

PATHFINDER®

CAMPAIGN SETTING™



OCCULT BESTIARY

Monster CRs, Types, and Roles

Monsters by CR

The following section lists all of the monsters included in this book alphabetically by CR. In the case of templates, only the sample creature presented with a full stat block at the start of a template's entry is included.

CR	Monster
1/2	Reborn samsaran
1	Echohusk, munavri
2	Dark empath, psyche serpent, shotalashu
3	Combusted, duergar tyrant, tattoo guardian
4	Boggart, synesis, xulgath
5	Derro magister, enlightened contemplative, fear eater, mnemor, vayuphak
6	Amanusya, alter ego, serpentfolk reclamer, tenebrous blight
7	Cerebric cyst, psychic stalker
8	Liavaran dreamer, psychic vampire
9	Animus shade, cantor, caulborn thoughtkeeper, dream naga, feargaunt, psychoplasmic creature, xill matriarch
10	Chyzaedu, egophage, seugathi savant
11	Baku dreamweaver, dreamthief hag, prana ghost
12	Avatarana, psychic lich
13	Hive mind beetle swarm, yithian elder
14	Painajai
15	Uinuja
17	Prism dragon
18	Omnipath
20	Neothelid overlord
23	Tychilarius

Monster Roles

The following table categorizes all of the monsters in this book by their roles. These roles indicate what types of character classes are treated as key classes (classes that always advance the CR of the creature by 1 per class level) for each monster. Unique monsters and monster templates are not included on this table—a templated monster's key classes are the same as the base creature's key classes, with the exception of echohusks (which lose their intelligence and thus have no key classes).

Role	Monster
Any	Duergar tyrant, munavri, reborn samsaran, serpentfolk reclamer
Combat	Baku dreamweaver, cantor, caulborn thoughtkeeper, cerebric cyst, dreamthief hag, egophage, fear eater, feargaunt, hive mind beetle swarm, Liavaran dreamer, mnemor, neothelid overlord, omnipath, painajai, prism dragon, psyche serpent, psychic stalker, seugathi savant, uinuja, vayuphak, xill matriarch, xulgath
No role	Combusted, shotalashu, tattoo guardian, tenebrous blight
Skill	Amanusya, boggart, dark empath, derro magister
Special	Avatarana, enlightened contemplative, synesis, yithian elder
Spell	Chyzaedu, dream naga, omnipath

Monsters by Type

Listed below are all of the monsters in this book, organized alphabetically by type and subtype.

Note that the extraplanar entry lists only non-outsiders native to planes other than the Material Plane; outsiders with the extraplanar subtype are listed in the appropriate outsider entries. The extraplanar subtype applies only when the associated creature is not on its plane of origin. (Consult the respective monster entry for more information on the plane from which a monster hails.) Conversely, all creatures that don't already possess the extraplanar subtype gain that subtype when encountered on planes other than the Material Plane.

Type (Subtype)	Monster
Aberration	Chyzaedu, dream naga, egophage, Liavaran dreamer, neothelid overlord, omnipath, seugathi savant, Tychilarius, yithian elder
(Aquatic)	Omnipath, Tychilarius
Construct	Alter ego, tattoo guardian
Dragon	Prism dragon
(Extraplanar)	Dream naga, prism dragon
Fey	Boggart, fear eater
(Fire)	Combusted
Humanoid	Dark empath, derro magister, duergar tyrant, munavri, reborn samsaran, xulgath
(Incorporeal)	Animus shade, feargaunt, prana ghost, psychic stalker
Magical beast	Baku dreamweaver, hive mind beetle swarm, psyche serpent, shotalashu
Monstrous humanoid	Enlightened contemplative, serpentfolk reclamer
Ooze	Cerebric cyst
Outsider	Caulborn thoughtkeeper, feargaunt, prana ghost, psychoplasmic creature
Outsider (aeon)	Synesis
Outsider (asura)	Vayuphak
Outsider (azata)	Uinuja
Outsider (chaotic)	Painajai, uinuja
Outsider (demon)	Painajai
Outsider (devil)	Mnemor
Outsider (evil)	Cantor, dreamthief hag, mnemor, painajai, vayuphak, xill matriarch
Outsider (good)	Uinuja
Outsider (kyton)	Cantor
Outsider (lawful)	Cantor, mnemor, vayuphak
Outsider (native)	Amanusya, avatarana
Outsider (rakshasa)	Amanusya, avatarana
Plant	Tenebrous blight
(Shapechanger)	Amanusya, avatarana
(Swarm)	Hive mind beetle swarm
Undead	Animus shade, combusted, echohusk, psychic lich, psychic stalker, psychic vampire

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CAMPAIGN SETTING

Authors • Josh Colon, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, James Jacobs, Joe Homes, Mikko Kallio, Mike Kimmel, Ron Lundeen, Kate Marshall, Kalervo Oikarinen, Stephen Radney-MacFarland, and F. Wesley Schneider

Cover Artist • Igor Grechanyi

Interior Artists • Dave Allsop, Tom Babbey, Helge C. Balzer, Toma Feizo Gas, Audrey Hotte, Jason Juta, Yigit Koroglu, Maichol Quinto, Kim Sokol, and Ben Wootten

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Executive Editor • James L. Sutter

Development Leads • Mark Moreland and Mark Seifter

Senior Developer • Rob McCreary

Developers • John Compton, Adam Daigle, Mark Moreland, and Owen K.C. Stephens

Assistant Developers • Crystal Frasier, Amanda Hamon Kunz, and Linda Zayas-Palmer

Senior Editors • Judy Bauer and Christopher Carey

Editors • Joe Homes and Jason Keeley

Lead Designer • Jason Bulmahn

Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter

Managing Art Director • Sarah E. Robinson

Senior Art Director • Andrew Vallas

Art Director • Sonja Morris

Graphic Designer • Emily Crowell

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

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Community Team • Liz Courts and Chris Lambertz

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Katina Mathieson, Sara Marie Teter, and Diego Valdez

Warehouse Team • Will Chase, Mika Hawkins,

Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, Winslow Dalpe, Lissa Guillet, Julie Iaccarino, Erik Keith, and Scott Spalding



Table of Contents

INTRODUCTION	2	LIAVARAN DREAMER.	31
AEON, SYNESIS	3	LICH, PSYCHIC	32-33
ALTER EGO	4-5	MUNAVRI	34
ANIMUS SHADE	6-7	NAGA, DREAM.	35
ASURA, VAYUPHAK	8	NEOTHELID OVERLORD	36-37
AZATA, UINUJA	9	OMNIPATH	38-39
BAKU DREAMWEAVER	10	PRANA GHOST	40-41
BOGGART	11	PRISM DRAGON.	42-43
CAULBORN THOUGHTKEEPER.	12	PSYCHE SERPENT	44
CEREBRIC CYST	13	PSYCHIC STALKER	45
CHYZAEDU.	14-15	PSYCHOPLASMIC CREATURE	46-47
COMBUSTED.	16	RAKSHASA, AMANUSYA	48
CONTEMPLATIVE, ENLIGHTENED	17	RAKSHASA, AVATARANA.	49
DARK EMPATH	18	SAMSARAN, REBORN	50
DEMON, PAINAJAI	19	SERPENTFOLK RECLAIMER.	51
DERRO MAGISTER	20	SEUGATHI SAVANT	52
DEVIL, MNEMOR.	21	SHOTALASHU	53
DREAMTHIEF HAG.	22	TATTOO GUARDIAN	54
DUERGAR TYRANT	23	TENEBOUS BLIGHT.	55
ECHOHUSK	24-25	TYCHILIARIUS	56-57
EGOPHAGE	26	VAMPIRE, PSYCHIC	58-59
FEAR EATER.	27	XILL MATRIARCH	60
FEARGAUNT	28	XULGATH	61
HIVE MIND BEETLE SWARM.	29	YITHIAN ELDER	62-63
KYTON, CANTOR.	30		

Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Occult Adventures</i>	OA
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Monster Codex</i>	MC	<i>Ultimate Magic</i>	UM



Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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On the Cover



A tricky boggart, a mysterious psychic lich, and an otherworldly yithian elder prepare to bend minds in this cover art by Igor Grechanyi.



Beasts of Mind and Dream

Gather close to learn a harrowing secret of the hidden world of Pathfinder Roleplaying Game development! One plan was to include occult monsters—psychic vampires, duergar, and advanced aboleths, among others—in the *Pathfinder RPG Occult Adventures* hardcover. During that book's development, however, we discovered that we wanted to explore more occult themes than would fit in a single book, and thus this collection, *Pathfinder Campaign Setting: Occult Bestiary*, was born. Containing all the creatures originally intended for the pages of *Occult Adventures* as well as dozens more, the following pages provide GMs with nearly 50 new monsters with which to populate any occult-themed campaign, many of which use the new rules presented in *Occult Adventures*. This book assumes the reader has access to the content of *Occult Adventures*, and information from that book is not reprinted herein. GMs of occult campaigns are also encouraged to check out *Pathfinder RPG Bestiary 5*, which contains nearly as many new psychic and occult monsters as this book.

New Universal Monster Rules

The following universal monster rules are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block. More universal monster rules can be found in the Pathfinder Reference Document at paizo.com/prd.

Emotion Aura (Su): A creature with this ability surrounds itself with an area of swirling, chaotic emotions. These emotions make it difficult for spellcasters to cast spells with the emotion component (*Occult Adventures* 144). Living creatures within 30 feet must succeed at a concentration check (DC = 10 + 1/2 the HD of the creature with an emotion aura + that creature's Charisma modifier) to cast a spell with an emotion component. Failing this check causes the spell to be lost with no effect. In addition, any spellcaster casting spells with the emotion or fear descriptor on targets inside this aura must succeed at this check or the spell fails to affect targets within the aura (although others outside the area are affected as normal). Creatures with this ability are immune to its effects and can cast spells normally.

Format: emotion (DC 17); *Location:* Aura.

Mental Static Aura (Su): A creature with this ability creates a field around it that makes concentrating difficult for those without this ability. Living creatures within 30 feet must succeed at a concentration check (DC = 10 + 1/2 the HD of the creature with a mental static aura + that creature's Charisma modifier) to cast a spell with a thought component (*Occult Adventures* 144). Failing this check

causes the spell to be lost with no effect. In addition, all spellcasters must attempt this check at the start of their turns if they are concentrating on an active spell or effect. Failing it means that they cease concentrating on the spell or effect. Creatures with this ability are immune to its effects and can cast spells normally.

