





7

MONSTERS

The bulky figure burst into motion, spraying coins and priceless relics in every direction. It had more arms than Seltyiel and Lem combined.

Seltyiel let loose with a blast of electricity. The lightning crackled and then disappeared. The creature didn't even seem to notice.

"Not good," Seltyiel whispered.

"Not good at all."

"Look at the size of those gems!"

Lem breathed, staring at the guardian's jeweled armor. Seltyiel grabbed the halfling's cloak and hauled him roughly backward.

"Somehow, bard, I don't think you're going to talk him out of them..."

Monsters of Golarion

Monsters are everywhere.

While none deny that the wild regions of the world are the habitations of monsters, they also dwell in the sewers below major cities, lurk in old dungeons and ruins, and even walk among us—disguised or not. Yet not all monsters are evil, cruel creatures of havoc—some are benign or actively helpful to humanity and the other core races of Golarion. And some simply want to be left alone in their exotic, distant lairs.

While the remainder of this chapter features nine monsters with unique or specific ties to Golarion, presented in the same format found in the *Pathfinder RPG Bestiary* (see pages 5–6 of that book for details on how to read a monster's stat block), there are many more monsters than these nine dwelling in the world. The following section explores the roles and niches of the more important or infamous monsters on Golarion.

MONSTER ROLES

Listed below are brief descriptions of several key monsters that have important cultural, regional, or historical roles on Golarion. Obviously other monsters exist, but those mentioned here are particularly notorious or important in the Inner Sea region.

Aboleths: Perhaps the oldest intelligent race on Golarion, the aboleths ruled vast empires in the depths of the world's oceans for eons before the first humans came to be—indeed, according to some aboleth wall carvings, the aboleths created the first races of humanity. Whether or not this claim is true is impossible to prove, but aboleths have certainly been a part of the world for a long, long time—their claim to have existed on Golarion before the gods themselves turned their divine eyes upon the world carry with them some disturbing implications.

Boggards: Ranging widely in appearance, the squat, batrachian boggards of Varisia and the River Kingdoms and their leaner Mwangi cousins inhabit dense swamplands, obeying the whims of corpulent priest-kings and foul, croaking demon lords—primarily the frog demon Gogunta, although some tribes worship Dagon or Cyth-V'sug. Many ally themselves with amphibian monsters like chuuls, frogmoths, or even stranger creatures.

Centaur: Originally thought to hail from the distant realm of Iblydos, centaur tribes are a common sight across the face of Golarion today. They generally live tribal existences in steppe lands, grasslands, or veldts. They're particularly common on the rural areas of the Isle of Kortos, on the plains of Iobaria and the eastern River

Kingdoms, and in the less civilized regions of Chelixa. In fact, many Chelish centaurs have abandoned their tribal ways to join human society in Chelixa—some have even risen to significant ranks among the Hellknights.

Demons: Normally bound to the Abyss, demons can be found wherever cults or evil spellcasters exist to call them to this world. Two notable locations, the Worldwound and the Tanglebriar in southern Kyonin, deserve special mention, however, for here the demons of the Abyss have established lasting presences in the world—presences that seem to be growing.

Derros: Mysterious denizens of the upper reaches of the Darklands, derros dwell in blue-lit caverns, where they perform sadistic experiments on victims abducted from the surface world. Descended from ancient creatures that dwelt in the deepest vaults of Orv, the derro race today is obsessed with the sun—they seek a way to alter their bodies so that they can exist on the surface world, yet their racial madness prevents them from learning much from the foul experiments they perform on their abducted victims.

Devils: Although the rulers of Chelixa maintain that Hell is but a blueprint and devilkind is little more than a tool clever spellcasters can use to maintain control and the decadent quality of life enjoyed by the ruling House of Thrune, devils have a much more insidious hold over that nation. With the state religion being devoted to Asmodeus and the powerful orders of Hellknights serving as mercenary arbiters of law, it should come as no surprise that devils are unusually common in Chelixa and the neighboring realms.

Dragons: Dragons are rightfully counted among the most legendary of monsters in the Inner Sea region. Most prefer to dwell in remote lairs, swooping down to interact with humanity when their violent tempers push them to raid. Good dragons seem less common than their evil kin, but only because they have less of an urge to mix with “lesser races” like humanity; yet obvious exceptions exist, such as the ruler of the strange island of Hermea.

Driders: The driders of Golarion are the creation of specialized drow spellcasters (known in dark elf society as “fleshwarpers”)—they twist and transform the bodies of drow subjects, typically slaves or prisoners, and transform them into half-spiders for use as soldiers or guardians. Female drow who undergo this painful process retain the beauty of their upper torsos and faces, but males do not—they become chitinous horrors with faces more akin to a spider's visage than a dark elf's. The process of fleshwarping can be applied to other races (generating different horrors from

driders), but driders remain unique for their ability to breed true—as a result, all-drider societies composed of creatures who have escaped from drow slavery exist in remote corners of the Darklands and even near the surface.

Genies: The nation of Qadira has a long history with genies, but geniekind's involvement with the Inner Sea is certainly not limited to that nation. They serve as architects and creators of impossibilities on the isle of Jalmeray, and in Katapesh their kind is rumored to be infused into the very stone and soil of the land itself.

Giants: Countless tribes and varieties of these lumbering behemoths rule the rugged reaches of the world, from volcanic mountain ranges to stinking marshlands, and from trackless badlands to steaming jungles. They were used as slaves in ancient Thassilon, ruled by magically bred “rune giants” and forced to erect many of the monolithic monuments that remain today in Varisia, Belkzen, and the Lands of the Linnorm Kings. Today, giant tribes of northern Avistan are spread across the land, little aware that they once had a society that was destroyed and reshaped by the ancient human empire.

