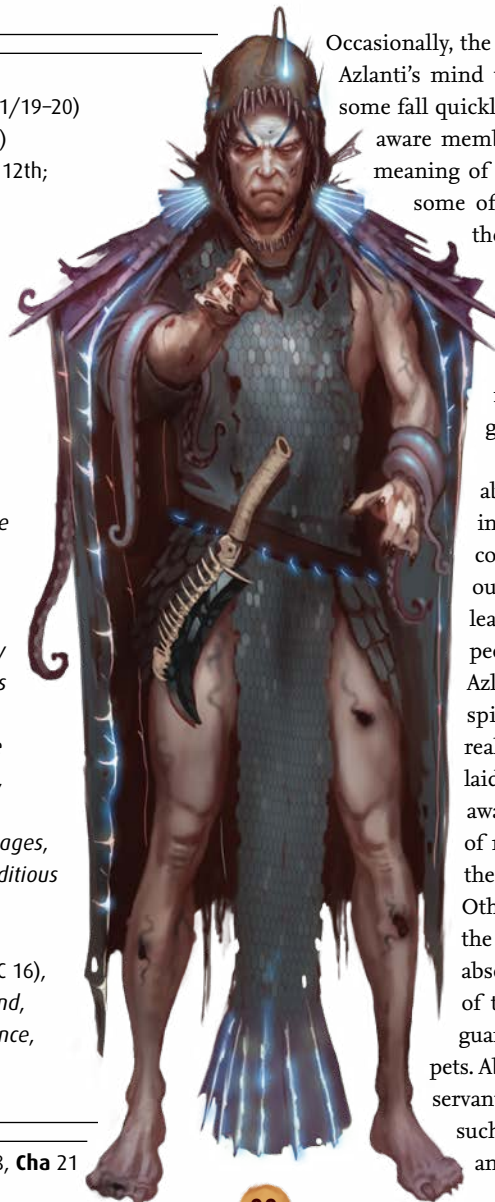
Feats Alertness, Combat Casting, Eschew Materials, Greater Spell Focus (divination), Improved Initiative, Iron Will, Spell Focus (divination), Spell Focus (enchantment)

Skills Bluff +18, Intimidate +16, Knowledge (arcana) +15, Knowledge (dungeoneering) +10, Perception +9, Sense Motive +1, Spellcraft +15, Swim +7, Use Magic Device +17

Languages Aboleth, Aklo, Aquan, Common

SQ amphibious, bloodline arcana (+50% duration on polymorphs)

Combat Gear *potion of bull's strength*, *potion of eagle's splendor*, *potion of invisibility*, *potion of nondetection*, *scroll of mind fog*, *scroll of teleport*, *wand of mage armor* (12 charges), *wand of magic missile* (CL 9th, 22 charges), greenblood oil (3 doses); **Other Gear** mithral dagger, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1, silver mirror (1,000 gp)



Occasionally, the programming locked within a Low Azlanti's mind triggers in a very overt way. While some fall quickly to violent madness, the most self-aware members of the race quickly realize the meaning of the change within themselves, and some of these gillmen choose to embrace their roles as servants of deep-dwelling masters. The will of the aboleths is ancient, unyielding, and potent enough to reach out to them even across 5,000 years, after all—what mere humanoid could deny such a glorious and timeless master?

Awakened agents gather data about the surface world and use their influence over other Low Azlanti to complete whatever tasks are doled out by their aboleth masters. Many lead cults, ostensibly leading their people in the worship of “hidden Azlanti gods” or “newly risen ocean spirits”—their congregations never realize they bow to the very foes who laid their ancient empire low. Some awakened agents teeter on the brink of madness, never fully understanding the purpose behind their own actions. Others carry out their assignments in the belief that everything they do is absolutely necessary for the well-being of their race—sacrificing the world to guarantee their people a role as favored pets. Aboleths frequently trust these skilled servants with strange and advanced magic, such as the mind-warping *masters' call* amulets (see page 29).

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Girtablilu

The scorpionfolk known as girtablilus guard many of the oldest ruins in Golarion's deserts. They drive intruders out of their territories with dire warnings and violence to protect ancient secrets. The race maintains a tribal culture of family groups who live near the sites they guard. Many chieftains are clerics of forgotten gods, oracles of mysterious ancient practices, or shamans empowered by the spirits of the past.

Because ancient religion plays such a large role in girtablilu society, the race has a reputation for cultish zealotry and dedication to archaic faiths. What girtablilus don't usually share with outsiders, however, is that they believe they protect the mortal realms from the terrible spaces beyond by performing the rituals of long-forgotten creeds and preventing intruders from defiling sacred places. While they might make exploration of sacrosanct locations dangerous for the curious, girtablilus do so out of a powerful sense of duty to a purpose that few will ever understand.

In the Inner Sea region, girtablilus live throughout northern Garund and Qadira. They guard ancient ruins dating back to the height of Osirion's power, as well as lost sites of the fallen Jistka Imperium and the Tekritanin League. In Rahadoun, where the worship of any god is forbidden, girtablilus guard holy sites that predate the Oath Wars and maintain some of the last bastions of faith within the secular nation. As long as they remain in the distant hinterlands and don't proselytize their beliefs, the Pure Legion largely leave girtablilus in peace. In Qadira, girtablilus protect the ruined remnants of cultures and faiths displaced by the expanding Sarenite society, much as they do in the rest of the vast Padishah Empire of Kelesh. Even the magic-blasted blight of the Mana Wastes hosts a handful of girtablilu tribes, which guard the abandoned temples of the Nexians and Gebbiters who lived in the region before the archmages' great war.

Full statistics for girtablilus can be found on page 130 of *Pathfinder RPG Bestiary 3*.

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Girtablilu Encounters

Adventurers usually encounter girtablilus in hunting or raiding parties. Hunting parties consist of two to four dune striders and usually at least one trained giant scorpion. If the search for food takes the group a significant distance from the tribe's home, the hunters may not consider an adventuring party a threat, allowing for a peaceful meeting. However, if explorers roam too close to the tribe's territory, the hunters attack in order to prevent the adventurers from stumbling upon the ruins under the tribe's protection.

When girtablilu territory is violated—especially if an item of importance is taken from their ruins—the scorpionfolk send out raiding parties or recovery teams of dune striders accompanied by three to five raging sting barbarians and at least one quick striker rogue to punish interlopers. Such parties generally don't waste time parleying with trespassers, operating under the belief that any they find in their territory are potential tomb robbers.

Divine chieftains lead girtablilu villages and serve as spiritual guides. If the tribe venerates a spirit or deity whose worship is not long dead, they might benefit from the presence of a cleric. However, their strange connection to the ancient places they protect most often manifests as a girtablilu druid, oracle, or shaman. A girtablilu oracle may even bear a strange curse that forces her to stay near a particular site.

Girtablilu Druid Domains

The following domains are common among girtablilu druids. Rules for alternate druid domains can be found on page 33 of *Pathfinder RPG Ultimate Magic*.

Ruins Domain

Granted Powers: You sense nature's creeping reclamation of what once belonged to the civilized world and understand how to ensure ruins that hold power or significance will persist.

Ruin Touch (Su): You can strengthen or weaken objects with your touch. With a melee touch attack, you can increase or decrease the hardness of an object (up to a 10-foot cube) or construct by an amount equal to half your druid level (minimum 1) for 1 minute. You cannot reduce an object's hardness below 0, and the same target cannot be affected by this ability more than once. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Remembrance (Sp): At 4th level, when within a ruin or other structure that is no longer claimed by civilization, you can call upon the wisdom of the land and its long-dead residents. Once per day for every 4 druid levels you possess, you can cast *divination* as a spell-like ability. Additionally, if you are within ruins when you cast *commune with nature*, you gain information about the crumbling structures around you as though they were part of nature.

Surefooted (Ex): At 8th level, your speed is not reduced by difficult terrain unless the terrain has been magically manipulated to impede motion.

Domain Spells: 1st—*magic stone*, 2nd—*stone call*^{APG}, 3rd—*meld into stone*, 4th—*rusting grasp*, 5th—*commune with nature*, 6th—*stone tell*, 7th—*statue*, 8th—*earthquake*, 9th—*clashing rocks*^{APG}

Vermin Domain

Granted Powers: You share a deep connection with mindless invertebrates.

Familiar: You gain a greensting scorpion familiar (*Ultimate Magic* 118). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

Vermin Friend (Ex): You can use wild empathy to influence vermin as easily as you influence animals if you do not already possess this ability.

Tremorsense (Ex): At 6th level, you gain tremorsense 30 feet. At 12th level, you gain tremorsense 60 feet.

Domain Spells: 1st—*jump*, 2nd—*vomit swarm*^{APG}, 3rd—*darkvision*, 4th—*insect plague*, 5th—*swarm skin*^{APG} (spider, crab, centipede, and army ant swarms only), 6th—*whip of ants*^{ACG}, 7th—*creeping doom*, 8th—*mass fly*^{APG}, 9th—*mind blank*.

Girtablilu Oracle Curse

Girtablilu oracles may bond with ancient monuments or other sites within ruins as part of their curse.

Site-Bound: You bond with a particular 10-foot square, and must remain within 1,500 feet of that site or immediately become sickened. You must succeed at a DC 15 Fortitude save each minute you spend outside of the boundary or become nauseated. For every hour spent outside of the boundary, you also take 1d4 points of Constitution damage (no save). When within range of your bonded site, you gain a +1 bonus to your caster level when casting oracle spells. At 5th level, the radius increases to 2,250 feet. At 10th level, the radius increases to 3,000 feet and the bonus to your caster level when casting oracle spells within the boundary increases by 1. At 15th level, you can move up to 1 mile from your bonded site.

Girtablilu Feat

The following feat is commonly chosen by girtablilu clerics and inquisitors.

Guardian of Tradition

Your deity rewards your devotion to the duty of your race.

Prerequisites: Domain class feature, girtablilu.

Benefit: You can replace one of the domains offered by your deity with one of the following druid domains: Desert (*Ultimate Magic* 34), Ruins, or Vermin. You gain a +1 bonus to your caster level when casting domain spells from the selected domain.

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Raging Sting

Scars and tattoos intersect across this glowering scorpion-bodied man, and his muscles strain against the leather of his armor.

RAGING STING

CR 9

XP 6,400

Girtablilu barbarian 1 (*Pathfinder RPG Bestiary 3* 130)

CN Large monstrous humanoid

Init +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +18

DEFENSE

AC 24, touch 10, flat-footed 21 (+5 armor, +3 Dex, +9 natural, -2 rage, -1 size)

hp 171 (11 HD; 10d10+1d12+110)

Fort +15, **Ref** +11, **Will** +13

OFFENSE

Speed 45 ft.

Melee +1 *greatclub* +20/+15/+10 (1d10+14), 2 claws +15 (1d8+5 plus grab), sting +15 (1d6+5 plus poison)

Ranged throwing axe +13/+8/+3 (1d6+9)

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

Special Attacks constrict (1d6+5), poison (DC 24), rage (11 rounds/day)

Spell-Like Abilities (CL 9th; concentration +9)

1/day—*summon nature's ally V* (1d3 giant scorpions)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 26,

touch 12, flat-footed 23; **hp** 149 **Fort** +13, **Will** +11; **Melee** +1 *greatclub* +18/+13/+8 (1d10+11), 2 claws +13 (1d8+3 plus grab), sting +13 (1d6+3 plus poison); **Ranged** throwing axe +13/+8/+3 (1d6+7); **Str** 24, **Con** 25; **CMB** +19 (+23 grapple); **CMD** 30 (42 vs. trip); **Skills** Climb +13.

STATISTICS

Str 28, **Dex** 17, **Con** 29, **Int** 8, **Wis** 16, **Cha** 11

Base Atk +11; **CMB** +21 (+25 grapple); **CMD** 32 (44 vs. trip)

Feats Improved Initiative, Improved Natural Armor, Improved Natural Attack (claws), Power Attack, Toughness, Vital Strike

Skills Climb +15, Craft (stonemasonry) +6, Knowledge (history) +4, Knowledge (religion) +4, Perception +18, Stealth +9, Survival +14; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Girtablilu

SQ fast movement, scorpion empathy +11, undersized weapons

Combat Gear *potions of cure moderate wounds* (2), *potions of lesser restoration* (2); **Other Gear** +1 *hide armor*, +1 *greatclub*, throwing axes (4), *amulet of mighty fists* +1, *cloak of resistance* +1, *mwk artisan's tools*

Forces of nature as much as combatants, raging stings tear through their enemies. These passionate but disciplined scorpionfolk drive back invaders by destroying their wagons, killing their draft animals, and capturing their supplies. Few raging stings are genuinely bloodthirsty; instead, most prefer to terrify outsiders with a brief show of brutality by devastating the interlopers' ability to sustain a camp.

In peacetime, raging stings make up much of a tribe's labor force, working to preserve important sites. Raging stings see themselves as a natural balance to the desert sands, uncovering ancient works, honing age-worn edges, and treading on intruders rather than being trodden upon.



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Dune Strider

Sprightly despite his bulk and swathed in layers of cloth against the relentless sun, this hunter has a wicked bow and a scorpion-like lower body.

DUNE STRIDER

CR 11

XP 12,800

 Girtablilu ranger 3 (*Pathfinder RPG Bestiary 3* 130)

N Large monstrous humanoid

Init +8; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +24

DEFENSE

AC 25, touch 14, flat-footed 20 (+3 armor, +4 Dex, +1 dodge, +8 natural, -1 size)

hp 152 (13 HD; 10d10+3d10+81)

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

OFFENSE

Speed 50 ft.