Format: mental static (DC 18); *Location:* Aura.

Psychic Magic (Sp): A creature with this ability can use the power of its mind to cast certain spells. Each spell cast using psychic magic consumes an amount of psychic energy. The creature has a maximum amount of psychic energy (PE) per day that refreshes after a night's rest. A creature with this ability can cast any of the spells listed in this entry as long as it has enough psychic energy remaining to pay the spell's PE cost. The DC for any of these spells is equal to 10 + the amount of psychic energy used to cast the spell + the creature's Charisma or Intelligence modifier (whichever is higher). Creatures that gain access to undercast spells (*Occult Adventures* 144) via this ability can cast an undercast version of the spell by spending 1 PE fewer for each level lower that the spell is cast. A psychic magic spell with a PE cost of 0 can be cast any number of times, and can be cast even if the creature has 0 PE remaining. The psychic magic granted by this ability has the same thought and emotion components as psychic spells. The monster can apply metamagic feats to these spells by spending an amount of additional PE equal to the level increase of the metamagic feat and by increasing the casting time as normal for spontaneously casting a metamagic spell. Because this ability grants psychic spellcasting, it also allows the creature to use occult skill unlocks (*Occult Adventures* 194).

Format: **Psychic Magic (Sp)** (CL 10th; concentration +14) 12 PE—*charm person* (1 PE, DC 14), *disguise self* (2 PE), *mind thrust III^{OA}* (3 PE, DC 16), *tower of iron will I^{OA}* (5 PE); *Location:* Before Spell-Like Abilities.

Psychic Resilience (Ex): Creatures with this ability are resistant to the effects of many psychic spells. They gain a +4 bonus on saving throws against all psychic spells.

Format: +4 vs. psychic spells; *Location:* After saves and in defensive abilities.

Thoughtsense (Su): Creatures with this ability automatically detect and locate conscious creatures within the specified range (usually 60 feet). This ability functions similarly to blindsight. *Nondetection*, *mind blank^{OA}*, and similar effects can block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and non-sentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects.

Format: thoughtsense 60 ft.; *Location:* Senses.



Aeon, Synesis

A pair of three-fingered arms sprouts from either end of this hourglass-shaped creature composed of cosmic starstuff.

SYNESIS

CR 4



XP 1,200

N Medium outsider (aeon, extraplanar)

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

Aura cognitive aura (30 ft., DC 15)

DEFENSE

AC 17, touch 13, flat-footed 15 (+1 deflection, +2 Dex, +4 natural)

hp 39 (6d10+6)

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

Immune cold, critical hits, poison; **Resist** electricity 10, fire 10; **SR** 15

OFFENSE

Speed 15 ft., fly 30 ft. (good)

Melee 4 claws +7 (1d4+1)

Space 5 ft.; **Reach** 5 ft. (unintuitive reach)

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

At will—*daze* (DC 13)

3/day—*id insinuation* ^{10A} (DC 14), *touch of idiocy*

1/day—*cognitive block* ^{0A} (DC 15), *fox's cunning*, *mental block* ^{0A} (DC 14)

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 16, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +7; **CMD** 20

Feats Combat Casting, Combat Reflexes, Improved Initiative

Skills Fly +15, Knowledge (engineering) +14, Knowledge (nature) +14, Knowledge (planes) +14, Knowledge (religion) +14, Perception +11, Sense Motive +11, Stealth +11, Use Magic Device +11

Languages envisaging

SQ extension of all, void form

ECOLOGY

Environment any (Outer Planes)

Organization solitary, pair, or convention (3–6)

Treasure none

SPECIAL ABILITIES

Cognitive Aura (Su) As a standard action, a synesis can create an aura of thought that bolsters deliberate contemplation at the cost of one's instinctive judgment or an aura of intuition that does the opposite. Each creature in the area must succeed at a DC 15 Will saving throw to resist the aura. A creature that successfully saves against the aura is unaffected by that synesis's aura for 24 hours. A synesis can choose up to two creatures in the area to ignore its effects.

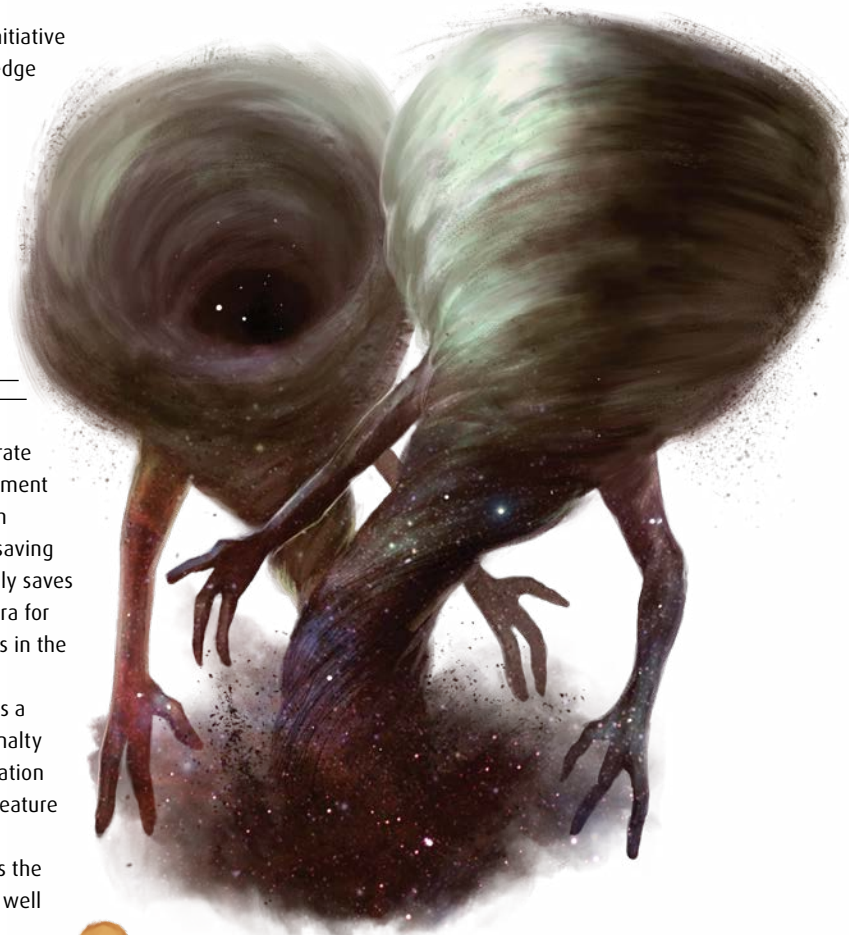
Intuition: The aura grants all non-aeon creatures a +1 insight bonus to Armor Class as well as a –3 penalty on concentration checks. This penalty on concentration checks doubles for creatures when the affected creature casts spells with a thought component.

Thought: The aura grants all non-aeon creatures the benefits of the synesis's extension of all ability as well

as a +3 bonus on concentration checks. This bonus on concentration checks doubles when the affected creature casts spells with a thought component. At the same time, the affected creature takes a –1 penalty on Will saves (–2 against mind-affecting effects).

Unintuitive Reach (Su) A synesis can stretch its arms and body in unpredictable ways, but only when it would defy the expectations of others. A synesis's reach increases by 5 feet when it attacks a non-aeon creature with an Intelligence score. When it makes an attack against such a creature using its unintuitive reach, it deals an additional 2d6 points of precision damage, after which the target is immune to further such precision damage for 24 hours.

Although mortals have learned to control tiny fragments of their worlds through magic and technology, only a mastery over their instinctive urges prevents them from destroying the fabric of the planes in the process. Synesis aeons oversee this fine balance. At times, they serve as dispassionate muses to great thinkers, facilitating discoveries and pushing cultures to new heights. In the blink of an eye, however, a synesis might destroy a philosopher whose hypotheses could one day threaten the balance. Synesis aeons often gravitate toward powerful psychic spellcasters, steering them toward actions that stave off planar entropy or serve even more esoteric goals.



Alter Ego

This stringy-haired hag stands as tall as an ogre. Her expression is vacant, as though her warty face were merely a mask.

ANNIS HAG ALTER EGO

CR 6



XP 2,400

N Large construct

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

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 68 (7d8+37); fast healing 1

Fort +4, **Ref** +8, **Will** +6

DR 5/adamantine and bludgeoning; **Immune** construct traits; **SR** 17

Weaknesses progenitor dependence

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+7), 2 claws +13 (1d6+7 plus grab) or slam +13 (1d8+7)

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

Special Attacks rend (2 claws, 2d6+10)

Spell-Like Abilities (CL 7th; concentration +7)
3/day—*alter self*, *fog cloud*

STATISTICS

Str 25, **Dex** 16, **Con** —, **Int** 13, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 28

Feats Alertness, Blind-Fight, Great Fortitude, Intimidating Prowess, Toughness^b

Skills Bluff +7, Diplomacy +7, Disguise +0 (+4 to appear as its progenitor), Intimidate +14, Perception +10, Sense Motive +3, Stealth +6; **Racial Modifiers** +4 Disguise to appear as its progenitor

Languages Common, Giant

SQ replicated gear

ECOLOGY

Environment cold marshes

Organization solitary

Treasure none

An alter ego arises when a sliver of a creature's personality breaks free and coalesces into an independent being. An alter ego is almost always created by accident rather than design, and one usually comes into being during a moment of trauma, disorientation, or sudden incapacitation. In many cases, the progenitor isn't aware that the alter ego was created, particularly if the new creature hides or flees rather than confronting its progenitor immediately.

An alter ego's body is made not of flesh and blood, but of solidified ectoplasm that looks, smells, and feels like its progenitor's body. Because ectoplasm is less dense than bone or carapace, an alter ego weighs less and is more nimble than its progenitor. Although an alter ego appears similar to its progenitor, it speaks in a flat monotone and stares blankly through a numb,

expressionless face. Observers generally find their behavior off-putting and their expressions doll-like. A creature that is familiar with the progenitor can identify the alter ego as a duplicate with a successful Perception check (opposed by the alter ego's Disguise check) or with a successful DC 20 Sense Motive check. As an alter ego looks very similar to its progenitor, it can easily engender confusion or cause harm to its progenitor's reputation. If the alter ego of a famous paladin is spotted fleeing from danger, for example, witnesses might call the paladin's courage into question. Rumors of uncharacteristic actions might be the progenitor's first indication that an alter ego is at large.