Gnolls: Hyena-headed gnolls, ever seeking new slaves to perform those tasks they abhor, make for unreliable mercenaries but excel at hunting intelligent prey. Gnolls dwell primarily in northern Garund, and are particularly common in Osirion, Katapesh, and Nex. Indeed, gnolls can be found openly operating as slavers, bodyguards, or mercenaries in cities like Katapesh.

Lamias: Perhaps the most successful of Lamashtu's children are the lamias. While the common feline variety of these sinister creatures is relatively well known throughout all of the Inner Sea region, lamias are particularly troublesome in Varisia and Belkzen as a result of the race's ancient ties to Thassilon. Here, stranger and more powerful lamias with the lower bodies of snakes or stranger shapes are not unknown.

Lizardfolk: Once widespread in Avistan and Garund, the primitive tribes of isolationist lizardfolk have been forced farther and farther into their swamps by climate change and the rapid expansion of other humanoids. Normally peaceful, tribes of lizardfolk can be driven to war by both encroaching civilization and power-hungry chieftains—such conflicts seem disturbingly common in the Mwangi Expanse and the River Kingdoms.

Lycanthropes: The curse of lycanthropy is well known in the Inner Sea region, particularly in central Andoran and northern Ustalav, where werewolves have long been the bane of loggers and hunters. Wererats can be found in most major cities—in many, they form entire guilds of thieves, scavengers, and murderers. More exotic lycanthropes, such as Katapesh's werehyenas, the weretigers and wereleopards of the Mwangi Expanse, and even stranger things like the Darklands drow werebats or the savage wererocodiles and weresharks of the Sodden Lands, are known to exist.

Ogres: Ogres can be found throughout the Inner Sea region, but none are more notorious than those of central Varisia. These violent and destructive tribes have long served as a buffer between the giants dwelling in the rugged highlands of the Storval Plateau and the humans settlements in the more verdant forests and plains of the lowlands to the south and west. The ongoing civilization of Varisia may soon force the scattered ogre tribes into outright war with humanity, but for now they are content to continue bickering among themselves and tormenting their smaller neighbors.

Sahuagin: Akin to the shark, the sahuagin are the scourge of many seas, their relentless drive to harvest flesh from coastal settlements making them one of Golarion's most hated races. Whenever a sahuagin army rises from the deep, nations band together to push back the monsters, creating a perpetual cycle of violence. Their kind is known throughout Golarion's seas, but they are particularly active in the Obari Ocean and the Inner Sea.

Serpentfolk: A nearly extinct race today, the serpentfolk once ruled all of Sekamina and much of the surface of Garund and Avistan. The expansion of Azlant into the Inner Sea region long before Earthfall saw a terrible war between the two peoples—when Azlant proved the victor, the surviving serpentfolk fled into their hidden cities in the Darklands and went into hibernation. Those that survived degenerated over the following millennia into savages, but recently reports and sightings of civilized serpentfolk are spreading, giving rise to rumors that the serpentfolk empire may finally be waking from its long torpor.

Troglodytes: These brutal reptilians dwell in tangled warrens, where they worship the demon lord Zevgavizeb and draw their war plans against hated foes who lurk in the world above. Troglodytes can be found throughout the Inner Sea region—those dwelling under the drier regions of Osirion, Katapesh, and Thuvia tend to be of lighter coloration than those dwelling to the north in Varisia or around Lake Encarthan. They are common throughout the Darklands as well, and a particularly advanced and organized nation of these normally savage monsters is reputed to lie somewhere deep under the eastern reaches of the Realm of the Mammoth Lords.

Trolls: Trolls are common in northern Avistan but can be encountered throughout the Inner Sea region. The River Kingdoms and Numeria have a particularly longstanding problem with trolls, and in the Lands of the Linnorm Kings, they are counted among that realm's most hated foes. Curiously, in neighboring Irrisen, trolls are often found living in cities—the capital of Whitethrone even utilizes ice trolls as city guards. Tales of troll augers who use their own entrails to make divinations, immense two-headed trolls, rock trolls who turn to stone in sunlight, and aquatic scraggs in many of northern Avistan's rivers merely show how widespread this race of giants actually is.

ALUUM

This looming humanoid figure is made of rune-etched metal and polished stone, with crystalline eyes that glow with blue light.

ALUUM

CR 10

XP 9,600

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

hp 107 (14d10+30)

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

DR 10/adamantine; **Immune** magic, construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +21 (2d10+8 plus paralysis)

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

Special Attacks soul shriek


STATISTICS

Str 27, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +23; **CMD** 34

ECOLOGY

Environment any (Katapesh)

Organization solitary or squad (3–4)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) An aluum is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A magical attack that uses negative energy (such as channel negative energy, *inflict light wounds*, or *enervation*) deals no damage, but speeds up the aluum's attacks and movement as if it were under the effects of a *haste* spell for 1d6 rounds. A magical attack that uses positive energy slows the aluum as if by a *slow* spell for 1d6 rounds and dispels any haste effects currently affecting it. *Magic jar* confuses the creature for 1d6 rounds.

Paralysis (Su) The touch of an aluum paralyzes living creatures that fail a DC 17 Fortitude save for 1d4 minutes. The save DC is Constitution-based.