Melee mwk falchion +17/+12/+7 (2d4+6/18-20), 2 claws +11 (1d6+2 plus grab), sting +11 (1d6+2 plus poison)

Ranged +1 composite longbow +17/+12/+7 (1d8+5/x3)

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

Special Attacks combat style (archery), constrict (1d6+5), favored enemy (humans +2), poison

Spell-Like Abilities (CL 11th; concentration +12)

 1/day—*summon nature's ally V* (1d3 giant scorpions)

STATISTICS

Str 18, **Dex** 19, **Con** 23, **Int** 10, **Wis** 18, **Cha** 13

Base Atk +13; **CMB** +18 (+22 grapple); **CMD** 33 (45 vs. trip)

Feats Deadly Aim, Dodge, Endurance, Far Shot,

Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run

Skills Climb +20, Craft (weapons) +8, Knowledge (history) +8, Knowledge (nature) +7, Perception +24, Sense Motive +9, Stealth +19, Survival +20; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Girtablilu

SQ favored terrain (desert +2), scorpion empathy +13, track +1, undersized weapons, wild empathy +4

Combat Gear +1 frost arrows (10), *potion of cat's grace*, *potions of cure serious wounds* (3), *potion of owl's wisdom*, *potions of pass without trace* (2), *potions of spider climb* (2);

Other Gear +1 expeditious^{UE} leather armor, +1 composite longbow with 50 arrows, mwk falchion, *eyes of the eagle*, backpack, camouflage netting^{UE}, compass^{UE}

Skilled hunters and masters of the desert sands, dune striders serve

their settlements by providing food, locating water, patrolling the nearby desert, tracking trespassers, and executing thieves. Dune striders also try to conceal their tribes from outsiders by covering tracks and blocking roads or trails leading into their territory. Some travel far from their homes to carry messages to neighboring girtablilu tribes and scout for new ruins to watch over; these are more likely than most of their kind to run across humanoids or engage in trade with outsiders.

Quick and sure-footed, dune striders prefer to follow targets from dune tops or ragged bluffs, snipe at them, and then move on before enemies can close in. The dune striders' victims often die before ever noticing the massive hunters' presence, and travelers and adventurers spread stories through Qadira, Osirion, and Thuvia of explorers abandoning their expeditions upon waking to discover that all their guards and porters were silently executed in the night.



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Quick Striker

Foul liquid drips in equal measure from this scorpion-woman's fearsome spear and tail stinger.

QUICK STRIKER

CR 12

XP 19,200

Girtablilu rogue (scout) 8 (*Pathfinder RPG Bestiary* 3 130, *Pathfinder RPG Advanced Player's Guide* 134)

N Large monstrous humanoid

Init +10; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +25

DEFENSE

AC 28, touch 15, flat-footed 22 (+3 armor, +5 Dex, +1 dodge, +10 natural, -1 size)

hp 189 (18 HD; 8d8+10d10+98)

Fort +10, **Ref** +21, **Will** +12

Defensive Abilities evasion, trap sense +2

OFFENSE

Speed 50 ft.

Melee +1 spear +20/+15/+10/+5 (1d8+7/×3 plus poison), 2 claws +17 (1d6+2 plus grab), sting +17 (1d6+2 plus poison)

Ranged +1 composite shortbow

+22/+17/+12/+7 (1d6+5/×3 plus poison) or

+1 spear +22/+17/+12/+7 (1d8+7×3 plus poison)

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

Special Attacks constrict (1d6+4), poison (DC 24), scout's charge, skirmisher, sneak attack +4d6

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

1/day—*summon nature's ally V* (1d3 giant scorpions)

STATISTICS

Str 18, **Dex** 23, **Con** 21, **Int** 14, **Wis** 16, **Cha** 13

Base Atk +16; **CMB** +21 (+25 grapple); **CMD** 38 (50 vs. trip)

Feats Deadly Aim, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Point-Blank Shot, Shot on the Run, Spring Attack

Skills Acrobatics +22 (+30 when jumping), Bluff +9, Climb +20, Craft (alchemy) +16, Disable Device +15, Escape Artist +14, Heal +13, Knowledge (geography, history) +7, Knowledge (local) +15, Perception +25, Sense Motive +16, Stealth +26, Survival +24; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Girtablilu, Gnoll, Kelish

SQ rogue talents (assault leader^{APG}, lasting poison^{APG}, survivalist^{APG}, swift poison^{APG}), scorpion empathy +18, trapfinding +4, undersized weapons

Combat Gear *potions of cure serious wounds* (2), *potion of haste*, *potions of invisibility* (3), alchemist's fire (2), antitoxin (3), smokesticks (5), thunderstones (3); **Other Gear** studded leather, +1 spear, +1 composite shortbow with 30 arrows, *amulet of natural armor* +2, *belt of incredible dexterity* +2, *elixirs of hiding* (2), portable alchemist's lab^{UE}, tindertwigs (10)

Quick strikers attack and withdraw with surgical precision, serving both as assassins and cavalry among girtablilu. They spread their venom across whatever weapons they wield, trusting the poison to linger even after they vanish from battle. These girtablilu prefer to target enemy leaders before an offensive by using their stealth, knowledge of the land, and skill with poisons to eliminate dangerous foes and sow confusion. Regardless of the range, quick strikers excel at drawing enemy ranks apart and splitting their attention to allow focused formations of allies to press into otherwise impenetrable formations.

Quick strikers are vital to helping a tribe establish its hold on new territory.

Their skills make them good at harassing monsters in newly discovered ruins and disarming any dangers left behind by past masters. Because of their knowledge of alchemy and anatomy, they may also serve as healers, treating injuries as mundane as snakebites as the tribe ekes out an existence in the desert.



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Divine Chieftain

This authoritative, scorpion-bodied woman is bedecked with amulets and other regalia.

DIVINE CHIEFTAIN

CR 14

XP 38,400

Girtablilu druid (desert druid) 10 (*Pathfinder RPG Bestiary 3* 130, *Pathfinder RPG Advanced Player's Guide* 99)

N Large monstrous humanoid

Init +11; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +17

DEFENSE

AC 30, touch 12, flat-footed 27 (+8 armor, +2 Dex, +1 dodge, +10 natural, -1 size)

hp 240 (20 HD; 10d8+10d10+140)

Fort +19, **Ref** +14, **Will** +21; +2 vs. gaze attacks and figment and pattern illusions

Immune blinding and dazzling effects

OFFENSE

Speed 35 ft.

Melee +1 spear +23/+18/+13/+8 (2d6+10/×3), 2 claws +21 (1d6+3 plus grab), sting +21 (1d6+3 plus poison)

Ranged mwk sling +19/+14/+9/+4 (1d4+6) or +1 spear +19 (2d6+10/×3)

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

Special Attacks constrict (1d6+5), poison (DC 27), wild shape 4/day

Spell-Like Abilities (CL 10th; concentration +13)
1/day—*summon nature's ally V* (1d3 giant scorpions)

Druid Spells Prepared (CL 10th; concentration +15)
5th—*baleful polymorph* (DC 20), *commune with nature*⁰, *cure critical wounds*, *stoneskin*

4th—*dispel magic*, *freedom of movement*, *giant vermin*, *rusting grasp*⁰, *screaming* (DC 19)

3rd—*cure moderate wounds*, *greater magic fang*, *meld into stone*⁰, *protection from energy*, *stone shape*

2nd—*barkskin*, *bear's strength*, *lesser restoration*, *owl's wisdom*, *spider climb*, *stone call*⁰, APG

1st—*cure light wounds*, *expeditious excavation*^{APG}, *longstrider*, *magic fang*, *magic stone*⁰, *pass without trace*, *speak with animals*

0 (at will)—*create water*, *guidance*, *mending*, *read magic*

D Domain spell; **Domain** Ruins*

STATISTICS

Str 22, **Dex** 14, **Con** 25, **Int** 12, **Wis** 20, **Cha** 16

Base Atk +17; **CMB** +24 (+28 grapple); **CMD** 38 (50 vs. trip)

Feats Dazzling Display, Deadly Stroke, Dodge, Improved

Initiative, Improved Natural Armor, Multiattack, Persuasive, Shatter Defenses, Weapon Focus (claw, sting)

Skills Climb +12, Diplomacy +23, Intimidate +23, Knowledge (dungeoneering, engineering, geography, history, nature, religion) +11, Perception +22, Sense Motive +23, Stealth +17, Survival +20; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Druidic, Girtablilu, Kelish

SQ desert endurance, desert native +5, nature bond (Ruins domain), nature sense, sandwalker, scorpion empathy +20, shaded vision, undersized weapons, wild empathy +13

Combat Gear *oils of make whole* (3), *wand of call lightning* (13 charges); **Other Gear** +2 *scorpion-hide breastplate* (worth 5,350 gp), +1 *spear*, mwk sling, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +2, *headband of mental prowess* +2 (Wis, Cha), *ring of protection* +1, granite and diamond dust (1,000 gp)

A divine chieftain wields absolute authority over her tribe. She embodies the girtablilus' dedication to their self-appointed sacred duties: studied in history, an expert on lost ruins, a compassionate diplomat, and a fearsome warrior.



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Minotaur

The bull-headed minotaur race is shrouded in mystery in the Inner Sea region, in part because they originally hail from the distant, mythic land of Ibyldos. First created by Lamashtu as a curse on the children of a village that raised her ire, minotaurs have grown into a thriving people in their own right. Most minotaurs in the Inner Sea region live among the mountains of the Isle of Kortos, within the Five Kings and Menador Mountains of Avistan, and the Shattered Range of Garund.

Many minotaurs prefer solitary lives on the surface, with each minotaur tending to a labyrinth crafted of stone, glacial ice, or forest brambles, or some other suitable material. Only in large, underground cavern networks do minotaur tribes live in anything resembling large numbers. Even then, such colonies can exist only where plentiful prey is near at hand, for minotaurs have voracious appetites and do not share well, even with their closest kin.

Most minotaurs worship the demon lord Baphomet, who is a subtle force of corruption within civilized

humanoid societies. Some minotaurs forgo the cultivation of a physical labyrinth in favor of a maze of betrayal, secret societies, hidden cults, and unknown allegiances, disorienting their victims in a political morass just as surely as if they wandered through a physical puzzle. Other minotaurs hire themselves out as mercenaries or scouts so long as they don't need to completely quell their most bestial instincts. Perhaps the most mysterious minotaur in the Inner Sea region is the albino Minotaur Prince of Absalom, Nuar Spiritskin, who has set aside his more primal urges in favor of diplomacy and operates an embassy in the City at the Center of the World.

Full statistics for minotaurs can be found on page 206 of the *Pathfinder RPG Bestiary*.

Minotaur Encounters

Minotaur marauders are much more nimble and confident on the slopes than their bulk would suggest. They are most often encountered stalking prey, including humanoids,

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in the wilds. Raiding parties of two or more marauders surround their prey, braying and stamping from all sides to confuse, frighten, and scatter. If they occupy higher ground, these minotaurs prefer to attack with their bows, but they are equally competent in melee if a foe survives long enough to engage toe-to-hoof.

Resistant as they are to spells, energy, and physical damage, labyrinth guardians' closest thing to a weakness is their single-mindedness. Most are tied to the mazes or tombs in which they dwell and will not chase foes out into the light. Tangle tenders hold similar sway over their lairs, but act more with cunning than with brute force. These devious trapsmiths delight in building wicked mechanical devices to harm those that dare intrude on their mazes.

Baphomet's minotaur prophets are much more brutal than his humanoid cultists. Through fear, manipulation, and reverence, the prophets command disproportionate respect from the Templars of the Ivory Labyrinth, a secret cabal of the demon lord's most devious worshipers. The prophets wield their clout in the same ways that they wield their brass glaives of office—by striking from a distance.

Minotaur Spells

The following spells were first discovered by minotaur spellcasters but have since been shared with other races, especially among cultists of Baphomet.

ILLUSORY MAZE

School illusion (figment); **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

This spell creates the illusion of a translucent, ever-changing maze of glass in the target area. Creatures in the area who believe the maze to be real cannot move more than 5 feet continuously in any one direction and can't move diagonally, forcing them to take a circuitous route to their destination.

MAKE LOST

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, druid 2, ranger 1

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You strip the targets of their senses of direction and recent memories of travel. They immediately forget the route they

took in the last hour (but not details of encounters along the way) and become lost (*Pathfinder RPG Core Rulebook* 424).

MIND MAZE

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 3, shaman 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a chicken skull)

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes the target to act as though it's wandering through a maze. While under the effects of the spell, the target can't make attacks or cast spells and must take at least one move action each round to walk in a random direction determined using the guidelines for missed splash weapons (*Core Rulebook* 202). The target must move at its maximum speed during this required movement, though additional move actions after the first can cover shorter distances. If this movement takes the target into a dangerous area, such as through a threatened square or off a ledge, the target receives a second saving throw to end the effect before moving into peril. Walking into a harmless obstacle, such as a wall, ends the target's movement.