An alter ego's psyche is both more limited and more focused than the mind of its progenitor. Although the alter ego has all of the progenitor's memories and abilities at the time of its creation (including any prepared spells), its personality revolves around a single facet of its progenitor's psyche that drives the alter ego's actions. This facet is often a personality aspect that the progenitor prefers to keep hidden, but that leapt to the fore during the event that caused the alter ego's creation. For example, a cleric who secretly grapples with doubt might spawn an aggressively atheist alter ego, or an alchemist who occasionally swindles an adventurer or traveller to make rent on her shop might engender an openly and unrepentantly greedy alter ego. Stories abound of murderous alter egos, but in truth only a rare few alter egos have facets that provoke extreme activities, such as munificence or violence. Alter egos are generally dispassionate in their actions and neutral in alignment; the danger most present is only to their progenitors' reputations and peace of mind.

An alter ego's mind fixates on its sole purpose, and it is rarely idle. Rather, it actively and even obsessively pursues short-term goals based on its dominating facet. For example, an alter ego who came into being when its progenitor was disgraced might seek out and humiliate those who witnessed the event, while one with a murderous facet might engage in a string of massacres. Because these plans spring from only a limited aspect of the progenitor's personality, an alter ego's schemes often conflict with the progenitor's overall goals. For example, the progenitor of the vengeful alter ego might wish to forget the event that created it ever happened, while the alter ego's actions revive gossip about the unfortunate occurrence; if the murderous alter ego sprang from a progenitor who was a methodical, disciplined assassin, the alter ego's reckless killing spree is likely to interfere with the assassin's well-laid plans.

Regardless of the alter ego's personality facet and how it was created, it loathes its progenitor. In some cases, the alter ego might merely find its progenitor to be abrasive. Most alter egos do not plan to kill their progenitors, but the idea may come to them while in



Introduction

A - D

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their progenitors' presences, spurred by their instinctual hatred, and alter egos spawned from self-loathing or suicide attempts may actively plot to ruin or assassinate their progenitors. Despite this revulsion, an alter ego continually receives mental flashes of its progenitor's location and is debilitated when its progenitor is more than a mile away. When in its progenitor's immediate presence, an alter ego cannot help but recognize its progenitor and overhear snippets of the progenitor's surface thoughts. When its progenitor is dead, the alter ego gains considerable freedom to pursue its activities—a realization most alter egos come to in days, weeks, or years—and that realization drives most alter egos to eventually murder their progenitors, or else plot to replace them and keep their wayward originals somewhere quiet and peaceful.

Certain psychic or magic items (such as a *mirror of opposition*) can create a duplicate or opposite of a creature. The alter ego template works well for generating such a creature and is particularly appropriate for a duplicate of a psychic spellcaster or another psychically sensitive individual. Unlike a standard alter ego, duplicates usually have the same alignment as their progenitors, while opposites have the diametrically opposite alignment.

An alter ego is an artificial creature. It has no need to breathe, eat, or sleep, and rarely takes the time to do so unless it is actively masquerading as a living creature. It is identical in size to its progenitor, but weighs only two-thirds as much.

Creating an Alter Ego

"Alter ego" is an acquired template that can be added to any corporeal creature that has an Intelligence score of 3 or higher (referred to hereafter as the base creature). An alter ego uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as that of the base creature.

Alignment: Usually neutral.

Type: The creature's type changes to construct. It retains any subtype except for alignment subtypes and subtypes that indicate kind.

Armor Class: Though it appears identical to its progenitor, an alter ego is formed from a solidified ectoplasm that is more yielding than bone or carapace. Reduce the creature's natural armor bonus by 2 (minimum +0).

Hit Dice: Change all the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As a construct, an alter ego doesn't have a

Constitution score, but it gains bonus hit points based on its size (*Pathfinder RPG Bestiary* 307).

Defensive Abilities: Alter egos' obsessive natures make them so focused they can shrug off blows that might fell other creatures with relative impunity. An alter ego gains fast healing 1 (or fast healing 3 if it has 11 Hit Dice or more), DR 5/adamantine (or DR 10/adamantine if it has 11 Hit Dice or more), and the standard immunities and traits possessed by constructs.

Attacks: An alter ego retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the alter ego's size, but as if it were one size category larger than its actual size.

Ability Scores: Dex +4. An alter ego has no Constitution score; as a construct, treat it as having a Constitution score of 10 for determining hit points, save DCs, and other statistics that rely on a Constitution score.

Feats: An alter ego gains Toughness as a bonus feat.

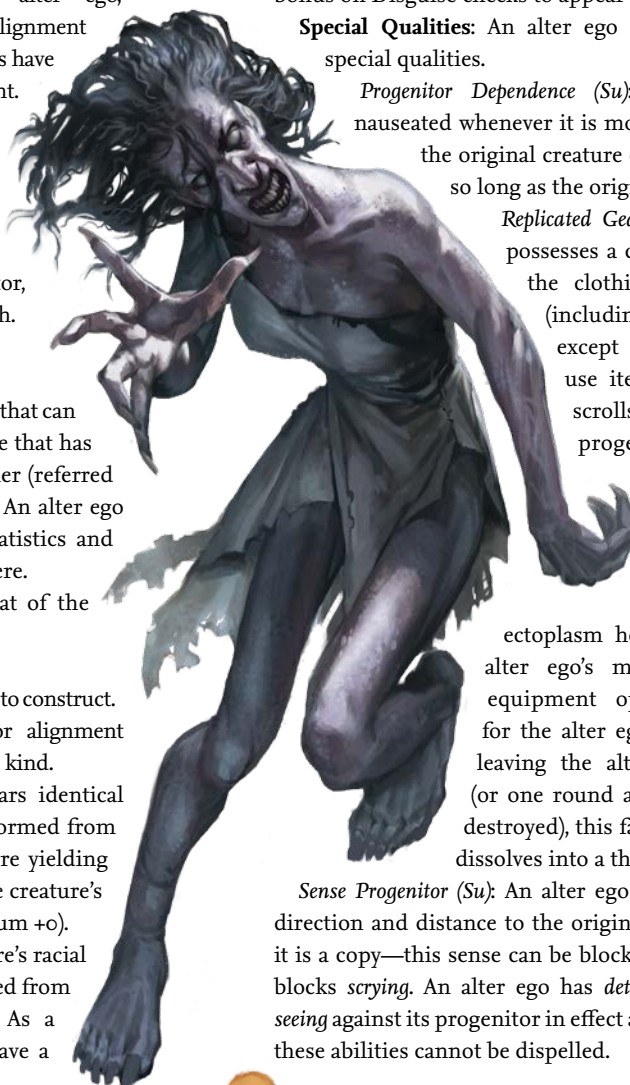
Skills: Alter egos can confuse onlookers into believing they are their progenitors. An alter ego gains a +4 racial bonus on Disguise checks to appear as its progenitor.

Special Qualities: An alter ego gains the following special qualities.

Progenitor Dependence (Su): An alter ego is nauseated whenever it is more than 1 mile from the original creature of which it is a copy, so long as the original creature is alive.

Replicated Gear (Su): An alter ego possesses a copy of each item of the clothing and equipment (including magic items except single- or limited-use items such as wands, scrolls, and potions) in its progenitor's possession at the moment that the alter ego was created. This equipment is fabricated of ectoplasm held in place by the alter ego's mental energy. This equipment operates as normal for the alter ego. One round after leaving the alter ego's possession (or one round after the alter ego is destroyed), this fabricated equipment dissolves into a thin, silvery mucus.

Sense Progenitor (Su): An alter ego creature knows the direction and distance to the original creature of which it is a copy—this sense can be blocked by any effect that blocks *srying*. An alter ego has *detect thoughts* and *true seeing* against its progenitor in effect at all times (CL 20th); these abilities cannot be dispelled.



Animus Shade

The snakes that form this spectral medusa's hair knot and writhe, and her eyes burn with uncontrollable rage.

MEDUSA ANIMUS SHADE

CR 9



XP 6,400

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +24**Aura** mental static (30 ft., DC 16)

DEFENSE

AC 16, touch 16, flat-footed 14 (+4 deflection, +2 Dex)**hp** 76 (8d10+32)**Fort** +6, **Ref** +8, **Will** +7**Defensive Abilities** all-around vision, channel resistance +4, incorporeal, mental schism; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)**Melee** incorporeal touch +10 (animus insinuation, DC 16)**Ranged** rend psyche +10 touch (9d6 plus 1d6 Charisma damage, DC 18)**Special Attacks** animus insinuation, corrupt intent, petrifying gaze, rend psyche

STATISTICS

Str —, **Dex** 15, **Con** —, **Int** 12, **Wis** 13, **Cha** 19**Base Atk** +8; **CMB** +8; **CMD** 20**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse**Skills** Bluff +10, Disguise +15, Intimidate +23, Perception +24, Stealth +13; **Racial Modifiers** +8 Intimidate, +12 Perception**Languages** Common

ECOLOGY

Environment temperate marshes and underground**Organization** solitary**Treasure** none

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. The medusa animus shade gains a +4 racial bonus on Perception checks and cannot be flanked.**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based.

Every intelligent mind exists as a war of aspects—primitive survival urges and base wants opposing intellectual reason and high-minded goals. Some of these aspects dominate the mind, defining a creature's personality, while others are shackled away. Sometimes, psychic injuries can loosen these shackles, revealing aspects of a creature they normally control and hide away. When a creature dies from a psychic injury, its conscious mind may shear away, leaving only those subconscious aspects—their animus—behind. Called animus shades, these spectral undead are gripped with feral rage and lash out at the living. Individuals who engage in psychic combat are particularly prone to succumbing to this form of undeath, and their shades sometimes seek out

their former opponents, not content until their one-time adversaries are slain.