Soul Shriek (Su) As a free action every 1d4 rounds, the aluum's enslaved souls may emit a keening wail in a 15-foot cone. Creatures in the cone take 10d6 points of sonic damage and are stunned for 1 round. A DC 15 Will save halves the damage and negates the stun effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Aluums are magical constructs created from metal and stone native to Katapesh. They are the fighting juggernauts that maintain order within the city of Katapesh when the city's normal means of doing so fail. Aluums are powered by the souls of Katapeshi slaves and prisoners bound into glowing gems in their chests.

An aluum stands approximately 14 feet tall and weighs over 2 tons. They are controlled by magical pendants called *charms of aluum control* (see page 298).

Construction

Although the secret to the creation of aluums is closely guarded by the Pactmasters, near approximations have appeared elsewhere, indicating that some have either reverse-engineered the process or have stolen those secrets from Katapesh. During the creation process, the souls of a dozen slaves are siphoned from their bodies as they die. Fragments of these souls are placed within the inert body of the aluum, giving it its animating force.

ALUUM

CL 13th; **Price** 80,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *hold monster*, *limited wish*, *magic jar*, creator must be caster level 13th; **Skill** Craft (armor) or Craft (weapons) DC 18; **Cost** 40,000 gp

CALIKANG

This blue-skinned, six-armed giant lurches to life, its armor and twin swords glittering with jewels.

CALIKANG

CR 12

XP 19,200

LN Large monstrous humanoid

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

DEFENSE

AC 27, touch 11, flat-footed 25 (+2 Dex, +12 natural, +4 shield, -1 size)

hp 157 (15d10+75); fast healing 5

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

Defensive Abilities defensive slam, energy absorption, suspend animation; **Immune** electricity, mind-affecting effects, negative energy; **SR** 23

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +18/+13/+8 (2d6+8/17-20), +1 *longsword* +18 (2d6+8/17-20), 4 slams +16 (1d6+3)

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

Special Attacks breath weapon (60-foot line, 14d6 energy damage, Reflex DC 22 half, usable 1/day)

Spell-Like Abilities (CL 12th; concentration +15)

 Constant—*air walk*, *magic weapon*, *true seeing*, *water walk*

 3/day—*lightning bolt* (DC 16)

 1/day—*chain lightning* (DC 19)

STATISTICS

Str 25, **Dex** 15, **Con** 20, **Int** 8, **Wis** 14, **Cha** 17

Base Atk +15; **CMB** +23; **CMD** 35

Feats Critical Focus, Double Slice, Great Fortitude, Improved Critical (*longsword*), Improved Initiative, Staggering Critical, Two-Weapon Fighting, Vital Strike

Skills Intimidate +21, Perception +20, Use Magic Device +18

Languages Common, Giant

ECOLOGY

Environment temperate or tropical hills

Organization solitary, gang (2-4), or tribe (5-12)

Treasure standard (2 +1 *longswords* plus other treasure)

SPECIAL ABILITIES

Defensive Slam (Ex) A calikang gains a cumulative +1 shield bonus to its AC for each of its arms that does not wield a manufactured weapon, to a maximum of +4 for four hands. A calikang can make slam attacks with these arms without losing this AC bonus.

Energy Absorption (Su) A spell that inflicts energy damage that is defeated by the calikang's SR or immunity to electricity is absorbed into its body, healing it for an amount of damage equal to the absorbed spell's caster level and granting an additional daily use of its breath weapon.

Breath Weapon (Su) A calikang can choose what kind of energy damage its breath weapon inflicts when it uses this ability,

choosing from acid, cold, electricity, fire, or sonic energy. Calikangs are particularly adept at using electricity in this manner, and inflict 1 additional point of damage per die (+14 for most calikangs) when they elect to inflict electricity damage with their breath weapon.

Suspend Animation (Su) As a full-round action, a calikang can enter a state of suspended animation, freezing in place and becoming motionless. It remains aware of its surroundings. In this state, the calikang is immune to disease, inhaled toxins, poison, starvation, and thirst, and receives a +4 bonus on all Fortitude saves. The calikang can exit this state as an immediate action—if it does so to attack a foe or initiate combat, it gains a +4 insight bonus on its Initiative check.

The calikang is a much sought-after guardian of treasuries, harems, and fortifications. Legend holds that, an untold number of eons ago, one of the thousand deities of Vudra failed at a task, and the first calikangs were born from that god's severed fingers. Calikangs have powerful sense of guilt and shame over their divine source's ancient failings, and they believe that if enough calikangs protect worldly holdings from robberies or destruction, this inherited sin will someday be wiped clean.

Calikangs are 14 feet tall and weigh 4,000 pounds. They can live for 200 years—though many extend their lives beyond this via suspended animation.



CHARAU-KA

This limber, shrieking creature has the visage of an enraged monkey, but it walks upright like a man.

CHARAU-KA

CR 2



XP 600

CE Small humanoid (charau-ka)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

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

hp 19 (3d8+6)

Fort +3, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee club +5 (1d4+3), bite +0 (1d3+1)

Ranged rock +5 (1d4+2/19–20)

Special Attacks shrieking frenzy, thrown-weapon mastery

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 14

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

Skills Climb +14, Fly +0, Perception +2, Stealth +10; **Racial**

Modifiers +4 Stealth

Languages Abyssal, Polyglot

ECOLOGY

Environment warm forests

Organization solitary, pair, patrol (3–8), or tribe (9–20 plus 1–3 dire apes, 1–3 fighter sub-chieftains of 2nd level, 1 cleric of Angazhan of 3rd–5th level, and 1 chieftain of any class of 4th–8th level)

Treasure standard

SPECIAL ABILITIES

Shrieking Frenzy (Su) Once per day, a charau-ka can enter a state of shrieking frenzy as a free action. While in this state, the charau-ka automatically fails Stealth checks and cannot speak or cast spells that use verbal components (or use items that require command words to activate), but functions as if under the effects of a *haste* spell. The charau-ka can continue shrieking for up to 3 rounds, after which it is staggered for 1 round.