PUZZLE BOX

School enchantment (compulsion) [curse^{UM}, mind-affecting]; **Level** bard 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels) or touch; see text

Target one creature or one object up to 5 lbs./level

Duration 1 round/level or permanent; see text

Saving Throw Will negates or none; **Spell Resistance** yes

This spell causes even commonly used objects to become conundrums. When cast on a creature, the target loses all weapon and shield proficiencies. The target also forgets how to use all spell-completion, spell-trigger, and use-activated magic items, as well as any mundane items used as part of a skill check, imposing a –5 penalty on all ability and skill checks attempted with such items. These effects last for 1 round per level. As a move action, the target can attempt a skill check to negate the effects of this spell for one object. Weapons, shields, and mundane objects require a successful Craft skill check of the type required to craft the item in question, with a DC equal to the spell's save DC. Magic items require a successful Spellcraft or Use Magic Device skill check against the spell's save DC.

Alternatively, this spell can be cast on a single touched object that weighs up to 5 pounds per the caster's level. Use of this object becomes a puzzle even to those previously familiar with it. Any creature attempting to use an item affected in this way is treated as though the creature was the target of *puzzle box* for that item only. When cast on an object, the duration of this spell is permanent.

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Minotaur Marauder

The battle-worn axe and scarred leather armor born by this sun-bleached minotaur woman mark her as a seasoned combatant.

MINOTAUR MARAUDER

CR 6
XP 2,400

 Minotaur ranger 2 (*Pathfinder RPG Bestiary* 206)

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 11, flat-footed 17 (+3 armor, +2 Dex, +5 natural, -1 size)

hp 62 (8 HD; 6d10+2d10+18)

Fort +6, **Ref** +10, **Will** +6

Defensive Abilities natural cunning

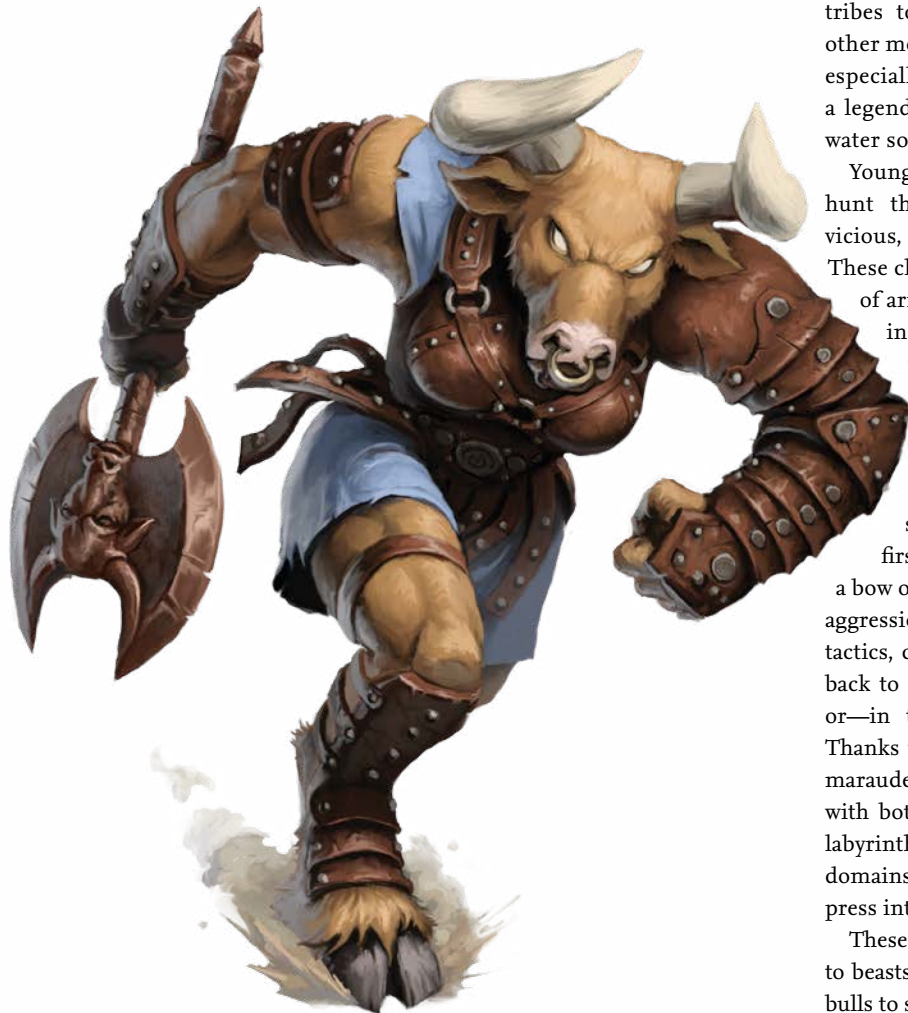
OFFENSE

Speed 30 ft.

Melee +1 greataxe +12/+7 (3d6+7/×3), gore +11 (1d6+2)

Ranged mwk composite longbow +11/+6 (2d6+6/×3)

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

Special Attacks combat style (two-handed weapon), favored enemy (monstrous humanoids +2), powerful charge (gore, 1d6+17)


STATISTICS

Str 19, **Dex** 14, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 25

Feats Point-Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (composite longbow)

Skills Acrobatics +7, Climb +11, Handle Animal +5, Heal +6, Knowledge (geography) +7, Perception +16, Survival +16, Swim +10; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

SQ track +1, wild empathy +2

Combat Gear *potion of cure moderate wounds*, *potion of delay poison*, *potion of magic fang*, *potion of resist energy*, *wand of entangle* (12 charges), smokesticks (3), tanglefoot bag; **Other Gear** mwk studded leather, +1 greataxe, mwk composite longbow (+6 Str) with 40 arrows, antitoxin, backpack, healer's kit, rope (50 feet), tindertwigs (10)

As the elite warriors of minotaur communities, marauders are far-ranging and vicious defenders of their tribal lands, fearless scouts, and tireless trackers. They fall upon settlements to steal worked goods, free or kill livestock, and capture humanoids for their tribes to feed upon. Marauders also skirmish with other monstrous inhabitants of their rocky badlands—especially harpies and centaurs, for whom they hold a legendary hatred—to claim the best land, lairs, and water sources.

Young marauders train by letting their brethren hunt them like beasts, competitions that end in vicious, hours-long wrestling matches and fistfights. These childhood games eventually evolve into contests of arms, speed, and marksmanship that often result in painful—but not debilitating—permanent injuries that contribute to the marauders' legendarily short tempers.

Marauders show a keener mind for tactics than do many of their kin. While they still prefer to finish enemies off with a gore-spattering axe blow, they see nothing wrong with first softening up opponents from a distance with a bow or a few well-placed traps. They can control their aggression well enough to benefit from hit-and-run tactics, charging an overwhelming force before falling back to lure their enemy into an ambush, a rockslide, or—in the case of flying pests like harpies—nets. Thanks to their varied responsibilities and opponents, marauders train until they achieve incredible skill with both axes and bows. They make the most of the labyrinthine caverns and twisting canyons of their domains to confuse and separate foolish enemies who press into their lands.

These minotaurs show an uncharacteristic kindness to beasts of the field, sometimes training goats, dogs, or bulls to serve them as pets and guardians.

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Labyrinth Guardian

A cold chill trails this ironclad minotaur skeleton, yet flames pour from the undead abomination's enormous blade.

LABYRINTH GUARDIAN

CR 8
XP 4,800

Minotaur graveknight fighter 1 (*Pathfinder RPG Bestiary* 206, *Pathfinder RPG Bestiary* 3 138)

CE Large undead (augmented monstrous humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +20

Aura sacrilegious aura (30 ft., DC 16)

DEFENSE

AC 29, touch 10, flat-footed 28 (+10 armor, +1 Dex, +9 natural, -1 size)

hp 60 (7 HD; 6d8+1d10+28)

Fort +4, **Ref** +8, **Will** +9

Defensive Abilities channel resistance +4, natural cunning, rejuvenation; **DR** 10/magic; **Immune** undead traits; **SR** 19

OFFENSE

Speed 20 ft.

Melee +1 *bastard sword* +15/+10 (2d8+8/19-20 plus 1d6 fire), slam +8 (1d6+3), gore +8 (1d6+3)

Ranged mwk heavy crossbow +8 (2d8/19-20 plus 1d6 fire)

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

Special Attacks channel destruction, devastating blast (4d6 fire, DC 16), powerful charge (gore, 2d6+10), undead mastery (DC 16)

STATISTICS

Str 25, **Dex** 12, **Con** —, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +7; **CMB** +15; **CMD** 26

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative^B, Lightning Reflexes, Mounted Combat^B, Power Attack, Ride-By Attack^B, Toughness^B, Vital Strike, Weapon Focus (bastard sword)

Skills Climb +12, Intimidate +18, Knowledge (dungeoneering) +12, Knowledge (engineering) +10, Knowledge (religion) +12, Perception +20, Ride +14, Survival +13;

Racial Modifiers +8 Intimidate, +12 Perception, +8 Ride, +4 Survival

Languages Common, Giant

SQ phantom mount, ruinous revivification

Combat Gear *potions of inflict moderate wounds* (2); **Other Gear** +1 full plate, +1 *bastard sword*, mwk heavy crossbow

A hopeless, claustrophobic maze alone is enough to induce fear and despair, but the presence of a labyrinth guardian turns the situation into a nightmare. Relentless, ruthless, and almost unstoppable, these undead monstrosities have an unquenchable thirst

for destruction. Dedicated servants of Baphomet or Lamashtu, labyrinth guardians rule their tiny, maze-like kingdoms with fearless power. Depraved minotaurs flock to their banner, hoping for protection and to appease whatever material or divine power the guardian serves.

In life, guardians stood vigil over catacombs, dungeons, or lost cities, and were unique not for their combat prowess, but rather for their endless devotion to their duty and foul gods. This loyalty, coupled with vile rituals whispered by their patrons, bound the guardians' souls to the iron of their armor and resurrected them as twisted, ageless defenders. The same sense of commitment that enabled the guardians' transformation also shackles them to their labyrinthine territories. This stunts the guardians' dreams of expansion, limiting them to steadily adding on to their sprawling, confusing complexes. Over time, the legend of an ancient labyrinth guardian often exceeds that of the maze's original treasure.



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Tangle Tender

The cold eyes of this minotaur are without fear or emotion. An arsenal of devices rattle from its belt, not the least of which is its mechanical monstrosity of a crossbow.

TANGLE TENDER **CR 10**

XP 9,600

Minotaur rogue (trapsmith) 8 (*Pathfinder RPG Bestiary* 206, *Pathfinder RPG Advanced Player's Guide* 135)

NE Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 13, flat-footed 20 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +5 natural, -1 size)

hp 133 (14 HD; 8d8+6d10+64)

Fort +8, **Ref** +13, **Will** +10

Defensive Abilities evasion, natural cunning, trap sense +2

OFFENSE

Speed 30 ft.

Melee mwk short sword +15/+10/+5 (1d8+3/19-20), gore +14 (1d6+1)

Ranged +1 repeating heavy crossbow +14/+9/+4 (2d8+1/19-20)

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

Special Attacks powerful charge (gore +16, 2d6+4), sneak attack +4d6

STATISTICS

Str 17, **Dex** 14, **Con** 18, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +12; **CMB** +16; **CMD** 30

Feats Dodge, Improved Initiative, Iron Will, Magical Aptitude, Mobility, Point-Blank Shot, Skill Focus (Stealth)

Skills Acrobatics +16, Climb +14, Craft (traps) +16, Disable Device +20, Knowledge (dungeoneering) +12, Knowledge (history) +3, Perception +20, Sense Motive +9, Sleight of Hand +6, Spellcraft +8, Stealth +23, Survival +9, Use Magic Device +16; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

SQ careful disarm, rogue talents (fast stealth, trap spotter, cunning trigger^{APG}, quick trapsmith^{APG}), trap master, trapfinding +4

Combat Gear *wand of expeditious retreat* (12 charges), *wand of invisibility* (8 charges); **Other Gear** +1 chain shirt, +1 repeating heavy crossbow, mwk short sword, *cloak of elvenkind*, *ring of protection* +1, masterwork thieves' tools, trap components (CR 1 arrow trap, CR 1 poison dart trap, CR 1 swinging axe trap, CR 2 javelin trap, CR 4 electricity arc trap)



Weaker than many of their brutish kin, tangle tenders instead apply their racial cunning and understanding of complex systems to mechanical devices, constructing ingenious traps that whittle away those lost in the labyrinths with little or no direct danger to themselves.

They build and reset traps, alter or conceal carefully whatever trails their victims attempt to leave, and strike from the shadows only once their victims are desperate, exhausted, and at each others' throats. Their tactics aren't motivated by cowardice; rather, these cruel creators love to inflict misery by outwitting their enemies rather than out-muscling them. Tangle tenders belong to the maze; they are intimately familiar with every twist and turn, and are keen to introduce interlopers to each in turn.

Among minotaur tribes, tangle tenders hold a strange position, both necessary and loathed. They never shy away from bragging about their genius, and their kin recognize the value of a tangle tender's devices for trapping prey. But minotaurs respect strength, courage, and aggression first and foremost, and these clever rogues excel at none of those qualities—most thus see these trapsmiths as socially stunted, needlessly sadistic (even by minotaur standards), and physically weak to the point of embarrassment. Few voice these opinions, however, as those who do frequently face tragic accidents deep within the maze.

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Prophet of Baphomet

This white-maned minotaur's gilt-edged robes project elegance and terror in equal measure. The cloud of heady incense about her form doesn't conceal the distinct scent of brimstone.

PROPHET OF BAPHOMET

CR 13
XP 25,600

 Minotaur cleric of Baphomet 11 (*Pathfinder RPG Bestiary* 206)

CE Large monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 24, touch 10, flat-footed 24 (+8 armor, +1 deflection, +6 natural, -1 size)

hp 127 (17 HD; 11d8+6d10+45)

Fort +14, **Ref** +12, **Will** +18

Defensive Abilities natural cunning

OFFENSE

Speed 20 ft.