Animus shades always bear a superficial resemblance to their former, living selves, but manifest in death as wild brutes, made powerful by their anger and feral by their long suffering. Animus shades' forms appear hunched and contorted after a lifetime of being crushed beneath the weight of the dominant psyches. They sport wicked claws, overlong limbs, cracked flesh, and other nightmarish deformities reflecting the fears their living selves harbored about the dark corners of their own minds. Any gear or items they possessed appear rotted, cracked, and torn in spectral form, though they may carry ghostly versions of the weapons they used in life, deadly implements still capable of harming the living.

Most often, animus shades linger near the sites of their deaths or wander without any specific purpose. As many psychic contests occur in mindscapes or on far-flung esoteric planes, animus shades are frequently found roaming such realms, endlessly raging over the sometimes centuries-old defeats that resulted in their demises. Even when not consumed by such losses, animus shades commonly target those they happen across who remind them of the dominant selves that repressed them in life—whether because of similarities in physical appearance, personality, or activity. However, some rare animus shades possess greater clarity of focus and are gripped with the need to undo the accomplishments of their living selves, taking pleasure in destroying everything that they once loved or took pride in.

As animus shades result from psychic violence, they most commonly appear among intelligent races and beings known for mastering occult forces. Even among such races, these undead prove far more common within cultures and groups that cultivate psychic prowess—they're well known to the people of Vudra, for instance, and have long been documented by Iroran priests. However, for the majority of the Inner Sea region's people, they're easy to mistake for ghosts or other undead—often to tragic ends. Fortunately, in lands that value strength over mental prowess, or in strictly martial cultures, animus shades are almost unknown. Members of races such as hobgoblins, kobolds, and orcs, which rarely give rise to psychically talented individuals, almost never rise as animus shades.

Because of the psychic violence that spawned them, animus shades rarely, if ever, cooperate. In death, even animus shades created from former allies slain by the same foe viciously strike out at each other. The mental trauma that fills them and holds them to the world scars these undead deeply, but ultimately makes them most resentful of themselves—as they know their own weakness or distraction resulted in their deaths. Much of their rage is thus pointed inward, and they take particular satisfaction in viciously unleashing their hatred on those



who resemble themselves, especially if such conflicts remind them of the battles in which they died.

Creating an Animus Shade

“Animus shade” is an acquired template that can be added to any living creature that has a Charisma score of at least 6 and an Intelligence score of at least 8. An animus shade retains all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Base creature’s CR + 2.

Alignment: Usually chaotic evil.

Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Senses: An animus shade gains darkvision 60 ft.

Aura: The animus shade gains a mental static aura (see page 2).

Armor Class: The animus shade gains a deflection bonus to its Armor Class equal to its Charisma modifier from the incorporeal subtype. It loses the base creature’s natural armor bonus, as well as all armor and shield bonuses not from force effects or *ghost touch* items.

Hit Dice: Change the base creature’s racial Hit Dice to d8s. Its class Hit Dice are unaffected. As an undead, an animus shade uses its Charisma modifier to determine its bonus hit points (instead of its Constitution modifier).

Defensive Abilities: An animus shade retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. It gains channel resistance +4, darkvision 60 feet, the incorporeal ability, and all of the immunities granted by its undead traits. An animus shade also gains the following defensive ability.

Mental Schism (Su): An animus shade’s mind is a chaotic tangle of the shredded remnants of the dominant personality that once subsumed it. This mercurial state of being is too piecemeal for alignment-based effects to take hold. The animus shade is immune to all effects that are dependent on alignment.

Speed: An animus shade loses its previous speeds and gains a fly speed of 30 feet (perfect), unless the base creature has a better fly speed.

Attacks: An animus shade loses all of the base creature’s natural and unarmed attacks. If it wielded weapons in life, it wields *ghost touch* versions of those weapons as an animus shade.

Special Attacks: An animus shade retains all special attacks of the original creature that do not require a corporeal body to function. In addition, it gains the following special attacks. The save DC against an animus shade’s special attacks is equal to 10 + 1/2 the animus shade’s Hit Dice + the animus shade’s Charisma modifier. These are mind-affecting effects.

Animus Insinuation (Sp): Whenever an animus shade touches a creature, it inspires that creature’s animus to rise up and overthrow the creature’s dominant personality. This effect functions as per *id insinuation II*^{OA} if the animus shade’s CR is 7 or less or *id insinuation IV*^{OA} if the animus shade’s CR is 8 or higher, except that either way, the effect only targets a single creature touched and the duration is 1 round per Hit Die of the animus shade, without the need for concentration.

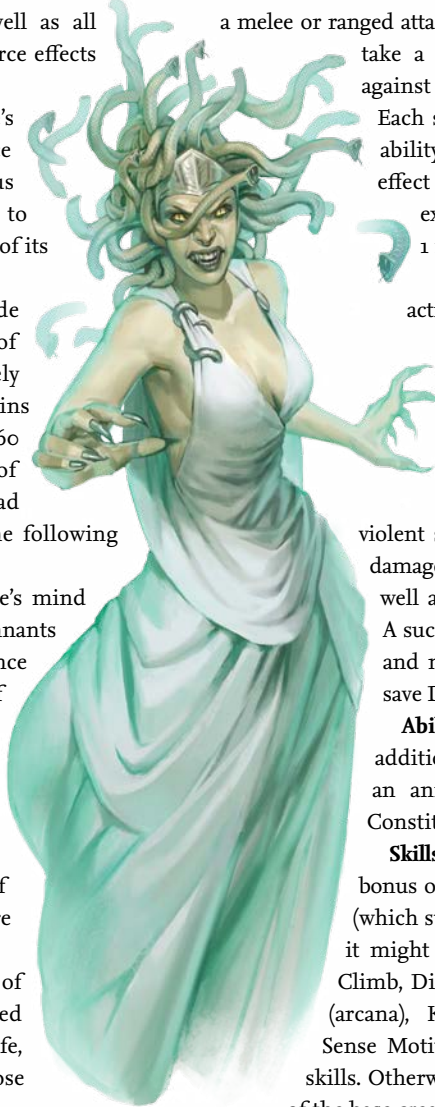
Corrupt Intent (Su): An animus shade subverts the intent and willpower of its enemies, filling them with doubt and conflicting desires that play into the animus shade’s hands. Whenever a creature strikes the animus shade with a melee or ranged attack, it must succeed at a Will save or take a –1 penalty on all further attacks against the animus shade for 1d4 rounds.

Each subsequent failed save against this ability by a creature already under its effect increases the total penalty by 1 and extends the duration of the effect by 1 round.

Rend Psyche (Su): As a standard action, an animus shade unleashes a jet of dark energy at a creature within 30 feet. On a successful ranged touch attack, the target is wracked with mental agony as its own animus attempts to wrench free from its physical form. This violent struggle deals a number of d6s of damage equal to the animus shade’s CR, as well as 1d6 points of Charisma damage. A successful Will save halves the damage and negates the Charisma damage. The save DC is Charisma-based.

Ability Scores: Charisma +4. In addition, as an incorporeal creature, an animus shade has no Strength or Constitution score.

Skills: An animus shade gains a +8 racial bonus on Intimidate and Perception checks (which stacks with any other racial bonuses it might possess). An animus shade treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, its skills are the same as those of the base creature.



Asura, Vayuphak

This blue-skinned humanoid has two pairs of ebony wings protruding from its waist. Talon-like nails grace its hands.

VAYUPHAK

CR 5



XP 1,600

LE Medium outsider (asura, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft.; Perception +18

Aura elusive (30 ft.), mental static (30 ft., DC 18)

DEFENSE

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

hp 52 (8d10+8); fast healing 5

Fort +3, **Ref** +11, **Will** +9; +2 vs. enchantments

Defensive Abilities enveloping winds, **DR** 5/cold iron or good; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10; **SR** 16

OFFENSE

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

Melee mwk spear +12/+7 (1d8+4/x3), 2 wings +6 (1d4+1)

Psychic Magic (CL 5th; concentration +9)

7 PE—*dispel magic* (3 PE), *id insinuation* I^{OA} (2 PE, DC 16), *object reading*^{OA} (1 PE), *scorching ray* (2 PE)

Spell-Like Abilities (CL 5th; concentration +9)

At will—*greater teleport* (self plus 50 lbs. of objects only)
1/day—*summon* (level 4, 1 vayuphak 35%)

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +8; **CMB** +11; **CMD** 25

Feats Dodge, Flyby Attack, Lightning Reflexes, Mobility

Skills Acrobatics +13, Bluff +15, Diplomacy +10, Escape Artist +15, Fly +15, Intimidate +12, Knowledge (planes) +10, Perception +18, Perform (dance) +13, Spellcraft +9, Stealth +10;

Racial Modifiers +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or band (3-12)

Treasure standard (mwk spear, other treasure)

SPECIAL ABILITIES

Enveloping Winds (Su) As an immediate action, a vayuphak can surround itself with a whirling torrent of air to protect it from ranged attacks. All ranged attacks made with physical weapons have a 20% miss chance against the vayuphak, except for attacks from massive weapons such as a giant's thrown rock or a ballista. This ability has no effect on ray attacks.

kingdoms and faithless monasteries that ape the edifices of the virtuous who once occupied the area, compounding the pain of loss with outrage at their vicious parodies. Otherwise, vayuphaks spend much of their vigil in silent meditation, honing their thoughts and minds into deadly weapons. They are fearsome when roused to battle, though they prefer insinuating themselves into opponents' minds over direct, physical confrontation.

Legends claim vayuphaks were created from a divine servant who was tasked with guarding a treasure that signified the deity's favor. After countless followers of the god slaughtered each other while attempting to obtain the prize, the enraged deity cursed the artifact so that all who looked upon it would be driven mad. The unwitting divine servant was the first victim, and wracked with madness, he claimed the treasure for himself and fled. The first vayuphaks sprung from his fevered dreams and self-loathing, and it is whispered these asuras still stand guard over both the dreaming servant and the cursed relic.

Vayuphaks stand 7 feet tall and weigh 120 pounds, though rumors tell of powerful vayuphaks growing to giant sizes.



Vayuphaks, or “golden ones,” are asuras who serve as guardians and stewards of desecrated holy places. Whenever asuras descend to pollute a sanctified place, vayuphaks remain behind, defending the once-sacred site from those who might reclaim it. Many make twisted mockeries out of their conquests, forming tainted



Azata, Uinuja

This dark-skinned woman has diaphanous wings, four large eyes—one pair under the other—and a tangle of night-blue hair.