Thrown-Weapon Mastery (Ex) Charau-ka are masters of thrown weapons. All charau-ka gain Throw Anything as a bonus feat. In addition, a charau-ka gains a +1 racial bonus on all thrown weapons, and their threat range for thrown weapons is doubled, as if the charau-ka possessed the Improved Critical feat for all thrown weapons. This effect doesn't stack with any other effect that expands the threat range of a weapon.

Although they call themselves the charau-ka, these dangerous jungle dwellers are often known to colonists and explorers as ape-men. Legend holds that the charau-ka stem from the demon lord Angazhan, who transformed the bodies of the first humans that tried to wage war against his cult, causing the dead to rise as the first ape-men. Rumors that charau-ka clerics have perfected a hideous ritual to force those slain to reincarnate as new charau-ka are popular tales among jungle explorers—but proof of such a magic spell has yet to reach civilization.

Today, the charau-ka are one of the most fecund and widespread races of creatures in the Mwangi Expanse. Not all of them serve the Gorilla King or worship Angazhan; some have become feral monsters little more organized than apes, while others may have turned to the worship of other demon lords or even the snake-god Ydersius.

Charau-ka generally dwell in small tribes of a few dozen members. They often keep dangerous jungle creatures as pets or guardians, trusting to their druids or animal handlers to keep the deadly beasts under control. A typical charau-ka village extends from the jungle floor up into the canopy above, and usually includes several treehouse-style structures connected by vines or rope bridges.



DAUGHTER OF URGATHOA

What was once a woman now towers as a monstrosity of ectoplasmic flesh, horns, and a tremendous scythelike claw.

DAUGHTER OF URGATHOA CR 8



XP 4,800

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura desecrate (20-ft. radius)

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 115 (11d8+66)

Fort +9, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee great claw +16 (2d6+9)/×4 plus disease, claw +16 (1d8+9)

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

Spell-Like Abilities (CL 11th; concentration +16)

Constant—*desecrate* (centered on self)

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—*bestow curse* (DC 16), *contagion* (DC 16), *dispel magic*^D, *inflict serious wounds* (DC 16)

2nd—*death knell*^D (DC 15), *hold person* (DC 15), *inflict moderate wounds* (DC 15), *resist energy*, *spiritual weapon*

1st—*cause fear*^D (DC 14), *command* (DC 14), *divine favor*, *obscuring mist*, *shield of faith*

0—*bleed* (DC 13), *detect magic*, *guidance*, *resistance*

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

STATISTICS

Str 27, **Dex** 17, **Con** —, **Int** 18, **Wis** 16, **Cha** 21

Base Atk +8; **CMB** +17; **CMD** 30

Feats Ability Focus (disease), Combat Casting, Combat Reflexes, Improved Initiative, Power Attack, Vital Strike

Skills Acrobatics +14, Bluff +16, Fly +23, Intimidate +19, Knowledge (religion) +18, Perception +17, Sense Motive +17, Spellcraft +18, Stealth +0

Languages Abyssal, Common, Infernal, Necril

ECOLOGY

Environment any

Organization solitary or cult (1 daughter plus 2d8 human clerics)

Treasure double

SPECIAL ABILITIES

Desecrate (Sp) The bonuses granted from the daughter of Urgathoa's constant *desecrate* spell-like ability (which is always centered on herself) are calculated into the stats above.

Disease (Su) *Bubonic Plague*: Great claw—injury; *save* Fortitude DC 20; *onset* immediate; *frequency* 1/day; *effect* 1d4 Con damage and target is fatigued; *cure* 2 consecutive saves. The save DC is Charisma-based.

Great Claw (Ex) One of the daughter's hands is a tremendous scythe-shaped claw. This attack inflicts ×4 damage on a critical hit, and is treated as an evil weapon for the purposes of penetrating damage reduction.

Spells A daughter of Urgathoa casts spells as a 6th-level cleric of Urgathoa—but although she selects two domains to determine bonus spells, she does not gain any domain powers.

Within the church of the goddess of undeath, few more coveted stations exist than daughter of Urgathoa, yet no high priest can bestow the title, and no living worshiper can take the role. Rather, daughters of Urgathoa are selected by the fickle goddess herself, chosen from her most zealous and accomplished priestesses only at the moment of their deaths. Even after their transformations into things of pestilence and dead flesh, daughters of Urgathoa remain social beings who typically surround themselves with fanatical cults.



GILLMAN

A handsome, well-formed man walks out of the waves, the gill slits on the side of his neck flexing.

GILLMAN

CR 1/3



XP 135

Gillman warrior 1

N Medium humanoid (aquatic)

Init +1; Senses Perception +2

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 6 (1d10+1)

Fort +3, Ref +1, Will -1; +2 vs. enchantment

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee spear +2 (1d8+1)

Ranged light crossbow +2 (1d8+1/x3)

STATISTICS

Str 12, Dex 13, Con 13, Int 9, Wis 8, Cha 10

Base Atk +1; CMB +2; CMD 13

Feats Skill Focus (Perception)

Skills Perception +2, Swim +13

Languages Aboleth, Common

SQ amphibious

ECOLOGY

Environment temperate ocean

Organization solitary, patrol (2–6), band (6–10 plus 1 lieutenant of 3rd level), company (11–60 plus 3 lieutenants of 3rd level, 2 commanders of 5th level, 1 commodore of 7th level, and 3–12 squids)

Treasure NPC gear (trident, light crossbow with 10 bolts, other treasure)

SPECIAL ABILITIES

Enchantment Resistance (Ex) Gillmen gain a +2 racial saving throw bonus against non-aboleth enchantment spells and effects, but take a –2 penalty on such saving throws against aboleth sources.