Melee +1 glaive +21/+16/+11 (2d8+10/19-20/x3), gore +19 (1d6+9)

Ranged mwk light crossbow +14 (2d6/19-20)

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

Special Attacks channel negative energy 3/day (DC 15, 6d6), scythe of evil (5 rounds, 1/day), might of the gods (+11, 11 rounds/day), powerful charge (gore, 2d6+9)

Domain Spell-Like Abilities (CL 11th; concentration +15)

7/day—touch of evil (5 rounds)

7/day—strength surge (+5)

Cleric Spells Prepared (CL 11th;

concentration +15)

 6th—*blade barrier* (DC 21), *stoneskin*⁰

 5th—*flame strike* (DC 20), *righteous might*⁰, *slay living* (DC 19)

 4th—*air walk*, *chaos hammer* (DC 19), *cure critical wounds*, *greater magic weapon*, *spell immunity*⁰

 3rd—*cure serious wounds*, *deeper darkness*, *dispel magic*, *magic circle against good*⁰, *meld into stone*, *mind maze** (DC 17)

 2nd—*bull's strength*⁰, *resist energy*, *shatter* (DC 17), *spiritual weapon*, *status*, *wind wall*

 1st—*bane* (DC 15), *cause fear* (DC 15), *cure light wounds*, *divine favor*, *protection from good*⁰, *shield of faith*

 0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *read magic*
D domain spell; **Domains** Evil, Strength

STATISTICS

Str 23, **Dex** 10, **Con** 13, **Int** 9, **Wis** 18, **Cha** 10

Base Atk +14; **CMB** +21 (+23 bull rush); **CMD** 32 (34 vs. bull rush)

Feats Combat Reflexes, Improved Bull Rush, Improved Critical (glaive), Improved Initiative, Lightning Reflexes, Power Attack, Spell Focus (evocation), Toughness, Weapon Focus (glaive)

Skills Intimidate +11, Knowledge (planes) +6, Knowledge (religion) +6, Linguistics +4, Perception +12, Spellcraft +8

Languages Abyssal, Common, Giant

Combat Gear *potion of bear's endurance*, *potion of rage*, *scrolls of find traps* (2), *scroll of invisibility purge*, *scroll of lesser planar ally*, *scroll of mass bull's strength*, *wand of cure serious wounds* (12 charges), *wand of protection from law* (22 charges), *wand of shield of faith* (15 charges), *alchemist's fire* (5), *unholy water* (2); **Other Gear** +2 *breastplate*, +1 *glaive*, mwk light crossbow with 20 bolts, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of inspired wisdom* +2, *ring of protection* +1, brass unholy symbol, spell component pouch, granite and diamond dust (500 gp)

Just as minotaurs believe they're direct descendants of Baphomet, minotaur prophets consider themselves his ideal mortal servitors. Prophets favor cunning gambits and manipulation over direct confrontation, and toy with captives and even their own cultists. Prophets also honor the Lord of the Labyrinth's more bestial interests; worshipers and enemies alike often fall victim to a prophet's monstrous appetite for flesh.



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Ogrekin

Viewed as weak by ogres and as aberrant freaks by their other humanoid parents, ogrekin are disfigured creatures who find no shelter with either of their progenitor races. Bearing only a slight resemblance to their humanoid parents, each of these exiles is unique, but all share the experience of universal rejection by the peoples of Golarion. These mutated offspring stalk the outskirts of civilized settlements to prey on weak travelers, folks unwise enough to wander alone, and anyone who looks particularly tasty.

This intense discrimination drives ogrekin to violent xenophobia, reinforcing their reputation as brutal savages and encouraging the notion that they cannot be accepted into civilization. With few viable, willing mates to turn to, most ogrekin conceive with their relatives, leading to deeply inbred clans. Not all ogrekin are evil, however, and a few who are good at heart are lauded for great heroism—though their tales are often drowned out by the far-too-common stories of their malignant kin.

Full statistics for ogrekin can be found on page 204 of the *Pathfinder RPG Bestiary 2*.

Ogrekin Encounters

Ogrekin are solitary creatures and rarely live in groups of more than six. While not particularly intelligent, ogrekin can plan simple ambushes and tactics but quickly fall back on the savagery of their monstrous parents, aggressively attacking the most physically imposing enemies first and using their deformities and great strength to terrible effect at close range. At their most merciful, ogrekin prefer to take living captives that they treat with widely varied levels of hospitality.

Ogrekin are rarely encountered in settlements, though they often prowl close to a town's fence or city's gate, waiting for unsuspecting travelers. This lonely existence leads many ogrekin to tame and train wild animals, a practice ogrekin take to with ease by quickly establishing dominance over beasts with their

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prodigious physical strength. These pets form resilient bonds with their masters and remain fiercely protective even after their owners' death.

The few ogrekin who have found acceptance into more civilized groups are often used as dispensable tools, sent out as the first lines of defense to deal with potential troublemakers. Though rarely treated with any kindness, these ogrekin strive for approval from their fellows, and can demonstrate great bravery when opportunities present themselves. Among tribes of their own kind, some ogrekin readily take up divine spellcasting. Healers and seers are highly valued for their utility both in battle and when processing new slaves.

Ogrekin Deformities

All ogrekin have distinct deformities as a result of their incessant inbreeding and the partially incompatible genetics between ogres and other humanoid races. In addition to the deformities available in *Bestiary 2*, ogrekin can have any of the new deformities presented below.

Beneficial Deformities

The ogrekin gains one of the following, chosen randomly.

- 1—*Bulging Eye*: The ogrekin gains darkvision 60 feet.
- 2—*Enlarged Skull*: The ogrekin takes no penalty to Intelligence from the ogrekin template.
- 3—*Gnarled Hands*: The ogrekin gains a claw attack. This attack is considered a primary natural attack that deals 1d6 points of damage. If the ogrekin already possesses a claw attack, it instead gains Improved Natural Attack (claw) as a bonus feat.
- 4—*Grotesque Ears*: The ogrekin gains blindsense 10 feet and a +4 racial bonus on Perception checks.
- 5—*Lanky*: The ogrekin's natural reach increases by 5 feet.
- 6—*Snout*: The ogrekin gains the scent ability.
- 7—*Thick Feet*: The ogrekin gains a +4 racial bonus to its CMD against bull rush, overrun, and trip combat maneuvers, as well as a +2 bonus to its AC against attacks made as part of a charge action.
- 8—*Vice Grip*: The ogrekin gains a +2 racial bonus on disarm and grapple combat maneuver checks and a +4 racial bonus to CMD against disarm and grapple maneuvers.
- 9—*Warty Knuckles*: The ogrekin gains Improved Unarmed Strike as a bonus feat.
- 10—*Webbed Fingers*: The ogrekin gains a swim speed equal to half its land speed.

Disadvantageous Deformities

The ogrekin gains one of the following, chosen randomly.

- 1—*Atrophied Eyes*: The ogrekin gains the light blindness weakness.
- 2—*Bad Eyes*: The ogrekin is partially blind. Creatures targeting the ogrekin increase their attack bonuses for flanking to +4, and the ogrekin takes a –2 penalty on all ranged attack rolls against targets more than 30 feet away.

3—*Brittle Bones*: The ogrekin's bones are malformed and weak. Creatures gain a +4 circumstance bonus on attack rolls to confirm critical hits against the ogrekin.

4—*Deformed Feet*: The ogrekin can't run and takes a –2 penalty to its CMD against bull rush, overrun, and trip combat maneuvers.

5—*Distractible*: If the ogrekin rolls a natural 1 on an ability check, attack roll, saving throw, or skill check, it becomes confused until the end of its next turn.

6—*Flaking Skin*: The ogrekin reduces the bonus to natural armor granted by the ogrekin template to +1 and gains vulnerability to nonlethal damage.

7—*Massive Girth*: The ogrekin is treated as being one size category larger when attempting Stealth checks.

8—*Offensive Odor*: Increase the Charisma penalty imposed by the ogrekin template to –4. Creatures with scent can detect the ogrekin from twice the normal distance.

9—*Trusting*: The ogrekin takes a –2 penalty on Will saves against mind-affecting effects and a –1 penalty on initiative checks.

10—*Twisted Spine*: The ogrekin takes a –4 penalty on grapple and trip combat maneuver checks. Standing up from prone requires the ogrekin to take a full-round action.

Half-Ogres

While most ogrekin are the result of an ogre mating with a Medium humanoid, some ogres breed with other giants, especially ash giants (*Pathfinder RPG Bestiary 3* 126), hill giants, marsh giants (*Bestiary 2* 129), and trolls. Offspring of such a union are referred to as half-ogres, and are generally outcasts from both societies. Such ogrekin are typically weaker than their pureblooded giant kin, inheriting more of the ogre parent's defects than the giant parent's advantages, and still suffer from beneficial and disadvantageous deformities, the result of the inherent corruption in the ogre parent's limited gene pool.

Creating a Half-Ogre

"Half-ogre" is an inherited template that can be added to any Large humanoid with the giant subtype (referred to hereafter as the base creature). A half-ogre retains all of the base creature's statistics and special abilities except as noted here.

CR: HD 10 or fewer, as base creature +0; HD 11 or more, as base creature –1.

Alignment: Usually evil.

Armor Class: If the base creature's natural armor bonus is +4 or less, increase it by 1. If the base creature's natural armor bonus is 6 or greater, decrease it by 1. Otherwise, there's no change.

Ability Scores: Str or Con +2, Cha or Int –2.

Special Qualities and Defenses: A half-ogre receives two random deformities, one beneficial and one disadvantageous, as per the ogrekin template.

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Kreegwood Stalker

No loving god would craft this man's malformed limbs and jagged teeth. His clothes and oversized hammer follow the same ill-measured design.

KREEGWOOD STALKER

CR 3
XP 800

 Human ogrekin ranger 3 (*Pathfinder RPG Bestiary 2* 204)

NE Medium humanoid (giant)

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 15 (+2 armor, +1 Dex, +3 natural)

hp 34 (3d10+18)

Fort +8, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk warhammer +10 (2d6+6/x3)

Ranged throwing axe +4 (1d6+6)

Special Attacks combat style (two-handed weapon), favored enemy (humans +2)


STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 20

Feats Cleave, Endurance, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +4, Climb +10, Heal +6, Intimidate +4,

Perception +6, Stealth +8, Survival +6, Swim +10

Languages Common

SQ deformities (atrophied eyes*, oversized limb), favored terrain (forest +2), track +1, wild empathy +1

Combat Gear *potions of blur* (2), *potions of cure light wounds* (4), *potions of enlarge person* (2), *smokesticks* (2); **Other Gear** leather armor, Large mwk warhammer, throwing axe, healer's kit, tindertwigs (5)

Deep within the gnarled, lightless depths of Varisia's Kreegwood, a degenerate offshoot of ogrekin stalk trespassers for food, entertainment, and far worse. The backwoods mutants are territorial recluses who thankfully stay within their own domains, possessed as they are with a deep distrust of strangers and a superstitious hatred of the outside world. Ugly and unlikable even by ogrekin standards, these creatures lack any of the beauty or compassion of their humanoid parents, leaning heavily toward the ogres with whom they sometimes breed. They've honed their survival skills through self-sufficiency and isolation and walk quietly through the trees, quickly overwhelming woodcutters, hunters, and trappers unfortunate enough to cross the ever-shifting borders of the stalkers' territories.

Kreegwood stalkers are potent warriors—capable of dealing catastrophic damage with a single blow—and train their increasingly inbred descendents to be brutally effective with oversized weapons. Kreegwood stalkers like to fell large trees near paths through their forests to redirect travelers into ambushes at dead ends, switchbacks, and briars. When bloodied but not defeated, these ogrekin fall back into nearby overgrown woods and stalk their prey unseen. They stay ahead of savvy enemies so they can build snares, rile up wild animals, and drop impromptu avalanches of massive trees or stones upon foes.

Kreegwood stalkers quickly evaluate the health of subdued quarry. Any creature that's still breathing is bound or shackled before its wounds are treated—a slave or meal for later is far more valuable than a corpse, and keeps far longer as provisions. When all other enemies are defeated, the ogrekin hoist their bound captives onto the hafts of their huge hammers and carry these victims off to be kept with the rest of the stalkers' unfortunate prey. Of all of Golarion's ogrekin, stalkers are the most sentimental, frequently taking spoils of victory from those they've defeated.

Kreegwood homes are grotesque affairs, built in the fashion of human cabins but decorated with the bones, teeth, and skin of victims.

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Thanegraves Looter

This blue-skinned humanoid's hulking figure is covered in patches of thick ice, and its jutting jaw dominates its monstrous face.