UINUJA

CR 15



XP 51,200

CG Large outsider (azata, chaotic, extraplanar, good)

Init +9; **Senses** darkvision 60 ft., *see invisibility*;
Perception +27

Aura emotion (DC 24)

DEFENSE

AC 30, touch 19, flat-footed 25 (+5 deflection, +5 Dex,
+11 natural, -1 size)

hp 207 (18d10+108)

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

DR 10/cold iron and evil; **Immune** electricity, petrification,
sleep; **Resist** cold 10, fire 10; **SR** 26

OFFENSE

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

Melee +3 *starknife* +27/+22/+17/+12 (1d6+10/19-20/×3)

Ranged +3 *starknife* +25 (1d6+10/19-20/×3)

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

Special Attacks psychic starknife

Psychic Magic (CL 18th; concentration +23)

24 PE—*cure serious wounds* (3 PE), *dancing lights* (0 PE), *detect mindscope*^{0A} (2 PE), *dream council*^{0A} (5 PE), *etheric shards*^{0A} (5 PE, DC 20), *greater create mindscope*^{0A} (6 PE), *lesser restoration* (2 PE), *message* (0 PE), *mindscope door*^{0A} (3 PE), *mindwipe*^{0A} (4 PE, DC 19), *symbol of sleep* (5 PE, DC 20), *thought shield IV*^{0A} (5 PE)

Spell-Like Abilities (CL 18th; concentration +23)

Constant—*see invisibility*, *shield of faith*

At will—*deep slumber* (DC 18), *invisibility*

STATISTICS

Str 24, **Dex** 21, **Con** 22, **Int** 17, **Wis** 22, **Cha** 21

Base Atk +18; **CMB** +26; **CMD** 46

Feats Critical Focus, Deadly Aim, Flyby Attack, Improved Critical (starknife), Improved Initiative, Iron Will, Power Attack, Spell Penetration, Tiring Critical

Skills Bluff +26, Diplomacy +26, Fly +32, Knowledge (geography) +24, Knowledge (planes) +24, Knowledge (religion) +24, Perception +27, Sense Motive +27, Stealth +22

Languages Celestial, Draconic, Infernal; truespeech

SQ dreamwalker

ECOLOGY

Environment any (Dimension of Dreams and Elysium)

Organization solitary, pair, or collective (3-12)

Treasure standard (+3 *starknife*, other treasure)

SPECIAL ABILITIES

Dreamwalker (Su) An uinuja can travel between Elysium and the Dimension of Dreams at will, as per *dream travel*^{0A}, except that it cannot enter any other planes or take other creatures with it.

Psychic Starknife (Su) After being used in a ranged attack, an uinuja's starknife turns into a *spiritual weapon* (caster level equal to the uinuja's Hit Dice) and immediately makes a full attack against the same target. An uinuja can teleport its starknife back to its hand as a move action, which ends this effect.

Born in Elysium and formed from planar energies charged by pleasant dreams, these servants of Desna watch over and study dreaming mortal minds. Uinujas live in collective mindscapes, which are often moonlit islands where rock spires rise to great heights, topped by large cocoons of night-blue silk. These azatas both hunt and are hunted by the painajai demons (see page 19) who serve Desna's rival, Lamashtu. Dreamthief hags (see page 22) and mortal dream travelers who disturb dreamers might also incur the ire of uinujas.

Uinujas enjoy stories about the stars and planes, particularly the Material Plane, which they can usually only see through mortals' dreams. When uinujas are happy, their wings glow iridescently, while at other times their wings take on a calmer blue or a sullen gray hue.

An uinuja stands 9 feet tall and weighs 500 pounds.



Introduction

A - D

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O - S

T - Y

Baku Dreamweaver

Simple but elegant robes drape over this gray-furred, trunked quadruped, and its kind gaze suggests a gentle wisdom.

BAKU DREAMWEAVER

CR 11



XP 12,800

N Medium magical beast

Init +11; **Senses** darkvision 60 ft., low-light vision, thoughtsense 60 ft.; **Perception** +25

DEFENSE

AC 25, touch 25, flat-footed 18 (+7 Dex, +8 deflection)

hp 174 (12d10+96)

Fort +16, **Ref** +15, **Will** +12

DR 15/cold iron and magic; **Immune** mind-affecting effects, sleep; **SR** 22

OFFENSE

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

Melee 2 claws +19 (2d8+4 plus mental siphon), gore +19 (1d8+4)

Special Attacks

mental siphon

Psychic Magic (CL 18th; concentration +26)

30 PE—*deep*

slumber (3 PE,

DC 21), *dream*

scan^{OA} (5 PE,

DC 23), *dream*

voyage^{OA} (9 PE),

incorporeal chains^{OA}

(6 PE), *modify memory*

(5 PE, DC 23)

Spell-Like Abilities (CL 11th;

concentration +19)

Constant—*ethereal fists*^{OA}

At will—*dream council*^{OA}, *invisibility*,

lullaby, *sleep* (DC 21)

STATISTICS

Str 18, **Dex** 25, **Con** 18, **Int** 18, **Wis** 23, **Cha** 27

Base Atk +12; **CMB** +16; **CMD** 41

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will, Lucid Dreamer^{OA}, Weapon Finesse

Skills Diplomacy +20, Fly +15, Knowledge (planes) +16, Perception +25, Sense Motive +22, Spellcraft +16, Stealth +22

Languages Aklo, Celestial, Common

SQ consume dream, dream shepherd, dream whispers, dreaming grace, oneiromancy

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Consume Dream (Su) A baku dreamweaver can consume the dreams of any sleeping creature within 100 feet, either preventing nightmares or causing fatigue and preventing

all effects of rest, as per a normal baku's dream eating ability (*Pathfinder RPG Bestiary* 3 31). When it is within the Dimension of Dreams, it can use this ability on a creature whose lucid body is within 100 feet to cause that creature to instantly leave the Dimension of Dreams (removing its lucid body), with no saving throw.

Dream Shepherd (Su) A dreamweaver can enter the Dimension of Dreams at any time and herd a dreamer across the dreamscape, traveling great distances in a short period, as per the *dream travel*^{OA} spell. When the dreamweaver uses either this ability or its *dream voyage*^{OA} psychic magic ability, reaching a destination dream takes 30 minutes instead of 1 hour for a creature on the same plane, and the baku dreamweaver gains a +5 bonus on any required Will saves.

Dream Whispers (Su) A dreamweaver can manipulate the dreams of nearby creatures to cultivate particular dreams. When it encounters a dreaming creature, a dreamweaver can change that creature's dreamscape in any way that the *greater create mindscape*^{OA} spell can shape a

mindscape. The dreamscape acts as an immersive and harmless mindscape, taking any form the baku dreamweaver desires.

Dreaming Grace (Su)

A baku dreamweaver has devoured so many insubstantial dreams

and dream creatures that it gains a deflection bonus to its AC equal to its Charisma modifier and adds half its Charisma modifier to its Constitution modifier to determine its hit points and its bonuses on Fortitude saves and Constitution checks.

Mental Siphon (Su) When a dreamweaver hits with a claw attack, it also deals 1d4 points of ability damage to a mental ability score of the dreamweaver's choice. A successful DC 24 Will save negates this ability damage. The save DC is Charisma-based.

Oneiromancy (Su) While within the Dimension of Dreams, a dreamweaver can predict that plane's strange dream logic, allowing it to reroll a single failed attack roll or saving throw once per round.

Unlike normal bakus, who contentedly feed on any dreams, dreamweavers savor the dreams of only the most imaginative and creative beings, particularly those of people who are attuned to the spiritual realms or possess psychic abilities. The potency of such sleepers' dreams grants dreamweavers increased power. Dreamweavers still despise night hags and other nightmare creatures, and use their puissant abilities to destroy these menaces.





Boggart

This gangly, long-armed creature has a face like a calf's, but with a mane of lank hair and front-facing eyes the size of saucers.

BOGGART

CR 4



XP 1,200

CE Small fey

Init +5; Senses low-light vision; Perception +12

DEFENSE

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

hp 31 (7d6+7)

Fort +3, Ref +10, Will +5

DR 5/cold iron

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +9 (1d3+2)

Space 5 ft.; Reach 10 ft.

Psychic Magic (CL 8th; concentration +12)

10 PE—*aversion*^{OA} (2 PE, DC 16), *hold person* (2 PE, DC 16),
hallucinatory terrain (4 PE, DC 18), *invisibility* (2 PE,
 DC 16), *telekinetic maneuver*^{OA} (0 PE)

Special Attacks abduct, sneak attack +1d6

STATISTICS

Str 15, Dex 20, Con 13, Int 14, Wis 10, Cha 19

Base Atk +3; CMB +7 (+9 drag^{APG}); CMD 19 (21 vs. drag^{APG})Feats Agile Maneuvers, Combat Expertise, Improved Drag^{APG},
Weapon Finesse

Skills Acrobatics +13, Bluff +10, Climb +12,
 Craft (traps) +10, Handle Animal +8,
 Intimidate +11, Knowledge
 (geography) +8, Knowledge (nature) +9,
 Perception +12, Sense Motive +4,
 Stealth +23, Swim +16; Racial Modifiers
 +2 Perception, +4 Stealth

Languages Common, Sylvan

ECOLOGY

Environment temperate forests
and swampsOrganization solitary, gang
(2–5), or band (7–12)

Treasure standard

SPECIAL ABILITIES

Abduct (Ex) When a boggart hits a single target with both of its claw attacks as part of a full-attack action, it can attempt a drag^{APG} combat maneuver check as a free action. The boggart can move more than 5 feet as part of this combat maneuver even if it doesn't have any movement remaining for the round.



Malicious and furtive, boggarts are believed to be brownies who were mistreated or somehow corrupted. Unlike their helpful fey cousins, who often form mutually beneficial relationships with particular families and take up residence within those families' houses, boggarts rarely occupy homes, but instead lurk in swamps, in marshes, and on riverbanks, favoring areas where people have vanished or drowned. A boggart's relationship with nearby households and homesteads is almost always disruptive. It frightens livestock and breaks valuable objects, and even goes so far as to follow victims who move their households in a futile attempt to escape their tormentor. Despite these habits, boggarts rarely cause serious harm to their chosen families, preferring to simply sow fear and misery. Even though these relationships are characterized by animosity, they seem to stabilize the boggarts somewhat; boggarts who lack households to terrorize are less benign and are known to devour travelers and kidnap children.