Water Dependent (Ex) A gillman's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death within 4d6 hours.

The enigmatic and reclusive gillmen (known to some as “Low Azlanti”) are the aquatic descendants of the vanished Azlanti race. When Earthfall struck Golarion and the continent of Azlant was shattered, most of the Azlanti dwelling died in the fires or drowned in the waves. Yet a number found succor with their undersea aboleth enemies. For reasons that remain unknown to this day (but which surely have nothing to do with compassion), the aboleths rescued a small fraction of these drowning humans, warping their flesh to help them survive in the aboleths’ uncontested undersea realm. Yet with that action, the aboleths seemed to lose interest, and in the thousands of years that followed, the gillmen formed a society of their own.

Physically, gillmen resemble their ancient ancestors, with expressive brows, pale skin, dark hair, and bright purple eyes. Three slim gills mark each side of their necks, near the shoulder, but they are close enough in appearance to humans that they can pass as such (for a time) without fear of detection.

Gillman Characters

Gillmen are defined by their class levels—they do not possess racial Hit Dice. All gillmen have the following racial traits.

+2 Constitution, +2 Charisma, –2 Wisdom:

Gillmen are vigorous and beautiful, but their domination by the aboleths has made them weak-willed.

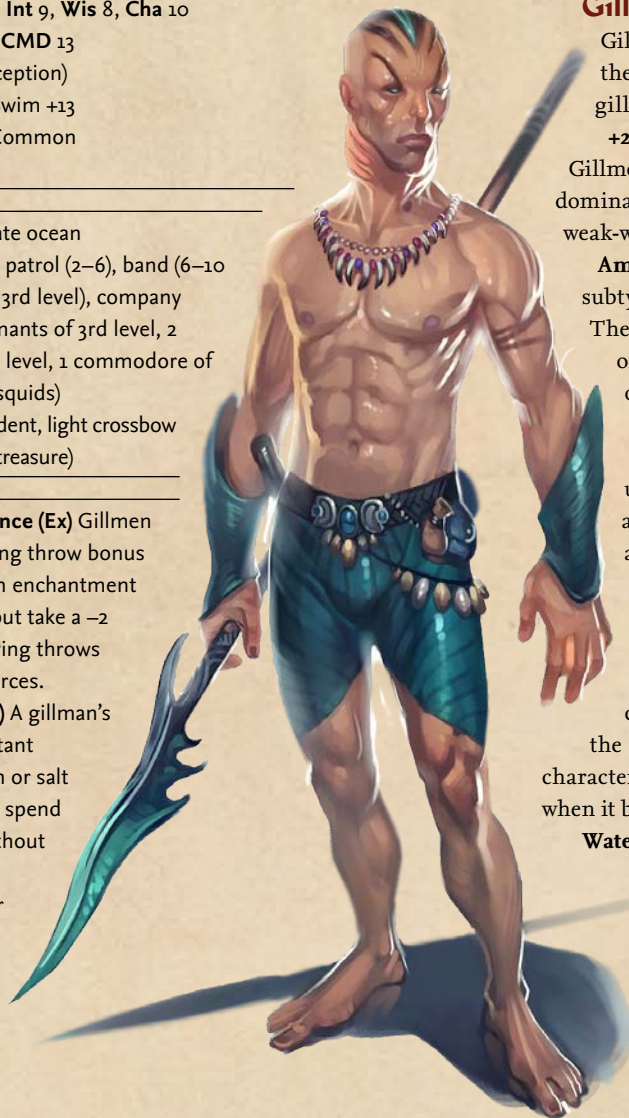
Amphibious: Gillmen have the aquatic subtype, but can breathe both water and air. They prefer not to spend long periods out of the water, however, as their skin dries out very easily.

Enchantment Resistance: See above.

Servitor: Gillmen serve the dark, unfathomable schemes of the reclusive aboleths, but unless the gillmen go against the orders of their aboleth masters (which are often unknown to them, masked in the form of hidden memories triggered by key events), they are free to act as they wish. In a campaign, these orders are wholly up to the GM, meaning the player of a gillman character cedes some elements of self-control when it best serves the story of the campaign.

Water Dependent: See above.

Languages: Gillmen begin play speaking Common and Aboleth. Gillmen with high Intelligence scores can choose any of the following bonus languages: Aklo, Aquan, Azlanti, Draconic, Elven, and Sahuagin.



SANDPOINT DEVIL

This mangy horselike beast walks perversely upright. Wings, a dragon's tail, and a fanged mouth complete its vile appearance.