THANEGRAVES LOOTER

CR 4

XP 1,200

Half-ogre ice troll (page 47, *Pathfinder RPG Bestiary 2* 271)

CE Large humanoid (cold, giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size);

+2 vs. charge

hp 45 (6d8+18); regeneration 5 (acid or fire)

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

Immune cold

Weaknesses light sensitivity, vulnerable to fire

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+5), 2 claws +8 (1d4+5)

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

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 18, **Con** 16, **Int** 7, **Wis** 10, **Cha** 7

Base Atk +4; **CMB** +10; **CMD** 24 (28 vs. bull rush, 28 vs.

overrun, 28 vs. trip)

Feats Intimidating Prowess, Lightning Reflexes, Skill

Focus (Perception)

Skills Intimidate +9, Perception +9

Languages Giant

SQ deformities (light sensitive, thick feet*)

A new threat wanders Irrisen, the Land of Eternal Winter: the incredibly strong and profoundly durable spawn of ice trolls and ogres in the Thanegraves of Wintercrux. Born when the boreal ogre clans of the region began to take consorts from neighboring troll families, this new breed of giant is rejected and hunted by both its parent races. Most keep to the thanes' tombs, plundering from the dead whatever coins and long-preserved meat they can find. But raids from both boreal ogres and ice trolls regularly force the looters out from the Thanegraves and down into settled valleys, making the creatures desperate for food, living space, and someone smaller than themselves to abuse. Now all across Wintercrux and the Verge, half-ogres threaten travelers and townsfolk. Thanegraves looters brazenly lope down from the mountains to raid settlements or waylay caravans, threatening the delicate balance of power between human subjects and their monstrous rulers.

Whether because of their desperation for food or bitter rejection of their ogre heritage, Thanegraves looters

stand out for their willingness to feed on undead flesh. While the boreal ogres of the region fight to control the burial site's wights and zombies, looters feast on these fetid walking corpses, depriving the ogres of their undead minions, but suffering from the plagues that run rampant through the area as a result. Despite their legendary durability, few of these half-breeds appear healthy or live long past adulthood. Their racial maladies are severe enough that worship of Urgathoa has begun to spring up among them, foreshadowing the birth of strange cults, even by Irrisen's standards.

Small clans of these half-trolls thrive in the mountains and plains, overcoming their meager numbers through fearsome power and absolute lack of fear—every Thanegraves looter is born to die, by their estimation. Many travelers in Irrisen claim to have witnessed entire hillsides awash with blood from these creatures' raids, but never with bodies left behind. Everything from these clashes is salvaged, though the looters' frames and hands are generally too large and clumsy to use much of human equipment beyond decorative baubles.



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Kin Seeker

Bone-studded joints and gangly, twisted limbs mark this heap of orc-shaped flesh.

KIN SEEKER **CR 6**

XP 2,400

Orc ogrekin hunter 6 (*Pathfinder RPG Bestiary 222*, *Pathfinder RPG Bestiary 2 204*, *Pathfinder RPG Advanced Class Guide 26*)

NE Medium humanoid (giant, orc)

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

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 armor, +3 Dex, +3 natural, +2 shield)

hp 48 (6d8+18)

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

Defensive Abilities ferocity

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk club +11 (1d6+6), unarmed strike +10 (1d8+6)

Ranged bolas +7 (1d4+6) or

mwk composite shortbow +8 (1d6+6/×3)

Druid Spells Prepared (CL 6th; concentration +7)

2nd (3/day)—*fog cloud*, *resist energy*, *warp wood*, *whip of spiders*^{ACG}

1st (5/day)—*magic fang*, *pass without trace*, *produce flame*, *summon nature's ally I*

0 (at will)—*create water*, *detect poison*, *guidance*, *know direction*, *resistance*, *virtue*

STATISTICS

Str 22, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 4

Base Atk +4; **CMB** +10 (+12 grapple); **CMD** 23 (25 vs. grapple)

Feats Distracting Charge^{ACG}, Exotic Weapon Proficiency (bolas), Improved Grapple, Improved Unarmed Strike, Power Attack, Precise Shot^B

Skills Climb +9, Handle Animal +6, Heal +8, Intimidate +5, Knowledge (geography) +3, Knowledge (nature) +3, Perception +6, Stealth +9, Survival +8, Swim +10

Languages Giant, Orc

SQ animal companion (boar), animal focus (6 minutes/day), deformities (distractable*, warty knuckles*), hunter tactics, improved empathic link, nature training, track +3, weapon familiarity, wild empathy +3, woodland stride

Combat Gear *potions of bear's endurance* (2), *potions of cure moderate wounds* (2), *potions of longstrider* (2);

Other Gear mwk studded leather, mwk heavy wooden shield, bolas (4), mwk club, mwk composite shortbow (+6 Str) with 28 arrows, animal call^{ACG}, backpack, rope (50 feet), manacles, musk kit^{ACG}, tracker's snuff^{ACG} (2 doses)

BOAR COMPANION

CR —

XP —

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 51 (6d8+24)

Fort +8, **Ref** +6, **Will** +3

Defensive Abilities evasion, ferocity

OFFENSE

Speed 40 ft.

Melee gore +9 (2d6+7)

STATISTICS

Str 20, **Dex** 12, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +4; **CMB** +9; **CMD** 20 (24 vs. trip)

Feats Distracting Charge^{B, ACG}, Improved Natural Armor, Improved Natural Attack (gore), Toughness

Skills Perception +6, Stealth +6, Survival +3

SQ devotion, link, share spells

Abandoned by her orc parents, a kin seeker wants a family and scours the wilderness for new companions to share in her malformed misery. She eagerly serves a family of ogres or abducts other orcs to assemble her brood. Her boar is friend, pet, and sibling in equal measure.



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Stroud Apprentice

Obese and reeking of the swamp, this ogre-tainted woman nonetheless projects an aura of animal magnetism. Her long hair drags in the mud.

STROUD APPRENTICE

CR 10

XP 9,600

Changeling ogrekin witch 10 (*Pathfinder RPG Bestiary 4 29*, *Pathfinder RPG Bestiary 2 204*, *Pathfinder RPG Advanced Player's Guide 65*)

NE Medium humanoid (giant)

Init +5; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 deflection, +1 Dex, +4 natural)

hp 75 (10d6+40)

Fort +7, **Ref** +6, **Will** +12

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d4+2)

Special Attacks hexes (blight [100 feet], cackle, coven, disguise [10 hours], evil eye [-4, 6 rounds], hag's eye [10 minutes/day], misfortune [2 rounds])

Witch Spells Prepared (CL 10th; concentration +13)

5th—*baleful polymorph* (DC 18), *dominate person* (DC 18)

4th—*dimension door*, *phantasmal killer* (DC 17), *spite*^{APG}

3rd—*bestow curse* (DC 16), *pain strike*^{APG} (DC 16), *stinking cloud* (DC 16), *water breathing*

2nd—*alter self*, *blindness/deafness*, *fester*^{APG} (DC 15), *vomit swarm*^{APG}, *web* (DC 15)

1st—*cause fear* (DC 14), *charm person* (DC 14), *mage armor*, *obscuring mist*, *ray of enfeeblement* (DC 14)

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *purify food and drink*

Patron Water

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 17, **Wis** 16, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 19

Feats Combat Casting, Deceitful, Extra Hex^{APG}, Improved Initiative, Toughness

Skills Bluff +14, Craft (alchemy) +8, Disguise +2, Fly +9, Intimidate +13, Knowledge (arcana) +11, Knowledge (history) +7, Knowledge (nature) +7, Perception +7, Spellcraft +12, Use Magic Device +9

Languages Aquan, Common, Giant

SQ deformities (obese, webbed fingers*), green widow, familiar (toad)

Gear *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of protection* +1

Born from the grotesque coupling of green hags and their ogre neighbors deep

within the River Kingdoms' tumultuous wilds, the lives of the Stroud Sisters' children are as dismal as their boggy homes. Favoring their fathers' strength but still wielding their mothers' magic, these half-breeds gain what little joy they can by tormenting others, and use their natural inclination for the water to their advantage. By slinking unseen through the marsh and destroying traveling caravans with their spells, they can snatch any survivors away to horrid fates deep within the Ditches. Sometimes a Stroud apprentice lets her prey escape, only to watch the swamp wear her quarry down in a morbid game of cat and mouse that can last for days—and sometimes weeks.

Though these changelings are left to be reared among ogres, denying the call of their hag heritage is virtually impossible for them, and the Stroud Sisters deeply value their children's instinctual loyalty. Though their brood is still only a dozen members strong, the hags grow ever bolder. They encourage their offspring to travel beyond the Ditches to expand their territory, bringing treasures and victims back as gifts for their dear mothers. Rumors of dozens of roaming ogrekin have reached the courts of many nearby realms, inspiring exploratory parties to venture into the marshlands, most of whom are never heard from again.





Strix

High atop jagged spires, black-winged shadows sail amid the infamous Chelish crags of Devil's Perch. From there the fiercely territorial, xenophobic strix wage war against the human settlement of Pezzack for its populace's intrusion upon their favored fishing grounds. In turn, the Pezzacki have hunted the strix to near extinction, partly for revenge, and partly because they've mistaken these avians for winged devils under the diabolic yoke of the Pezzacki's political enemies within the Thrice-Damned House of Throne.

However, nothing could be further from the truth. The strix are not devils, but rather a race in exile that has called this region home since the Age of Darkness. Their original homeland, a lost island far to the west, is forgotten to the strix, save for a few elders who speak of fleeing a great storm. These mysterious winged folk fiercely protect their kind from the nearby human scourge, vowing to claim the lives of a hundred enemies for every one of theirs murdered. To shelter their

dwindling numbers, the strix claim dominion over the most inaccessible peaks of Devil's Perch. From their central settlement of Ciricskree—the Screeching Spire—their domain stretches outward as far as their keen eyes can see.

Full statistics for strix can be found on page 200 of *Pathfinder RPG Advanced Race Guide*.

Strix Encounters

The strix's territory is limited to Devil's Perch, a singular, spire-filled expanse along the western Chelish coastline, where strange rock spurs and unnaturally deep crevasses bar easy access to the region's towering peaks. Those brave or foolish enough to advance soon encounter dozens of perched strix warriors glaring with tilted heads and squatting just out of arrow range. Before flying away, the winged humanoids verbally assault the invaders in the Strix tongue, something more akin to an eagle screeching than a cultured language, and prepare

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to release a barrage of boulders down the cliffs to sweep flightless enemies off the spires to their deaths.

Along with such assaults, strix warriors use trained birds of prey and exercise hit-and-run tactics until their enemies are killed or crest a spire's plateau. At this point, the breach is met by a coven of three to five Devil's Perch rebels (*Pathfinder Campaign Setting: Inner Sea NPC Codex* 18) who unleash their hexes and arcane magic on any survivors. A few rounds later, a flight of three itaraak champions snatch any enemies and fling them off the spire. If any foray into strix territory approaches Ciriskree, double the above numbers and add a strix rokoa and a company of 50 to 80 strix warriors. The strix defend their capital and pursue enemies to the death.

Outside of strix territory, individual strix occasionally infiltrate Pezzack under a human guise. While these clandestine forays into enemy territory are much rarer than a raiding party, a singular strix infiltrator can bring down more enemies with her gleaned information than a hundred of her more militant brethren.

Strix Feats

Strix have mastered the art of aerial combat and have developed unique ways of fighting with their wings. While the following feats are primarily taken by strix, other creatures with natural wings can also take them at the GM's discretion (including ignoring the racial prerequisite of Cloak of Feathers).

Buffeting Wings (Combat)

You can create a gust of wind with your wings.

Prerequisites: Hover, Powerful Wings.

Benefit: As a full-round action, you can beat your wings to create a blast of air as the *gust of wind* spell. This is an extraordinary ability.

Cloak of Feathers

You have learned to blend in with wingless humanoids, and as long as you are not flying, you can fold your wings in a manner that resembles a cloak or robe.

Prerequisites: Cha 13, strix.

Benefit: When you fold your wings, you gain a +2 bonus on Disguise checks to pose as a human, and ignore the penalties for disguising yourself as a different race while doing so. Additionally, you can hide one small item within your wings' folds (such as a potion, a wand, a weapon weighing 1 pound or less, or a similarly sized item at your GM's discretion). Any such hidden item requires a successful DC 25 Perception check for others to notice. You can retrieve this item with a swift action, but unfolding your wings causes it to drop to the ground.

Fling (Combat)

You can throw grappled enemies a short distance, turning them into makeshift missiles against their allies.

Prerequisites: Flyby Attack, Powerful Wings, Snatch and Drop, Throw Anything.

Benefit: Whenever you successfully grapple an opponent using the Snatch and Drop feat, you can instead fling your victim at another target. You can throw a creature 10 feet, plus an additional 5 feet for every size category by which it is smaller than you. To strike another target, make a ranged touch attack. If you hit, the attack deals damage to both the creature flung and its intended target. This damage is equal to that of a slam attack of a creature two sizes larger than the creature being flung (see page 302 of the *Pathfinder RPG Bestiary*) plus your Strength modifier. The flung creature lands prone in the nearest adjacent square to the target, and the target must succeed at a Reflex saving throw (DC = 10 + damage dealt) or also fall prone in its own square. You can't use this feat if the weight of the creature you intend to fling exceeds the amount you can carry as a heavy load.

Graceful Flier

When unencumbered, you fly with exceptional speed and agility.

Prerequisites: Skill Focus (Fly), fly speed.

Benefit: You are a gifted flier. While wearing light or no armor, your fly speed increases by 5 feet and your maneuverability is one step better than normal, to a maximum of good. You lose the benefits of this feat if you carry a medium or heavy load.

Powerful Wings (Combat)

You have a large wingspan for a member of your race, and can use these appendages to batter your foes.

Prerequisites: Str 13, Skill Focus (Fly), base attack bonus +8.

Benefit: You gain two wing attacks. These are secondary natural attacks that each deal damage appropriate to a creature one size category larger than yourself (see page 302 of the *Bestiary*). You are also considered one size category larger for the purposes of any feats or abilities related to your wings, such as the Hover feat.