A boggart is rarely spotted unless it wishes to be seen, and has little interest in fighting fair. When preying on its victims, a boggart uses its familiarity with its home terrain to its advantage, preferring to induce foes to struggle against the natural environment rather than against the boggart. A boggart has very long arms, which it uses to pull creatures into water or onto marshy ground; it then psychically paralyzes its victims and allows the creatures to drown. A boggart is also quite skilled at setting traps and dragging its opponents into them. It sometimes uses its power of aversion to keep people away from its home, but more often uses this power to prevent anyone from helping its chosen prey.

A boggart's magic is drawn from excess psychic energy in an area, in much the same way that loci spirits' powers are. Boggarts cause their mischief in order to heighten negative emotions near their homes, and thus fuel their powers. It is theorized that if a boggart were isolated from such energy for long enough, it would revert into a brownie.

A typical boggart is 3 feet tall and weighs 70 pounds.

Introduction

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O - S

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Caulborn Thoughtkeeper

This humanoid creature has two mouths in its eyeless head, one small and human, the other split into terrifying jaws.

CAULBORN THOUGHTKEEPER CR 9



XP 6,400

N Medium outsider (extraplanar)

Init +9; **Senses** blindsense 60 ft., darkvision 60 ft., thoughtsense 60 ft.; Perception +20

DEFENSE

AC 22, touch 21, flat-footed 17 (+6 deflection, +5 Dex, +1 natural)

hp 115 (9d10+44)

Fort +7, **Ref** +8, **Will** +15; +4 vs. psychic spells

Defensive Abilities psychic deflection, psychic resilience; **Immune** visual effects

OFFENSE

Speed 30 ft.

Melee bite +17 (2d6+5), 2 claws +16 (1d6+5)

Special Attacks consume thoughts (DC 21)

Spell-Like Abilities (CL 9th; concentration +15)

Constant—*detect magic*, *detect thoughts* (DC 18), *read magic*

3/day—*charm monster* (DC 19), *daze monster* (DC 17), *hold monster* (DC 20), *hypnotic pattern* (DC 18), *vampiric touch*

1/week—*plane shift* (willing targets only)

Psychic Magic (CL 9th; concentration +15)

10 PE—*burst of insight*^{OA} (1 PE), *emotive block*^{OA} (3 PE, DC 19), *greater oneiric horror*^{OA} (4 PE, DC 20), *mind thrust III*^{OA} (3 PE, DC 19), *mindscape door*^{OA} (3 PE, DC 19), *mindwipe*^{OA} (4 PE, DC 20), *telekinetic maneuver*^{OA} (3 PE)

STATISTICS

Str 20, **Dex** 21, **Con** 18, **Int** 31, **Wis** 22, **Cha** 23

Base Atk +11; **CMB** +16; **CMD** 37

Feats Combat Casting, Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (bite)

Skills Acrobatics +15, Appraise +20, Bluff +20, Intimidate +19, Knowledge (all) +20, Perception +20, Sense Motive +20, Stealth +16, Use Magic Device +14

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Giant, Infernal, Sylvan, Terran, Undercommon; telepathy 100 ft.

SQ caulborn traits, cooperative scrying, hive mind

ECOLOGY

Environment any

Organization solitary, pair, or cabal (3–6)

Treasure double

SPECIAL ABILITIES

Caulborn Traits A caulborn thoughtkeeper shares the abilities of regular caulborn (*Pathfinder RPG Bestiary 3* 48)—consume thoughts, cooperative scrying, hive mind, psychic deflection, and thoughtsense—which function as normal except as noted. If all caulborn participating in a cooperative scrying are thoughtkeepers, the save DC increases by 2.

Planar scholars who subsist on the psychic energy of other races, the telepathic caulborn wander the planes, storing both sustenance and information in their hives' massive brain-sacs, which are called chrestomaths. These latter entities act as living libraries, containing within them a communal racial memory spanning eons.

While caulborn's similar appearance and hive mind lead most other intelligent races to assume all of the caulborn's humanoid individuals are identical, their race still has a certain degree of specialization. The more powerful variant known to outsiders as caulborn thoughtkeepers are a prime example of this differentiation. With their advanced psychic powers and combat abilities, these elite individuals range farthest from the hive in their search for esoteric knowledge, or directly guard and care for their hive's chrestomath. Yet while this might seem like a case of the most important jobs

going to the most powerful individuals, the truth is in fact the opposite: subsisting on the best psychic energy or remaining in closest proximity to the intense volume of thoughts that constantly passes through a chrestomath empowers individual caulborn, allowing them to grow into full thoughtkeeper status. Physically, thoughtkeepers resemble other caulborn—they bear no special markings or badges of office, and in fact are treated no differently by their peers outside of their utilization, as within the hive mind they're simply seen as stronger appendages of the same greater being.

On Golarion, caulborn thoughtkeepers are most reliably found deep beneath Kaer Maga in the city of Xavorax, communing with Anamnesis, the hive's resident chrestomath.





Cereberic Cyst

This floating, purple brain has occult sigils glowing on its surface and tentacles made of ectoplasm.

CEREBERIC CYST

CR 7


XP 3,200

NE Tiny ooze

Init +6; **Senses** thoughtsense 30 ft., Perception +16

Aura brain static (30 ft.), mental static (30 ft., DC 19)

DEFENSE

AC 19, touch 19, flat-footed 14 (+4 Dex, +1 dodge, +2 insight, +2 size)

hp 85 (10d8+40)

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

Defensive Abilities evasion, prescience; **Immune** ooze traits

OFFENSE

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

Melee 2 tentacles +13 (2d6 electricity plus empowering strike and psychic sting)

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

Special Attacks empowering strike, psychic sting

Psychic Magic (CL 10th; concentration +14)

 9 PE—*mind thrust III*^{OA} (3 PE, DC 17), *synaptic pulse*^{OA} (3 PE, DC 17)

Spell-Like Abilities (CL 10th; concentration +14)

 Constant—*enshroud thoughts*^{OA}

 At will—*charm monster* (DC 18), *dominate person* (DC 19), *mind thrust II*^{OA} (DC 16), *synesthesia*^{OA} (DC 17), *telekinetic projectile*^{OA}

STATISTICS

Str 4, **Dex** 19, **Con** 18, **Int** 15, **Wis** 22, **Cha** 19

Base Atk +7; **CMB** +9; **CMD** 22 (can't be tripped)

Feats Defensive Combat Training, Dodge, Great Fortitude, Iron Will, Weapon Finesse

Skills Bluff +14, Diplomacy +6, Fly +20, Perception +16, Sense Motive +16, Stealth +15

Languages Aklo (can't speak), Common (can't speak); telepathy 100 ft.

ECOLOGY

Environment any ruins or underground

Organization solitary, pair, flight (3-6), or colony (7-12)

Treasure incidental

SPECIAL ABILITIES

Brain Static (Su) While within 30 feet of a cereberic cyst, creatures take a -2 penalty on all saves against the cereberic cyst's attacks, spells, and other abilities. This is a mind-affecting effect.

Empowering Strike (Su) When a cereberic cyst hits a target creature with a tentacle attack, after resolving the damage it can, as a swift action, use one of its spell-like abilities without provoking attacks of opportunity.

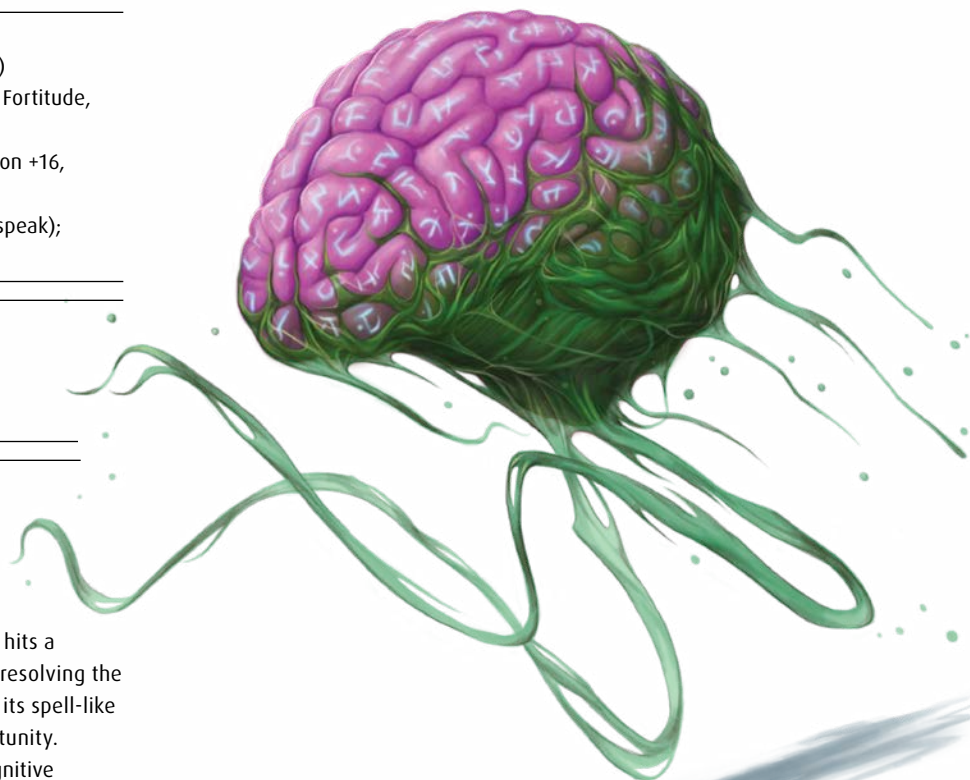
Prescience (Su) A cereberic cyst's limited precognitive ability grants it a +2 insight bonus on initiative checks, on

Reflex saves, and to Armor Class. Cereberic cysts are never surprised or flat-footed.