SANDPOINT DEVIL

CR 8



XP 4,800

NE Large outsider (native)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

hp 114 (12d10+48)

Fort +12, **Ref** +7, **Will** +11

DR 5/cold iron; **Immune** fire, fear effects; **SR** 19

OFFENSE

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

Melee bite +17 (2d6+6/19-20), 2 hooves +17 (1d8+6)

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

Special Attacks bay, hellfire breath, kick, trample (2d6+9, DC 22)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*fog cloud*, *gust of wind*, *pyrotechnics* (DC 15)

3/day—*dimension door*, *phantasmal killer* (DC 17)

STATISTICS

Str 22, **Dex** 17, **Con** 19, **Int** 8, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +19; **CMD** 33 (37 vs. trip)

Feats Dodge, Hover, Improved Vital Strike, Mobility, Spring Attack, Vital Strike

Skills Fly +12, Intimidate +12, Knowledge (geography) +5, Perception +18, Stealth +14, Survival +18

Languages Abyssal, Varisian

ECOLOGY

Environment any (Varisia)

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Bay (Su) When the Sandpoint Devil screams as a standard action, all creatures within a 300-foot-radius spread must succeed on a DC 19 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, creatures within the effect are immune to the Sandpoint Devil's bay for 24 hours thereafter. The save DC is Charisma-based.

Hellfire Breath (Su) Once every 1d4 rounds, the Sandpoint Devil can unleash a blast of infernal flame from its mouth as a standard action. This hellfire fills a 30-foot cone and causes 10d6 points of fire damage (Reflex DC 20 half). Anyone who takes damage from this breath weapon must also make a DC 20 Will save to avoid becoming cursed by the infernal flames—those who become cursed take a -4 penalty on all attack rolls, saving throws, and skill checks for a number of

days equal to the damage taken—during this time, the victim's skin appears to be horribly burned in places regardless of any healing applied. This curse effect functions at caster level 12th. The save DC for both saves is Constitution-based.

Kick (Ex) The Sandpoint Devil's hoof attacks are primary attacks that deal bludgeoning and slashing damage.

The legendary Sandpoint Devil has haunted the lands around its namesake town on the western Varisian coast for well over a decade. It most commonly appears on misty, moonless nights, sometimes leaving behind strange clues to its passing, such as brimstone-smelling hoofprints in odd places (such as along the eaves of a steep roof).

A thief of livestock, kidnapper of children, and bringer of woes—countless tales surround the beast. Some explain away the creature as an ancient, wizard-warped beast from a forgotten age. Others hold that the monster was borne by a cursed witch who broke an oath with a devil. Yet perhaps the most disturbing rumors point to the possibility that the creature is but one of many that dwell in the wilds.



SPINE DRAGON

This dragon bears a forest of razor-sharp crystalline spines. Its wings are transparent and seem almost to be made of glass.

SPINE DRAGON

CR 16

XP 76,800

CN Gargantuan dragon (earth)

Init +2; **Senses** blindsight 30 ft., darkvision 120 ft., low-light vision; Perception +25

DEFENSE

AC 31, touch 9, flat-footed 28 (+2 Dex, +1 dodge, +22 natural, -4 size)

hp 248 (16d12+144)

Fort +19, **Ref** +12, **Will** +16

Defensive Abilities ray deflection, spines; **DR** 10/adamantine;

Immune paralysis, sleep effects, sonic; **Resist** cold 20, electricity 20, fire 20; **SR** 27

OFFENSE

Speed 30 ft.

Melee bite +23 (2d8+11), claws +23 (2d6+11), tail slap +18 (2d8+16)

Ranged 4 spines +14 (2d8+11)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon, spines

Spell-Like Abilities (CL 16th; concentration +20)

 3/day—*spike growth* (DC 17), *spike stones* (DC 18), *telekinesis* (DC 19)

 1/day—*telekinetic sphere* (DC 22), *wall of force*

STATISTICS

Str 32, **Dex** 15, **Con** 29, **Int** 16, **Wis** 22, **Cha** 19

Base Atk +16; **CMB** +31; **CMD** 44

Feats Awesome Blow, Combat Reflexes, Dodge, Improved Bull

Rush, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike
Skills Appraise +22, Bluff +23, Fly +15, Intimidate +23, Knowledge (engineering) +22, Knowledge (nature) +22, Perception +25, Sense Motive +25, Stealth +9

Languages Common, Draconic

ECOLOGY

Environment temperate hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Ex) Once every 1d4 rounds as a standard action, a spine dragon can emit a devastating shriek of powerful sonic energy in a 60-foot cone. Creatures caught in this cone take 20d6 sonic damage and are permanently deafened. A DC 27 Reflex save halves the damage and negates the deafness. This sonic damage is particularly devastating to constructs—they take a -4 penalty to save against its effects, and if they fail the save, they are staggered for 1d4 rounds as well. The save DC is Constitution-based.

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

Spines (Ex) A spine dragon's body is covered with long, crystalline spines. It can fire up to four of these spines per round as a full-attack action (or one as a standard action). A creature that attacks a spine dragon with a melee weapon, unarmed strike, or natural weapon must make a DC 20 Reflex save or take 2d8+11 points of piercing damage from the spines. The save DC is Dexterity-based.

Particularly notorious in the badlands of Numeria, spine dragons are similar in appearance to true dragons, but do not progress through draconic age categories. Their abilities and defenses make them singularly adept at handling the alien threats and strange constructs that lurk in this realm, and as a result, spine dragons have become one of Numeria's most successful predators.

Of course, a spine dragon is much more than a predator. As with many true dragons, spine dragons are particularly vain and enjoy being groveled to. It's not uncommon for them to assume the role of god for ignorant tribes of giants. They also have a particular love of crystalline treasure and magic items—a spine dragon's horde is usually sparse on the classic "carpet of coins" but just as valuable overall in content as those of true dragons.

A spine dragon is 60 feet long and 20 feet high, and weighs 16,000 pounds.



STRIX

Monstrous black-feathered wings cloak this leanly muscled, onyx-skinned humanoid.