Snatch and Drop (Combat)

You have mastered the ability to grab foes while you fly by them, carry them into the air, and drop them from extreme heights.

Prerequisites: Flyby Attack, Powerful Wings.

Benefit: When you succeed at a grapple combat maneuver check as part of a flyby attack, you can move yourself and your target up to half your remaining fly speed. You must drop your target before the end of your turn, or both you and your target crash to the ground immediately and take 2d6 points of falling damage each. A dropped creature takes falling damage as normal. You can't use this feat on creatures whose weight would exceed the amount you can carry as a heavy load.

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Strix Infiltrator

Seemingly human at first glance, this feathered woman conceals wings beneath a heavy cloak.

STRIX INFILTRATOR

CR 3

XP 800

Strix investigator 4 (*Pathfinder RPG Advanced Race Guide* 200, *Pathfinder RPG Advanced Class Guide* 30)

N Medium humanoid (strix)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6 (+8 in dim light or darkness)

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 22 (4d8+4)

Fort +1, **Ref** +7, **Will** +3; +2 bonus vs. poison, +2 bonus vs. illusion spells or effects

Defensive Abilities trap sense +1

OFFENSE

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

Melee shortsword +4 (1d6+1/19–20) or dagger +4 (1d4+1/19–20)

Ranged shortbow +6 (1d6/×3)

Special Attacks hatred, studied combat (+2, 2 rounds), studied strike +1d6

Investigator Extracts Prepared (CL 4th; concentration +6)

2nd—*detect thoughts* (DC 14), *invisibility*

1st—*disguise self*, *expeditious retreat*, *keen senses*^{APG} (DC 13), *shield*

STATISTICS

Str 12, **Dex** 16, **Con** 10, **Int** 14, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 17

Feats Cloak of Feathers*, Deceitful

Skills Bluff +10, Craft (alchemy) +6 (+10 to create alchemical items), Disable Device +9, Disguise +10, Fly +4, Knowledge (geography) +6, Knowledge (local) +6, Knowledge (nobility) +6, Knowledge (religion) +6, Linguistics +6, Perception +6 (+8 in dim light or darkness), Sense Motive +4, Sleight of Hand +5, Stealth +6 (+8 in dim light or darkness), Use Magic Device +8

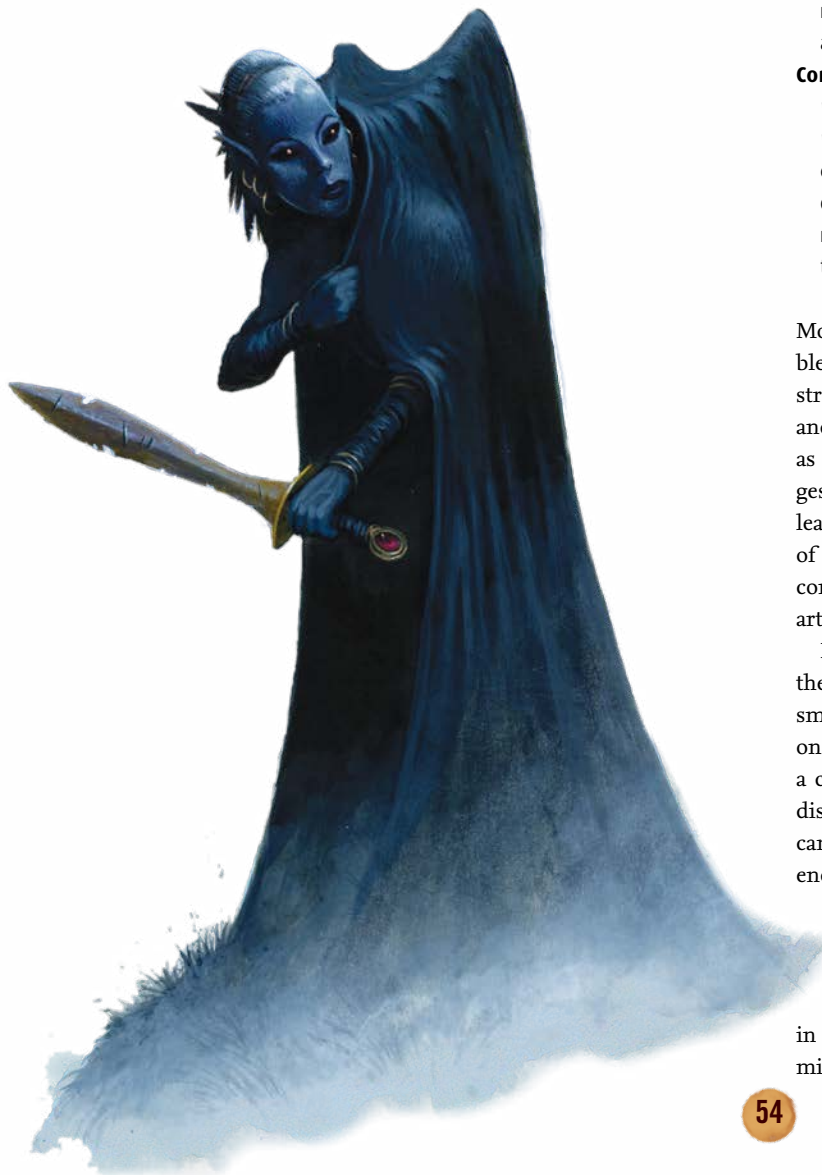
Languages Common, Elven, Infernal, Strix

SQ alchemy (alchemy crafting +4), inspiration (4/day), investigator talent (underworld inspiration), keen recollection, nocturnal, poison lore, suspicious, swift alchemy, trapfinding +2

Combat Gear *oil of disguise weapon*^{ACG}, *potion of cure light wounds*, *wand of alter self* (6 charges), *wand of cure light wounds* (18 charges); **Other Gear** +1 studded leather, dagger, short sword, shortbow with 20 arrows, courtier's outfit, disguise kit, entertainer's outfit, glass cutter, mwk thieves' tools, scholar's outfit, small steel mirror, traveler's outfit

Most members of this avian race balk at the idea of blending in with humans, but that is exactly the goal of strix infiltrators. Their magnificent plumage is clipped and stuffed under bulky garments in their efforts to pass as humans, and they learn the clumsy speech and blunt gestures of their enemies to better walk among foes and learn their secrets. Few succeed perfectly without the aid of magic, though, so infiltrators also study the ancient concoctions used by their people for years, turning the arts of hunting and healing to deception and murder.

Hearing the droning voices of humanity, seeing their featherless, leathery flesh, and dealing with their smell wears on any strix, but being unable to stretch one's wings and take flight when instinct calls for it is a chronic torture infiltrators must endure. Despite this discomfort, these quiet spies understand that of all the campaigns launched against the human settlements that encroach upon their territory, none is more important to maintaining the strix way of life than theirs. Posing as a friend and sometimes more to their despised foes, infiltrators keep a close and personal eye on their neighbors and position themselves for success in espionage and sabotage. The occasional assassination mission provides a small reward for their pain.



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Strix Voyager

The attire of this winged man, whose wooden mask is carved into an eerie smile, is devoid of the stark-white bones commonly worn by his people.

STRIX VOYAGER

CR 5

XP 1,600

Strix bard 6 (*Pathfinder RPG Advanced Race Guide* 200)

N Medium humanoid (strix)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9 (+11 in dim light or darkness)

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +1 natural, +1 shield)

hp 27 (6d8)

Fort +1, **Ref** +7, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic, +2 bonus vs. illusion spells or effects

OFFENSE

Speed 0 ft., fly 60 ft. (average)

Melee mwk spear +5 (1d6/×3)

Ranged mwk sling +7 (1d4)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +2, suggestion [DC 15]), hatred

Bard Spells Known (CL 6th; concentration +8)

2nd (4/day)—*eagle's splendor*, *minor image* (DC 14), *mirror image*, *summon monster II*

1st (5/day)—*charm person* (DC 13), *cure light wounds*, *disguise self*, *summon monster I*

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 12), *mending*, *prestidigitation*, *resistance*

STATISTICS

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

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

Feats Augment Summoning, Skill Focus (Perform [oratory]), Spell Focus (conjuration)

Skills Acrobatics +11, Climb +5, Handle Animal +4, Heal +3, Knowledge (local) +9, Knowledge (nature) +14, Knowledge (planes) +9, Knowledge (religion) +9, Linguistics +8, Perception +9 (+11 in dim light or darkness), Perform (dance) +11, Perform (oratory) +14, Spellcraft +10, Stealth -1 (+1 in dim light or darkness), Survival +6

Languages Auran, Common, Elven, Hallit, Skald, Strix

SQ bardic knowledge +3, lore master 1/day, nocturnal, suspicious, versatile performances (dance, oratory)

Combat Gear *oil of magic weapon*, *scroll of grease*, *scrolls of invisibility* (2), *scroll of scare*, *scroll of ventriloquism*, tanglefoot bags (2); **Other Gear** +1 *chain shirt*, buckler, mwk sling with 10 bullets, mwk shortspear, *amulet of natural armor* +1, backpack, wooden mask (10 gp)

Oddities found high atop the spire nests of Ciricskree, these masked visitors bring hope to the fading *itarii*—

the Strix word for their race—of Devil's Perch. While welcomed as family, voyagers are not born amid their clutches, claiming instead to have flown across the western ocean. Draped in the mysterious regalia of the ancients, the newcomers supposedly hail from the Island of the Gods, a place of legend known only to the oldest rokoa. They entertain and inspire the curious locals who crowd around the roost with tales of their mythical homeland and promises of a return to glory. Most voyagers' tales describe strix ancestors sitting as equals beside a lost race of men and powerful elves, but then facing a mysterious exile on the winds of a green storm. The validity of their claims is open to debate, but the fact remains that the strix cannot account for the location of the bones of these visitors' ancestors.



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Itaraak Champion

Armored in sun-bleached bones and smelling of stale blood, this scarred man with massive wings keeps his bow at the ready.

ITARAAK CHAMPION

CR 9

XP 6,400

Strix slayer 10 (*Pathfinder RPG Advanced Race Guide* 200, *Pathfinder RPG Advanced Class Guide* 53)

CN Medium humanoid (strix)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12 (+14 in dim light or darkness)

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 85 (10d10+30)

Fort +9, **Ref** +12, **Will** +4; +2 bonus vs. illusion spells or effects

OFFENSE

Speed 20 ft., fly 45 ft. (average)

Melee +1 *longspear* +13/+8 (1d8+4/×3), 2 wings +7 (1d6+1)

Ranged mwk composite longbow +17/+12 (1d8+2/×3)

Special Attacks hatred, sneak attack +3d6, studied target +3 (3 targets)

STATISTICS

Str 14, **Dex** 20, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +12; **CMD** 27

Feats Fling*, Flyby Attack, Point-Blank Shot, Powerful Wings*, Rapid Shot, Skill Focus (Fly), Snatch and Drop*, Weapon Focus (longbow)

Skills Acrobatics +11 (+7 when jumping), Climb +5, Fly +21, Intimidate +6, Knowledge (geography) +5, Perception +12 (+14 in dim light or darkness), Stealth +13 (+15 in dim light or darkness), Survival +12

Languages Strix

SQ nocturnal, slayer talents (combat trick, fast stealth, ranger combat style [archery], sniper's eye, weapon training), stalker, suspicious, track +5

Combat Gear +1 *human-bane arrows* (8), *potion of barkskin*, *potion of invisibility*; **Other Gear** +2 *bone*^{UE} *breastplate*, +1 *longspear*, mwk composite longbow (+2 Str) with 40 arrows, *belt of incredible dexterity* +2

Equally competent hunters and warriors, members of the itaraak caste defend their people from all threats—and to an itaraak, anything may be a threat—with such ferocity that the mention of these so-called “strix revengers” makes even the most stoic Chelish soldier shudder. These pitch-black guardians, lauded as heroes among their kind, release the fury of a nation upon any who cross them. Birthed from the largest eggs and raised for combat from nestlings, the greatest and most heavily scarred itaraak maintain a warriors’ tradition from before a time of great darkness. This caste was originally formed to defend their people from a sister race of avians remembered only as the “betrayers,” but the itaraak have adapted their hit-and-run tactics, strikes from cover, and devastating diving charges to push back human intruders. The strix have also incorporated brutally efficient grappling techniques over the years, lifting land-bound opponents into the sky and letting the rocky terrain of the Devil’s Perch deliver the final blow.

These warriors run many civil matters that are outside the rokoa’s spiritual authority with a gruff and haphazard democracy, with tribe members’ votes weighted by the resources they provide the group. Only the rokoa herself can override these group decisions, and even then only for a time. Unfortunately, the itaraak’s inflamed animosity and general bitterness often push them to make ill-advised raids on otherwise peaceful settlements, bringing down a disproportionate response from Chelish forces.



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Strix Rokoa

This proud avian woman stands tall and alert despite her years. Claws, bones, and feathers clatter on her crown and staff.