Psychic Sting (Su) Creatures hit by a cereberic cyst's tentacle must succeed at a DC 19 Fortitude saving throw or take 1d6 points of Intelligence damage. When a cereberic cyst deals Intelligence damage, it regains 1d6 hit points. This attack deals twice as much Intelligence damage and heals the cereberic cyst of twice as much damage if the victim can cast psychic spells (including by virtue of possessing the psychic magic universal monster ability) or has the Psychic Sensitivity feat. The save DC is Constitution-based.

While a typical brain ooze is content with feeding on and subjugating the minds of lesser beings, cereberic cysts focus on a higher prize. Only the minds of psychic beings sate the vile and cruel hunger of these creatures. Cereberic cysts often manifest greater number of aggressive abilities than their brain ooze cousins, stunning and weakening their quarries' mental defenses before draining their victims' precious intellectual energy through their ectoplasmic tentacles.

A cereberic cyst is willing to devour the power of non-psychic beings, but it gains only minor satisfaction from their mental energy. Psychic creatures, however, are a true delicacy, and cereberic cysts occasionally establish facades such as fake schools for gifted children in order to lure such pliable chattel to them and thus avoid the need for arduous hunts for psychic sensitives.



Introduction

A - D


E - N

O - S

T - Y

Chyzaedu

The massive, wormlike form of this eyeless, beaked beast is draped in shimmering metallic vestments.

CHYZAEDU	CR 10
	
XP 9,600	
LE Gargantuan aberration	
Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +22	
Aura ecstatic hunger (30 ft., DC 19)	
DEFENSE	
AC 24, touch 6, flat-footed 24 (+6 armor, +12 natural, -4 size)	
hp 133 (14d8+70)	
Fort +9, Ref +4, Will +14	
Defensive Abilities 50% chance to negate critical hits and sneak attacks; DR 10/magic; Immune acid, mind-affecting effects; SR 21	
OFFENSE	
Speed 30 ft., burrow 20 ft., climb 20 ft.	
Melee bite +17 (2d8+11 plus grab), claw +17 (2d6+11)	
Space 20 ft.; Reach 20 ft.	
Special Attacks swallow whole (5d6 acid damage, AC 16, 13 hp)	
Cleric Spells Prepared (CL 10th; concentration +15)	
5th— <i>greater command</i> (DC 20), <i>mass inflict light wounds</i> (DC 20), <i>scrying</i> (DC 20)	
4th— <i>air walk</i> , <i>cure critical wounds</i> , <i>dimensional anchor</i> , <i>sending</i>	
3rd— <i>blindness/deafness</i> (DC 18), <i>deeper darkness</i> , <i>magic circle against good</i> , <i>prayer</i>	
2nd— <i>enthrall</i> (DC 17), <i>shatter</i> (DC 17), <i>silence</i> (DC 17), <i>sound burst</i> (DC 17), <i>spiritual weapon</i>	
1st— <i>cause fear</i> (DC 16), <i>command</i> (DC 16), <i>cure light wounds</i> , <i>divine favor</i> , <i>sanctuary</i> (DC 16), <i>shield of faith</i>	
0— <i>bleed</i> , <i>create water</i> , <i>detect magic</i> , <i>resistance</i>	
STATISTICS	
Str 32, Dex 11, Con 21, Int 16, Wis 21, Cha 14	
Base Atk +10; CMB +25 (+27 bull rush); CMD 35 (37 vs. bull rush, can't be tripped)	
Feats Awesome Blow, Combat Casting, Eschew Materials ^B , Extend Spell, Improved Bull Rush, Intimidating Prowess, Power Attack, Vital Strike	
Skills Climb +16, Diplomacy +16, Intimidate +30, Knowledge (religion) +20, Perception +22, Sense Motive +19, Spellcraft +20, Survival +22	
Languages Aklo, Common, Infernal; telepathy 100 ft.	
SQ alien vestment	
ECOLOGY	
Environment any	
Organization solitary	
Treasure double (7,500 gp of metallic material, other treasure)	
SPECIAL ABILITIES	
Alien Vestment (Su) A chyzaedu wears a sheet of undulating metallic material blessed by its inscrutable	

gods. The chyzaedu treats this garment as a +1 moderate fortification breastplate that provides immunity to mind-affecting effects. The vestment also serves as a divine focus for any spell the chyzaedu casts. This vestment doesn't function for any creature other than the chyzaedu for which it was originally crafted. If a chyzaedu's vestment is stolen or destroyed, the chyzaedu can create a replacement with a month of work.

Ecstatic Hunger Aura (Su) A chyzaedu's zealous drive to consume infects the minds of those around it. Any living creature within 30 feet of a chyzaedu must succeed at a DC 19 Will save or immediately consume any food and beverages (including potions and the like) on its person or within its reach. This effect continues for as long as it takes the creature to consume all the food and beverages within its reach. The creature defends itself normally but takes no other actions while eating and drinking. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Spells Chyzaedu cast divine spells as 10th-level clerics, but they do not gain access to domains or to any other cleric abilities.

Chyzaedu resemble massive pale earthworms, save that each has a hard beak at one end and a knot of short tentacles at the other. Their bodies are extremely flexible and ringed with powerful muscles. Chyzaedu have very efficient, well-developed digestive systems, allowing them to ingest a wide variety of materials, although they prefer to eat sentient creatures in order to share the religious experience of consumption.

Chyzaedu have a ring of tiny eyes around their beaklike maws, mostly hidden by the folds of their skin. These eyes are particularly keen and can dilate to allow the creature excellent night vision. Their eyes are supplemented by the lumpy and irregularly sized parietal eyes that line the area just behind their beaks; these serve as supplemental sensory organs, pinpointing the location of other nearby creatures in contact with the ground. The cloaca at the end of a chyzaedu's body is ringed by five flexible, ridged tentacles, which can wind together to form a clawlike appendage. A chyzaedu has significant control over this appendage and can use it to grasp items, manipulate devices, or cast spells with somatic components.

Millennia ago, chyzaedu formed a brutal empire that subjugated several planets, and their voracious appetites stripped their conquered worlds of flora and fauna. Only the chyzaedu's home planet was spared this depredation, as the giant worms revered the life found there. In a bizarre astronomical accident—which some suspect the inscrutable masters of the Dominion of the Black of



Introduction

A - D

E - N

O - S

T - Y

orchestrating—the cherished chyzaedu homeworld was swallowed by a black hole. This void emitted a strange, singing noise as it did so, along with staccato exhalations reminiscent of cruel laughter.

The surviving chyzaedu saw this catastrophe as a divine revelation, experiencing a species-wide psychic rapture that resonates within all chyzaedu even today. The chyzaedu became zealots, spreading outward into space to preach the sanctity of destruction they call the Deglutitious Void. When the chyzaedu eventually encountered the starfaring collective called the Dominion of the Black, they found their theology to be closely aligned with the destructive philosophies of the Dominion.

Chyzaedu are now firmly ensconced as the priestly caste of the Dominion of the Black and lead the collective's other races in abstruse religious rites. Most of these rites revolve around all-consuming voids, black holes, or gulfs of null space that utterly extinguish all matter. Most notably, chyzaedu orchestrate the biennial ceremony known as the Banquet, in which tens of thousands of sacrifices are hurled into black holes in the hope of evoking the same singing and chuckling exhalations that accompanied the consumption of the chyzaedu homeworld. Although focused on devouring, chyzaedu religion is not eschatological, but instead emphasizes the sanctity of the passage into the void: that is, the rapturous moment of devouring and of being devoured. All moments of swallowing are sacred to the chyzaedu. Creatures ingested by chyzaedu are unlikely to share the chyzaedu's religious appreciation for the event, which puzzles the aberrations.

Chyzaedu are social creatures. They're eager conversationalists, although they eventually bring any discourse around to the topic of religion, consumption, or both. Chyzaedu are often found alongside other races of the Dominion as advisors, diplomats, and spiritual advisors. Despite their great bulk, chyzaedu make excellent spies: they are welcome throughout most of Dominion territory, and few members of the mostly secular Dominion understand the full capabilities of the creatures' divine magic. Chyzaedu rarely congregate with their own kind except during brief periods of mating or when communally presiding over religious services; idle chyzaedu inevitably quarrel with each other about religious minutiae, and such religious quarrels invariably end in violence.

Chyzaedu drape themselves with vestments of a flexible metallic fiber akin to mithral. Each chyzaedu crafts its own garment using secret processes the worm-priests do not share with other races. As few races in the Dominion of the Black use metal, chyzaedu's vestments are both rare and distinctive in their cosmopolitan society. Although chyzaedu

vestments don't function for other races, the 500 pounds of metallic fabric that constitute the garment are worth 7,500 gp.

Unlike most races of the Dominion, chyzaedu have a keen interest in Golarion and make occasional expeditions to the planet. Chyzaedu share a myth similar to the Casmar legend of the Star-Worm—it tells of an interstellar monster that crashed on Golarion eons ago and gave birth to the first purple worms. Chyzaedu track and study purple worms and their variants (in particular, the colossal crimson worms of the Storval Plateau). Some chyzaedu view purple worms as enlightened brutes, devoid of intellect but wholly overwhelmed by the religious fervor of consumption. Other chyzaedu see purple worms as little more than breeding stock, but hope to use them to enhance future generations of their race. The worm-priests find the diverse panoply of deities worshipped on Golarion to be confusing and unnecessary, and are particularly offended by the worship of Rovagug—the Rough Beast's theology of destruction wholly devoid of purpose smacks of apostasy.

Chyzaedu measure of 60 feet in length on average and weigh approximately 5,000 pounds.



Combusted

This creature's vestments are charred black and fused together, and its flesh is a raging inferno surrounded by greasy black smoke.

COMBUSTED

CR 3



XP 800

NE Medium undead (fire)

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

Aura howl of agony (10 ft., DC 13), stench (DC 13, 10 rounds)

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 32 (5d8+10)

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

Immune fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 2 slams +6 (1d6+3 plus 1d6 fire and combustion)

Ranged fire blast +4 touch (3d6 fire)

Special Attacks combustion, fire blast

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** —, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** 17

Feats Toughness^B

ECOLOGY

Environment any

Organization solitary or effigy (2–6)

Treasure none

SPECIAL ABILITIES

Combustion (Su) Curse—slam; *save*

Fort DC 13; *onset* immediate;

frequency 1/round; *effect*

2d6 fire damage, which

ignores fire resistance; *cure* 2

consecutive saves. A creature that

falls below 0 hit points from this

curse spontaneously combusts, dying

instantly. The save DC is Charisma-based.