STRIX

CR 1/3



XP 135

Strix warrior 1

N Medium humanoid (strix)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0 (+2 at night)

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 5 (1d10)

Fort +2, **Ref** +2, **Will** +0; +2 vs. illusions

OFFENSE

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

Melee spear +2 (1d8+1/x3)

Special Attacks hatred

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 8, **Wis** 11, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 14

Feats Improved Initiative

Skills Fly +6; **Racial Modifiers** +2 Perception and +2 Stealth in dim light or darkness

Languages Common, Strix

SQ nocturnal

ECOLOGY

Environment temperate mountains

Organization solitary, hunting party (3–6), war party (5–12), or tribe (22 plus 100% noncombatants plus 1 champion of 2nd level per 10 adults, 1 or 2 seers of 3rd or 4th level, and 1 leader of 5th–7th level)

Treasure NPC gear

SPECIAL ABILITIES

Hatred (Ex) Strix receive a +1 bonus on attack rolls against humanoid creatures of the human subtype due to special training against these hated foes.

Nocturnal (Ex) Strix gain a +2 racial bonus on Perception and Stealth checks at night.

Strix fiercely defend both land and air in their mountain territories. Deadly but wise, strix would prefer to live quietly amid the towers of Devil’s Perch in Cheliah, yet time and tradition have taught them the wingless peoples of the shores and lowlands cannot be trusted, and that only fear and bloodshed will protect their homes. Fortunately, the strix excel in this regard.

Strix have learned to hate humans. Although the source of this hatred is unclear to all but the strix, it most likely comes from centuries of bloody invasions into their lands, disastrous first encounters, or an even older grudge.

On average, strix stand just over 6 feet tall, with males and females being roughly the same size. Sharply pointed



ears, pupilless eyes, and slitted nostrils distinguish the race, though their 12-foot wingspans prove most distinctive. An adult strix weighs around 170 pounds. Most strix live to be about 40 years old, with the eldest reaching ages of up to 60.

Strix Characters

Strix are defined by their class levels—they do not possess racial Hit Dice. All strix have the following racial traits.

+2 Dexterity, –2 Charisma: Strix are swift and elusive, but tend to be stubborn and swift to anger.

Flight: Strix have a fly speed of 60 feet (average).

Low-Light Vision: Strix can see twice as far as humans in conditions of dim light.

Darkvision: Strix can see in the dark up to 60 feet.

Hatred: See above.

Nocturnal: Strix gain a +2 racial bonus on Perception and Stealth checks in dim light or darkness.

Suspicious: Strix receive a +2 racial bonus on saving throws against illusion spells or effects.

Languages: Strix begin play speaking Strix. Those with high Intelligence scores can choose any of the following bonus languages: Auran, Azlanti, Common, Draconic, Giant, Gnome, Goblin, Infernal.

TREERAZER

The twenty-foot-tall winged saurian demon wields an acid-dripping axe. Two red eyes glow above a tooth-filled beak.

TREERAZER

CR 25



XP 1,638,400

CE Huge outsider (demon, native)

Init +14; **Senses** darkvision 60 ft., *detect good*, *detect law*, *true seeing*; **Perception** +38

Aura corruption (120 ft.), *unholy aura* (DC 25)

DEFENSE

AC 42, touch 22, flat-footed 32 (+4 deflection, +10 Dex, +20 natural, -2 size)

hp 574 (28d10+420); regeneration 15 (good)

Fort +34, **Ref** +23, **Will** +27

Defensive Abilities *freedom of movement*; **DR** 15/cold iron and good; **Immune** death effects, disease, electricity, mind-affecting effects, poison; **Resist** acid 30, cold 30, fire 30; **SR** 36

OFFENSE

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

Melee *Blackaxe* +44/+39/+34/+29 (4d6+24/19-20/x3 plus 1d6 acid), bite +37 (2d6+6), 2 wings +37 (1d8+6)

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

Special Attacks defoliation

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*detect good*, *detect law*, *freedom of movement*, *true seeing*, *unholy aura*, *water breathing*

At will—*antiplant shell*, *contagion* (DC 21), *desecrate*, *greater*

dispel magic, *greater teleport* (within Tanglebriar only), *telekinesis* (DC 22), *unholy blight* (DC 21)

3/day—*control plants* (DC 25), *quicken greater dispel magic*, *wall of thorns*

1/day—*horrid wilting* (DC 25), *summon demons*, *symbol of death* (DC 25), *time stop*

STATISTICS

Str 36, **Dex** 30, **Con** 40, **Int** 21, **Wis** 24, **Cha** 25

Base Atk +28; **CMB** +43; **CMD** 67

Feats *Awesome Blow*, *Combat Reflexes*, *Critical Focus*, *Flyby Attack*, *Greater Vital Strike*, *Improved Bull Rush*, *Improved Critical* (greataxe), *Improved Initiative*, *Improved Vital Strike*, *Multiattack*, *Power Attack*, *Quicken Spell-Like Ability* (*greater dispel magic*), *Staggering Critical*, *Vital Strike*

Skills *Acrobatics* +41, *Fly* +38, *Intimidate* +38, *Knowledge* (arcana) +36, *Knowledge* (nature) +36, *Knowledge* (planes) +36, *Perception* +38, *Sense Motive* +38, *Spellcraft* +33, *Stealth* +33, *Swim* +49

Languages Abyssal, Common, Elven, Sylvan; telepathy 300 ft.