STRIX ROKOA **CR 11**

XP 12,800

Strix shaman (speaker for the past) 12 (*Pathfinder RPG Advanced Race Guide* 200, *Pathfinder RPG Advanced Class Guide* 35, 111)

LN Medium humanoid (strix)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +12 (+14 in dim light or darkness)

DEFENSE

AC 20, touch 12, flat-footed 19 (+7 armor, +1 deflection, +1 Dex, +1 natural)

hp 78 (12d8+24)

Fort +7, **Ref** +7, **Will** +14; +2 bonus vs. illusion spells or effects

Resist electricity 10

OFFENSE

Speed 20 ft., fly 45 ft. (average)

Melee mwk quarterstaff +9/+4 (1d6–1 plus 1d6 electricity)

Ranged dart +10 (1d4–1 plus 1d6 electricity)

Special Attacks hatred, hexes (air barrier, fortune, healing, wind sight, wind ward)

Spell-Like Abilities (CL 12th; concentration +12)

Constant—*know direction*

1/day—*virtue*

Shaman Spells Prepared (CL 12th; concentration +16)

6th—*cone of cold* (DC 21), *greater dispel magic*, *sirocco*^{S, APG} (DC 21)

5th—*baleful polymorph* (DC 19), *control winds*^S (DC 19), *dominate person* (DC 19), *wall of fire*

4th—*air geyser*^{ACG} (DC 19), *cure critical wounds*, *ice storm*, *poison* (DC 18), *river of wind*^{S, APG} (DC 19)

3rd—*bestow curse* (DC 17), *call lightning* (DC 18), *cloak of winds*^{S, APG} (DC 17), *deep slumber* (DC 17), *dispel magic*, *speak with dead* (DC 17)

2nd—*aid*, *focused scrutiny*^{ACG}, *gust of wind*^S (DC 17), *hold person* (DC 16), *lesser restoration*, *summon swarm*

1st—*alter winds*^{S, APG} (DC 15), *bless*, *hide from animals*, *magic weapon*, *obscuring mist*, *sense spirit magic*^{ACG}

0 (at will)—*detect magic*, *guidance*, *purify food and drink* (DC 14), *read magic*

S spirit magic spell; **Spirit Wind**

STATISTICS

Str 8, **Dex** 12, **Con** 13, **Int** 14, **Wis** 18, **Cha** 10

Base Atk +9; **CMB** +8; **CMD** 20

Feats Combat Casting, Nature Magic^{ACG}, Persuasive, Skill Focus (Knowledge [history]), Spell Focus (evocation), Spirit Talker^{ACG}

Skills Acrobatics –2 (–6 when jumping), Diplomacy +17, Fly +9, Heal +17, Intimidate +7, Knowledge (arcana) +7, Knowledge (history) +23, Knowledge (nature) +10,

Perception +12 (+14 in dim light or darkness), Spellcraft +15, Stealth –2 (+0 in dim light or darkness), Survival +9

Languages Auran, Goblin, Strix

SQ nocturnal, revelations of the past (momentary glimpse^{UM}, voice of the grave^{UM}, wisdom of the ancestors^{UM}), shocking touch (1d6+6 electricity), spark soul (12d4 electricity), suspicious

Combat Gear *potion of invisibility*, *scroll of eagle's splendor*, *scroll of flame strike*, *scroll of fog cloud*, *wand of owl's wisdom* (9 charges); **Other Gear** +3 *bone scale mail*, darts (10), mwk quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +2, *ring of protection* +1

A rokoa is the spiritual leader of a strix tribe. Her duties include deciphering portents, performing funeral rites, tending to the bones of the deceased, and recalling the names of fallen heroes. She is considered the spiritual mother of the tribe.





Urdefhan

Urdefhans are daemon-worshipping, subterranean native outsiders who live only to spread war, death, and depravity. The Oinodaemon, eldest of the Horsemen of Abaddon, created these tortured creatures, but urdefhans themselves are currently most closely aligned with Szuriel and Trelmarixian—the Horsemen of War and Famine, respectively. With their nearly transparent skin, painfully tight bandage-like leather armor, and unbearably wide and fang-filled mouths, the urdefhans' appearance is a mockery of human life—which was exactly the Oinodaemon's intention.

These living nightmares can be found as far underground as the Orvian vault of Doga-Delloth, and in these places untouched by the sun's rays, urdefhans maintain a culture founded on brutality and death. From there, they range throughout the Darklands, with many living in the lost city of Ilvarandin, the Mute Metropolis.

Though they live in the Darklands, not all urdefhans stay underground. Some recently breached the surface

in the Kodar Mountains of Varisia, where they capture victims in nighttime ambushes among the hidden trails and passes scattered throughout the range. Through gruesome deaths and mind-shattering horrors, these twisted humanoids immerse the doomed mortals they abduct in unfettered terror and despair.

Full statistics for urdefhans can be found on page 276 of *Pathfinder RPG Bestiary 2*.

Urdefhan Encounters

Visitors to the Darklands most often encounter urdefhans in patrols seeking slaves and food—these terms are synonymous to urdefhans. Surface dwellers might also come across a group of a few urdefhan merchants en route to one of the prominent underground hubs to trade for supplies, but these merchants are always accompanied by a squad of 8–10 guards, who seize every opportunity to gather more flesh. Hunting patrols usually consist of four to eight soldiers. If the terrain

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allows, one to three skaveling riders and their mounts accompany the soldiers.

In and around their fortresses, which are built from scavenged materials or usurped from previous inhabitants, urdefhans appear in smaller groups of two to three soldiers while skaveling riders patrol the air in pairs. They are often bolstered by nearby reinforcements, especially if the fortress hosts a powerful half-daemon. Urdefhans are much more furtive aboveground, keeping to shadows not because they fear the light (though they shy away from fire), but because the darkness maximizes their victims' fear.

Urdefhans are vicious combatants who surround their enemies and deliver jagged, painful wounds that kill victims slowly with their signature dual-bladed rhoka swords (*Pathfinder RPG Ultimate Equipment* 35). Even when faced with tougher opponents, urdefhans use their savagery to their advantage in hopes that the terrible, bloody death of a strong foe will demoralize its weaker allies. Unless the urdefhans are looking for slaves, these so-called "Orvian vampires" don't wait for their defeated victims to die before they begin feasting. Urdefhan spellcasters use magic to cause as much pain, fear, and destruction as possible; whether they do this with directly offensive spells or by calling up undead or otherworldly minions is simply a matter of ghoulish taste.

Urdefhan Feats

Urdefhans have access to the following feats.

Assured Destruction

Your zeal for death—including your own—brings even greater harm to those around you.

Prerequisites: Empowered Daemonic Pact, urdefhan.

Benefit: When you use your daemonic pact ability and allow your soul to be consumed, you automatically succeed. The amount of negative energy damage dealt by your daemonic pact ability increases to 3d6 points, and the profane bonus to the save DC increases to +4.

Normal: The daemonic pact ability has a 50% chance of success per attempt, and it deals 2d6 points of negative energy damage.

Empowered Daemonic Pact

Your violent death brings woe to the enemies of your daemon masters.

Prerequisite: Urdefhan.

Benefit: When you succeed at using your daemonic pact ability and allow your soul to be consumed, the resulting blast's radius increases to 10 feet, and you gain a +2 profane bonus to the DC of the Reflex save victims must attempt to halve this damage.

Normal: A successful use of the daemonic pact ability deals negative energy damage to creatures in a 5-foot radius.

Siphoning Blade (Combat)

You can empower yourself by drawing blood through your rhoka sword.

Prerequisites: Voracious Blade, Weapon Focus (rhoka sword), base attack bonus +8, urdefhan.

Benefit: When you use the Voracious Blade feat to deal Strength damage with your rhoka sword, you also drain the victim's blood. The attack deals 1 point of bleed damage in addition to its normal damage, and you gain fast healing 2 for 3 rounds. You can use this ability only once against an individual creature in a 24-hour period.

Skaveling Companion

You are bonded with a terrifying undead mount created through foul daemonic rites.

Prerequisites: 7th level in a class that grants an animal companion or mount, urdefhan.

Benefit: In place of the animal companion or mount granted by your class feature, you are bonded with a skaveling (*Bestiary* 242). Though less intelligent than others of its kind and lacking the ability to paralyze and infect victims with its bite, the beast serves you unerringly.

BAT, SKAVELING

Size Large; **Speed** 20 ft., fly 40 ft. (good); **AC** +6 natural armor; **Attack** bite +10 (2d8+6); **Ability Scores** Str 23, Dex 19, Con —, Int 2, Wis 15, Cha 14; **Special Attacks** screech (DC 15); **Languages** none; **Special Abilities** *Screech (Su)* Once per day as a standard action, a skaveling can utter an ear-splitting screech that stuns non-skavelings in a 20-foot burst. All creatures within the area must succeed at a DC 15 Fortitude save or be stunned for 1d3 rounds. Other skavelings, mobats, and urdefhans are immune to this effect. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Urdefhan Bladebreaker (Combat)

You can use your rhoka sword to destroy your foes' blades.

Prerequisites: Base attack bonus +1, proficiency with the rhoka sword, urdefhan.

Benefit: When wielding a rhoka sword, you can attempt to sunder an opponent's sword or other slender-bladed weapon without provoking an attack of opportunity. You gain a +2 circumstance bonus on the combat maneuver check to do so.

Voracious Blade (Combat)

You can channel your daemonic energies through the vile blade you wield.

Prerequisites: Weapon Focus (rhoka sword), base attack bonus +4, urdefhan.

Benefit: When wielding a rhoka sword, you can channel your daemonic energies through the blade as a swift action, causing it to deal Strength damage as your bite attack. You can use this ability a number of times per day equal to your Constitution modifier (minimum 1).

Sightless Sea Sailor

The smell of brine mingles with the sickly stench of uncured leather that surrounds this ferocious buccaneer.

SIGHTLESS SEA SAILOR **CR 4**

XP 1,200

Urdefhan swashbuckler 1 (*Pathfinder RPG Bestiary 2* 276, *Pathfinder RPG Advanced Class Guide* 56)

NE Medium outsider (native)

Init +3; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural)

hp 31 (4 HD; 3d10+1d10+9)

Fort +5, **Ref** +8, **Will** +3

DR 5/good or silver; **Immune** death effects, disease, fear, level drain; **Resist** acid 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee mwk rhoka sword +10 (1d8+4/18–20), bite +3 (1d4+2)

Ranged mwk dagger +9 (1d4+4/19–20)

Special Attacks blood drain (1 Con), deeds (derring-do, dodging panache, opportune parry, riposte), panache (4), strength damage

Spell-Like Abilities (CL 3rd; concentration +7)

At will—*feather fall*

3/day—*align weapon*, *death knell* (DC 15), *ray of enfeeblement* (DC 15)

STATISTICS

Str 19, **Dex** 16, **Con** 15, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +4; **CMB** +8; **CMD** 21

Feats Slashing Grace^{ACG}, Weapon Focus (rhoka sword)

Skills Acrobatics +10, Bluff +11, Diplomacy +10, Intimidate +11, Knowledge (dungeoneering) +7, Knowledge (planes) +7, Perception +6, Profession (sailor) +9, Ride +7, Sense Motive +9, Swim +11

Languages Aklo, Dwarven, Infernal, Orvian, Undercommon

SQ daemonic pact, swashbuckler finesse

Combat Gear *potion of cure light wounds* (3), *potion of cure moderate wounds*, *potion of jump*; **Other Gear** eel hide^{UE} studded leather, mwk dagger, mwk rhoka sword^{UE}



Urdefhan culture relies on the forceful maintenance of authority, and many of the urdefhans' farthest-flung conquests see brutal enforcement of their will thanks to the arterial link of the Sightless Sea. Many urdefhans crew ocean-going vessels for their people, treading a thin line between marines and pirates. Their crimson-sailed ships ply the Sightless Sea deep below Golarion's surface to impose daemonic law on foreign shores, press other sailors into service—albeit briefly before working or torturing them to death—and sink any vessel that shows the audacity to resist being boarded and “inspected.” Inclined as they are towards suffering (both their own and that of others), some independent urdefhans also sail the Sightless Sea and other bodies of water in the Darklands as freebooters or traders, but only the most depraved, strongest, and most foolhardy of other races would dare sign on with such a grotesque crew.

Thanks to their years spent on rolling decks and in tight quarters, urdefhan sailors are faster and more dexterous than the landlubber soldiers of their empire, and all the more vicious and desperate in battle for their lack of overwhelming reinforcements. Their vessels, which are freely traded between urdefhans whenever they find port, are floating sanctuaries of disease and torture and are chronically undersupplied. Crew members eat only by claiming the cargo and passengers aboard the enemy ships they raid; conveniently, to the urdefhans, everyone is an enemy. When these stolen supplies run dry, crew members readily devour the flesh of weaker shipmates to continue their grim voyages of theft, conquest, and slaughter.

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Skaveling Rider

Additional straps and hooks concealed beneath this muscular horror's cloak secure it to the saddle of the rotting, flapping undead monstrosity he rides.