SQ nascent demon lord traits

Gear *Blackaxe* (see page 299)

ECOLOGY

Environment Tanglebriar

Organization solitary or group (Treerazer plus 1d4 nalfeshnees and 2d4 hezrous)

Treasure triple (plus *Blackaxe*)

SPECIAL ABILITIES

Aura of Corruption (Su) Treerazer exudes an aura of corruption to



a radius of 120 feet. This aura causes plants to grow hideous, sprouting thorns, twisting, and becoming fungoid in nature. Creatures with woodland stride or *freedom of movement* can move through this fungal bloom with ease. Living creatures within Treerazer's aura of corruption must make a DC 39 Fortitude save each round or their flesh grows pasty and clammy as tendrils of diseased plant matter and fungal growth sprout from it. This condition persists as long as the creature remains within Treerazer's aura of corruption and for 1 minute thereafter. While suffering the effects of this aura, the living creature is treated as a plant for the purposes of spells and effects that harm or otherwise inconvenience plant creatures more than other creatures. The victim would thus be subject to *antiplant shell*, *blight*, and additional damage from *horrid wilting* or a *plant bane weapon*, and could be affected by *control plants*. The corruption does not otherwise impart plant traits to creatures. The save DC is Constitution-based.

Defoliation (Su) As a standard action once every 1d4 rounds, Treerazer can exude a pulse of defoliating energy in a 30-foot-radius spread. This pulse appears as a wave of sickly green energy, and causes all plants and plant creatures in the area to blacken and wither. Such creatures take 20d10 points of damage and 1d8 points of Strength drain, or half with a successful DC 39 Fortitude save. A plant that isn't a creature (such as a tree or a shrub) doesn't receive a save and immediately withers and dies. Treerazer can choose to exclude any number of plants in the area from this effect, and generally does so to preserve twisted and corrupted plants and fungus. The save DC is Constitution-based.

Nascent Demon Lord Traits A nascent demon lord is a powerful demon that has not yet made the full transition from unique demon to full demon lord of an Abyssal realm. Treerazer's current exile to the Material Plane prevents him from achieving full demon lord status. Yet he still possesses the typical nascent demon lord traits, which are similar to those possessed by a typical demon, only more potent, as summarized here.

- Immunity to death effects, electricity, charm and compulsion effects, and poison.
- Resistance to acid 30, cold 30, and fire 30.
- *Summon (Sp)* Once per day, nascent demon lords can summon any demon or combination of demons whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th-level spell.
- Telepathy 300 ft.
- A nascent demon lord's natural weapons, as well as any weapon it wields, are treated as chaotic, epic, and evil for the purpose of resolving damage reduction.
- Nascent demon lords can grant spells to their worshipers. Granting spells does not require any specific action on the nascent demon lord's behalf. All nascent demon lords grant access to the domains of Chaos and Evil—in addition, they grant access to two other domains and a favored weapon that vary according to the nascent demon lord's themes and interests.

Treerazer, the self-styled Lord of the Blasted Tarn, was once the favored minion and lieutenant (some even say child) of Cyth-V'sug, Demon Lord of Fungus and Parasites. After a failed attempt to wrest that crown away from Cyth-V'sug, Treerazer fled to the Material Plane. Cyth-V'sug was unable (or perhaps only unwilling) to pursue, but took steps to ensure that Treerazer would remain there by exiling him, transforming Treerazer into a native outsider and severing his bond to the Abyss—if the Lord of the Blasted Tarn is slain, his animus will not return to the Abyss and reform. Death, to Treerazer, is a permanent thing.

Treerazer arrived on Golarion near the end of the Age of Darkness, and found the savaged planet much to his liking—so much so that the sting of exile was somewhat ameliorated. He spent many centuries wandering the remote corners of Golarion before finally coming upon the abandoned elven nation of Kyonin in 2497 AR. In the *Sovyrian Stone*, he found an artifact that he believed he could use to reinstate his Abyssal link and, perhaps, even uproot the entire nation and refocus the portal from Sovyrian to the Abyss, thereby reclaiming his position there and taking one more step toward revenge against Cyth-V'sug. Yet the elves sensed his tamperings and returned to confront the demon. A terrific battle resulted, and while the elves were able to drive Treerazer out of Iadara and into southern Kyonin, they were unable to slay him or force him out completely—they merely concentrated his power in a smaller region. Instead, the elves “walled off” this region, a perverted realm known today as the Tanglebriar. Treerazer lurks at the Tanglebriar's heart to this day, the greatest bogeyman in elven mythology and a very real and constant threat to the nation's security.

Treerazer begins most combats by casting *time stop* and raising an *antiplant shell* to prevent plant creatures (including creatures under the effect of his aura of corruption) from approaching. If he has time, he also creates *walls of thorns* and summons demons (usually four nalfeshnees and 12 hezrous). In melee, Treerazer gleefully takes up *Blackaxe* and makes full attacks against the closest foe, or Greater Vital Strikes if he's forced to move or charge. During the first 3 rounds of combat, he targets obvious spell effects with quickened *greater dispel magic*. If Treerazer is reduced to fewer than 150 hit points, he teleports back to his fortress, Witchbole, to recover and plan his revenge.

Treerazer's Cult

Cults of Treerazer are quite rare beyond Kyonin, where secret cabals of cultists venerate him. When they do appear beyond these borders, they are secretive but sadistic groups, eager to sacrifice nonbelievers yet cunning in remaining undetected by the law of the land. Treerazer's symbol is a bleeding dead tree that's been split in half. His clerics have access to the Domains of Chaos, Destruction, Evil, and Plant. His favored weapon is the battleaxe.