SKAVELING RIDER

CR 10

XP 9,600

Urdefhan cavalier 7 (*Pathfinder RPG Bestiary 2* 276, *Pathfinder RPG Advanced Player's Guide* 32)

NE Medium outsider (native)

Init +3; **Senses** darkvision 120 ft.; Perception +15

DEFENSE

AC 22, touch 13, flat-footed 19 (+5 armor, +3 Dex, +3 natural, +1 shield)

hp 92 (10 HD; 3d10+7d10+37)

Fort +12, **Ref** +9, **Will** +6

DR 5/good or silver; **Immune** death effects, disease, fear, level drain; **Resist** acid 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee +1 *rhoka sword* +18/+13 (1d8+8/18–20), bite +12 (1d4+4) or

mwk glaive +18/+13 (1d10+10/×3)

Ranged +1 *composite shortbow* +14/+9 (1d6+8/×3)

Special Attacks banner +2, blood drain (1 Con), braggart, cavalier's charge, challenge 3/day (+7 damage), Strength damage, tactician 2/day (Outflank)

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*feather fall*

3/day—*align weapon*, *death knell* (DC 14), *ray of enfeeblement* (DC 14)

STATISTICS

Str 24, **Dex** 16, **Con** 17, **Int** 12, **Wis** 15, **Cha** 16

Base Atk +10; **CMB** +17; **CMD** 30

Feats Dazzling

Display,

Deadly Aim,

Mounted Archery, Mounted

Combat, Outflank^{APG}, Power Attack,

Ride-By Attack, Skaveling Companion^{*}

Skills Climb +11, Handle Animal +16, Intimidate +11,

Knowledge (dungeoneering) +5, Knowledge

(planes) +5, Knowledge (religion) +5, Perception +15,

Ride +15, Sense Motive +6, Stealth +11, Survival +11

Languages Aklo, Orvian, Undercommon

SQ daemonic pact, expert trainer +3, mount (skaveling), order of the cockatrice

Combat Gear *potion of cat's grace*; **Other Gear** +2 *studded leather*, buckler, +1 *composite shortbow* (+7 Str) with 40 arrows, +1 *rhoka sword*^{UE}, mwk glaive, *amulet of natural armor* +1, *cloak of resistance* +1

SKAVELING MOUNT

CR —

CE Large undead

Init +9; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 23, touch 15, flat-footed 17 (+2 armor, +5 Dex, +1 dodge, +6 natural, –1 size)

hp 39 (6d8+12)

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

Immune undead traits

OFFENSE

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

Melee bite +10 (2d8+7)

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

Special Attacks screech (DC 15)

STATISTICS

Str 25, **Dex** 21, **Con** —, **Int** 2, **Wis** 15, **Cha** 14

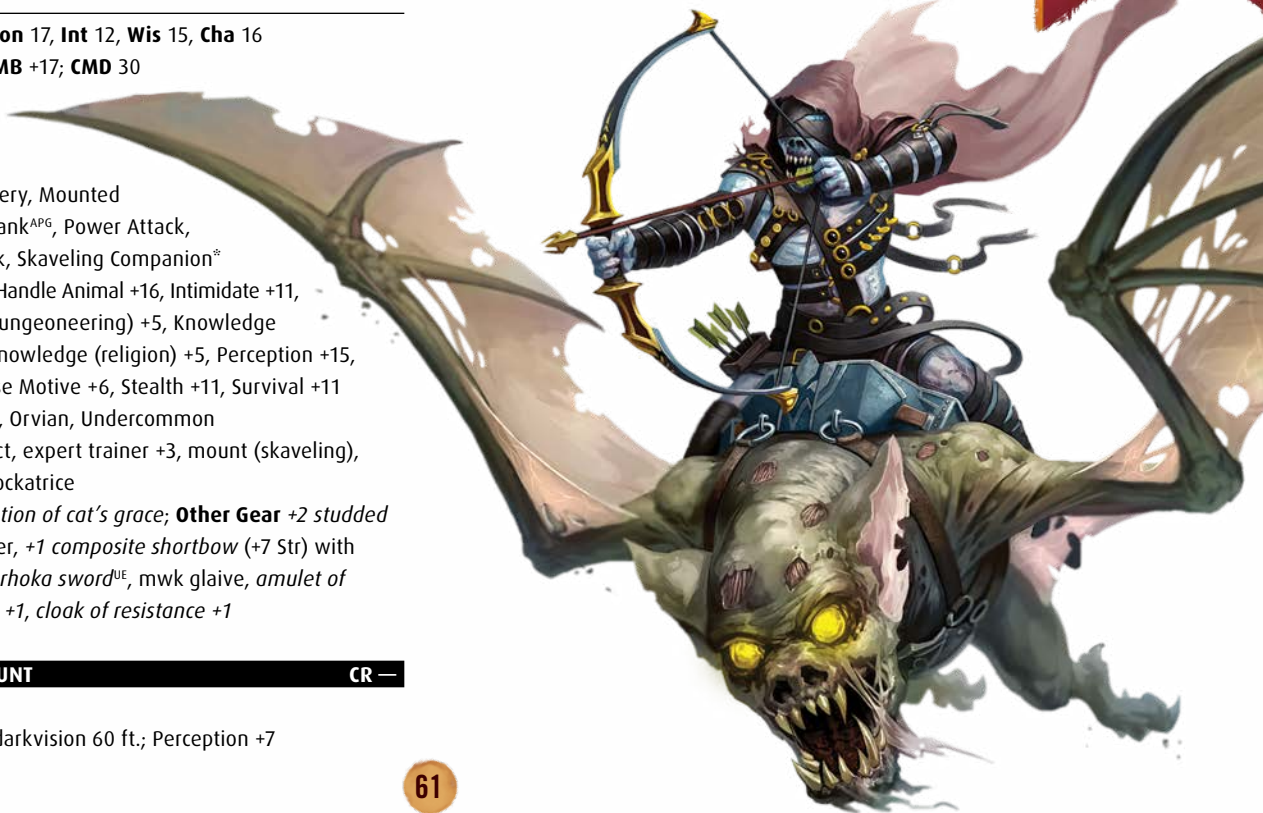
Base Atk +4; **CMB** +12; **CMD** 28

Feats Dodge, Improved Initiative, Mobility

Skills Fly +12, Perception +7, Stealth +6

Gear leather barding, military saddle

Urdefhans created the first skavelings—flying undead horrors nicknamed “ghoul bats”—and rely on them to maintain air superiority in Orv's colossal caverns. While some urdefhans subdue wild undead mobats for use as mounts, others create new skavelings and form permanent bonds with the resulting less intelligent but more loyal specimens. Skaveling riders serve as forward scouts who report on enemy movements, track intruders in urdefhan lands, and support or lead urdefhan soldiers in battle. The casual urdefhan view of death and destruction doesn't extend to these riders' skavelings, and an urdefhan will shake the foundations of Golarion to murder the creature who destroys its mount.



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Orvian Necromancer

An elegant leather gown, skull-shaped studs, and a silken veil conceal much of this humanoid's transparent flesh.

ORVIAN NECROMANCER **CR 12**

XP 19,200

Urdefhan necromancer 11 (*Pathfinder RPG Bestiary 2* 276)

NE Medium outsider (native)

Init +3; **Senses** darkvision 120 ft.; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 18 (+4 armor, +2 deflection, +3 Dex, +2 natural)

hp 108 (14 HD; 11d6+3d10+53)

Fort +13, **Ref** +11, **Will** +14

DR 5/good or silver; **Immune** death effects, disease, fear, level drain; **Resist** acid 10; **SR** 23



OFFENSE

Speed 30 ft.

Melee mwk dagger +12/+7 (1d4+3/19–20), bite +6 (1d4+1)

Special Attacks blood drain (1 Con), Strength damage

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*feather fall*

3/day—*align weapon*, *death knell* (DC 16), *ray of enfeeblement* (DC 16)

Arcane School Spell-Like Abilities (CL 3rd; concentration +6)

8/day—*grave touch* (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +16)

6th—*eyebite* (DC 23), *globe of invulnerability*

5th—*cloudkill* (DC 20), *magic jar* (DC 22), *suffocation*^{APG} (DC 22), *teleport*

4th—*bestow curse* (DC 21), *enervation* (2), *shadow projection*^{APG}, *reach vampiric touch*

3rd—*dispel magic*, *reach ghoul touch* (DC 19), *ray of exhaustion* (DC 20), *slow* (DC 18), *vampiric touch* (2)

2nd—*command undead* (DC 19), *false life* (2), *ghoul touch* (DC 19), *shatter* (DC 17), *web* (DC 17)

1st—*cause fear* (DC 18), *detect undead*, *expeditious excavation*^{APG}, *expeditious retreat*, *protection from good*, *shield*, *reach touch of fatigue* (DC 17)

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *touch of fatigue* (DC 17)

Opposition Schools Enchantment, Illusion

STATISTICS

Str 17, **Dex** 16, **Con** 17, **Int** 20, **Wis** 15, **Cha** 16

Base Atk +8; **CMB** +11; **CMD** 26

Feats Arcane Armor Training, Combat Casting, Craft Wand, Great Fortitude, Greater Spell Focus (necromancy), Improved Channel, Iron Will, Reach Spell^{APG}, Scribe Scroll, Spell Focus (necromancy), Turn Undead

Skills Bluff +13, Intimidate +14, Knowledge (arcana, dungeoneering, planes, religion) +20, Linguistics +18, Perception +11, Sense Motive +12, Spellcraft +22, Stealth +16

Languages Aboleth, Abyssal, Aklo, Common, Dark Folk, Dwarven, Elven, Gnome, Goblin, Infernal, Orc, Orvian, Shae, Thassilonian, Undercommon, Yithian

SQ arcane bond (*ring of protection* +2), daemonic pact, life sight 10 ft. (11 rounds/day), power over undead

Combat Gear *scroll of summon monster V*, *wand of dimension door* (22 charges); **Other Gear** +1 *spell storing studded leather*, mwk dagger, *cloak of resistance* +2, *ring of protection* +2, spellbook (contains all prepared spells, plus *animate dead*, *create undead*, six 1st-level, four 2nd-level, three 3rd-level, three 4th-level, and two 5th-level spells of the GM's choice), 20 onyx gems (50 gp each)

In their philosophy on life's futility, urdefhans see being raised as an undead as a suitable punishment for enemies since it wrenches their souls from the sweet oblivion that awaits them beyond and forces their continued suffering on the Material Plane. Necromancers flourish among urdefhans, serving as jailers, mercenaries, and labor contractors.

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Half-Fiend Scion

The scent of death pours from this disheveled woman. Leather straps dotted with iron buckles bind her lean form.

HALF-FIEND SCION **CR 15**

XP 153,600

Half-fiend urdefhan warpriest of Szuriel 12 (*Pathfinder RPG Bestiary* 171, *Pathfinder RPG Bestiary 2* 276, *Pathfinder RPG Advanced Class Guide* 60)

NE Medium outsider (native)

Init +7; **Senses** darkvision 120 ft.; Perception +20

DEFENSE

AC 23, touch 12, flat-footed 21 (+8 armor, +2 Dex, +3 natural)

hp 157 (15 HD; 12d8+3d10+87)

Fort +15, **Ref** +12, **Will** +16

Defensive Abilities sacred armor (+2, 12 minutes/day);

DR 10/magic, 5/good or silver; **Immune** death effects, disease, fear, level drain, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 20 ft., fly 45 ft. (good)

Melee +1 vicious rhoka sword +20/+15/+10 (1d10+7/18-20 plus 2d6), bite +13 (1d6+3), claw +13 (1d4+3) or mwk silver light mace +19/+14/+9 (1d6+6), bite +13 (1d6+3), claw +13 (1d4+3)

Special Attacks blessings 9/day, blood drain (1 Con), channel negative energy 6/day (DC 23, 4d6), fervor 13/day (4d6), sacred weapon (+3 1d10, 12 rounds/day), smite good, Strength damage

Spell-Like Abilities (CL 3rd; concentration +9)

At will—*feather fall*

3/day—*align weapon, darkness, death knell* (DC 17),

poison, ray of enfeeblement (DC 17), *unholy aura*

1/day—*blasphemy, contagion, desecrate, horrid wilting,*

unhallow, unholy blight

Warpriest Spells Prepared (CL 12th; concentration +19)

4th—*dismissal* (DC 21), *divine power, inflict critical wounds* (DC 21), *summon monster IV*

3rd—*bestow curse* (DC 20), *contagion* (DC 20), *deeper darkness, magic circle against good, protection from energy, summon monster III*

2nd—*augury, bull's strength, enthrall* (DC 19), *lesser restoration, spiritual weapon, summon monster II* (2)

1st—*bless, cause fear* (DC 18), *command* (DC 18), *divine favor, shield of faith, summon monster I* (2)

0 (at will)—*bleed* (DC 17), *detect magic, guidance, read magic, resistance*

STATISTICS

Str 23, **Dex** 16, **Con** 19, **Int** 14, **Wis** 24, **Cha** 22

Base Atk +12; **CMB** +18; **CMD** 31

Feats Augment Summoning, Combat Casting, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Siphoning Blade*, Spell Focus (conjuration), Step Up, Toughness, Vital Strike, Voracious Blade*, Weapon Focus (rhoka sword)

Skills Acrobatics -1 (-5 when jumping), Bluff +14, Fly +7, Intimidate +19, Knowledge (dungeoneering) +7, Knowledge (planes) +17, Knowledge (religion) +17, Perception +20, Sense Motive +16, Spellcraft +16

Languages Aklo, Elven, Infernal, Orvian, Undercommon

SQ blessings (evil: battle companion, unholy strike; war: battle lust, war mind), daemonic pact

Combat Gear *potion of barkskin* (CL 9th), *potion of bear's endurance, potion of cat's grace, potion of haste*; **Other Gear** +2 glamered chainmail, +1 vicious^{UE} rhoka sword^{UE}, mwk silver light mace, *belt of giant strength* +2, *cloak of resistance* +3, *headband of inspired wisdom* +2, *incense of meditation, ring of protection* +2, iron unholy symbol

Urdefhans never forget who created them, and they spend their lives awaiting the day they will be destroyed and returned to Abaddon for an eternity of torment. Their frequent interactions with daemons occasionally spawns reality-warping half-blood children who rise to positions of great power in urdefhan society—if they manage to survive.



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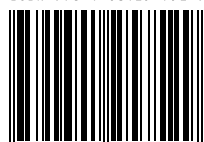
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