Fire Blast (Sp) This ability functions

as a kinetic blast from a 5th-level

pyrokineticist.

Howl of Agony (Ex) A combusted

perpetually screams in agony,

forcing each creature within

10 feet to succeed at a DC 13

Will save or be stunned with

fear for 1d4 rounds. On a

successful save, a creature

cannot be affected by

the same combusted's

howl of agony ability

for 24 hours. This is a

mind-affecting fear

effect. The save DC is

Charisma-based.

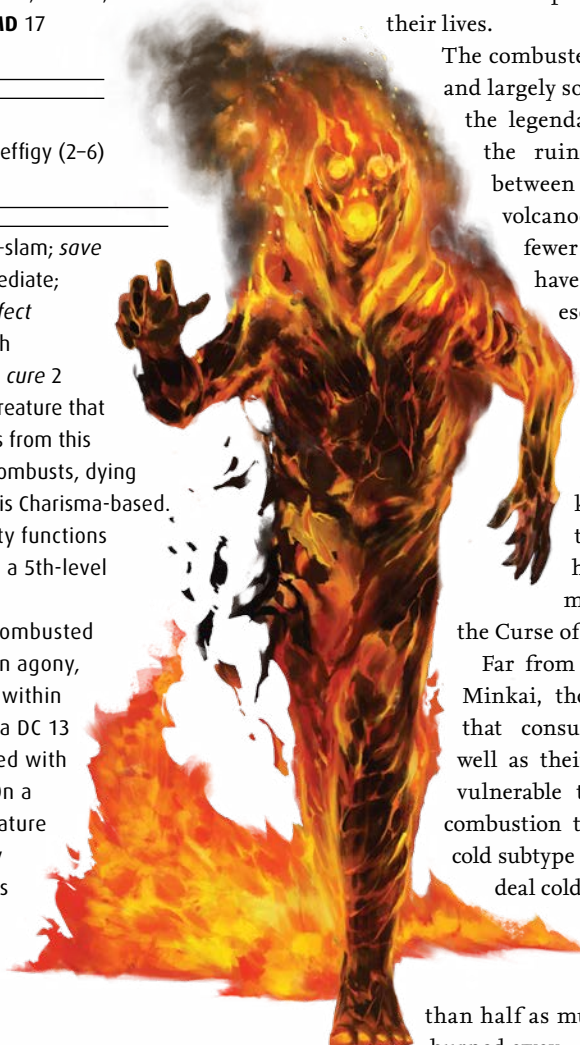
Even scholars of the strange consider most tales of spontaneous combustion to be nothing more than urban legend. But those with deep knowledge of the occult know it is indeed possible for a person to feel a sudden fever come on, only to find the heat within her body rising to incredible levels until she bursts into flames and perishes, leaving behind only a charred corpse. The sudden and violent deaths of such individuals make it easier for dark powers to reanimate their bodies, and sometimes for the victims to return from the dead on their own.

Whatever the method of their return, these undead creatures—known as combusted—all suffer the telltale signs of their demise: their corpses continuously burn and their desiccated flesh is never fully consumed by the flames. Roiling clouds of smoke, thick with the stench of burning skin and hair, surround them at all times, and may reveal a combusted's presence from over a mile away. Potentially appearing at any location known to be a hot spot for undead, these shambling horrors frequently wander into nearby bodies of water in a futile attempt to extinguish the flames that took their lives.

The combusted of the Inner Sea region are rare and largely solitary. One notable exception is in the legendarily haunted lands surrounding the ruined city of Shadun in Qadira, between the volatile Zhonar and Zhoibl volcanoes. Few dare travel there, and even fewer return, yet several of those who have visited that ash-cloaked land and escaped tell of ember-eyed creatures lurking in the night. More than once, while telling such tales, an explorer has burst into flames and quickly resurrected as a violent combusted. No one knows what links Shadun and this terrible end, but the phenomenon has happened enough times that many in southern Qadira know it as the Curse of Last Ash.

Far from the Inner Sea region, in distant Minkai, those exposed to the black flames that consumed the Shojinawa manor—as well as their descendants—found themselves vulnerable to an odd form of spontaneous combustion that leads to combusted with the cold subtype instead of the fire subtype and that deal cold damage instead of fire damage.

A typical combusted stands the same height as the creature it was in life, but weighs less than half as much, since much of its matter has burned away.





Introduction

A - D

E - N

O - S

T - Y

Contemplative, Enlightened

Resembling an enlarged brain with an atrophied humanoid body attached, this floating creature pulses with energy.

ENLIGHTENED CONTEMPLATIVE CR 5



XP 1,600

N Medium monstrous humanoid

Init +5; **Senses** blindsight 30 ft., darkvision 60 ft., thoughtsense 60 ft.; **Perception** +17

DEFENSE

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

hp 40 (9d10-9)

Fort +4, **Ref** +7, **Will** +9, +4 vs. mind-affecting effects

Defensive Abilities psychic buffer

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +9 (1d4) or

touch +4 (phrenic disruption)

Special Attacks phrenic disruption (DC 19)

Spell-Like Abilities (CL 9th; concentration +14)

Constant—*mage hand*, *thought shield I*^{OA}, *thoughtsense*^{OA}, *tongues*

At will—*detect thoughts* (DC 17)

Psychic Magic (CL 9th; concentration +14)

12 PE—*detect magic* (0 PE), *hypercognition*^{OA}

(2 PE), *instigate psychic duel*^{OA} (2 PE,

DC 17), *mind thrust II*^{OA} (2 PE,

DC 17), *mindlink*^{OA} (1 PE),

mindscape door^{OA} (3 PE,

DC 18), *psychic asylum*^{OA}

(5 PE), *synaptic pulse*^{OA}

(3 PE, DC 18), *thought*

shield III^{OA} (4 PE)

STATISTICS

Str 10, **Dex** 12, **Con** 9, **Int** 26,

Wis 17, **Cha** 21

Base Atk +9; **CMB** +9; **CMD** 25

Feats Alertness, Combat

Casting, Flyby Attack, Great

Fortitude, Improved Initiative

Skills Bluff +14, Diplomacy +14,

Fly +21, Knowledge (arcana,

geography, history, planes) +17,

Linguistics +17, Perception +17,

Sense Motive +14, Spellcraft +17,

Stealth +13

Languages telepathy 300 ft.; *tongues*

SQ thought form

ECOLOGY

Environment any urban

Organization solitary, band (2-5), or

entourage (1 plus 2-4 contemplatives)

Treasure standard

SPECIAL ABILITIES

Phrenic Disruption (Su) An enlightened

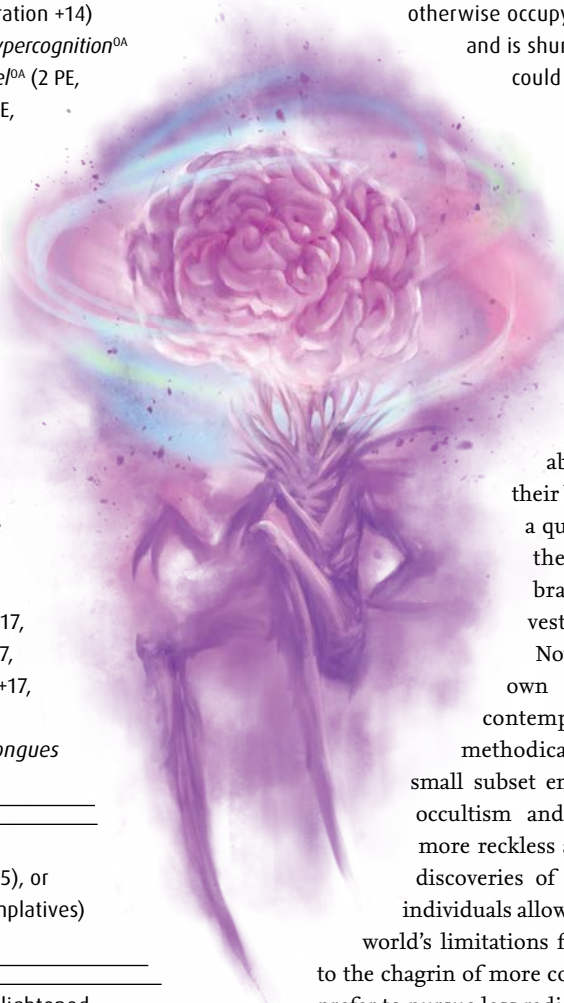
contemplative using its thought form ability can disrupt the thoughts of a creature as an incorporeal touch attack. The target must succeed at a DC 19 Will saving throw or be staggered for 1d4 rounds; multiple touches reset the duration but do not stack. At the start of a turn in which it is staggered by this ability, a creature must succeed at a second Will saving throw or take 1 point of Intelligence damage. This is a mind-affecting effect. The save DC is Charisma-based.

Psychic Buffer (Su) An enlightened contemplative generates a field of mental interference that absorbs hostile attacks. Whenever the enlightened contemplative would take hit point damage from a mind-affecting effect, it reduces the damage taken by 5. In addition, it adds its Charisma modifier as a deflection bonus to its Armor Class.

Thought Form (Su) As a move action, an enlightened contemplative can transform into a translucent figure of pure thought, during which time it is incorporeal and can use its phrenic disruption ability. It can remain in this form for a number of rounds per day equal to its Hit Dice (typically 9 rounds). If the effect ends while the enlightened contemplative is in a space it could not otherwise occupy, it takes 3d6 points of damage and is shunted to the nearest open space it could occupy.

Long ago, Akiton's legendary Contemplatives of Ashok (*Pathfinder Campaign Setting: Distant Worlds* 6c) were a race of relatively ordinary humanoids. As they came into the fullness of their intelligence, however, they unlocked great psychic abilities that slowly rendered their bodies unnecessary, resulting in a quick evolutionary march toward their current forms—floating brains attached to withered, vestigial bodies.

Now in direct control of their own evolutionary progress, most contemplatives choose to advance methodically and scientifically. Yet a small subset engaged in daring research into occultism and the Esoteric Planes favor a more reckless approach. The most impressive discoveries of these self-styled “enlightened” individuals allow them to transcend the material world's limitations for brief periods of time, much to the chagrin of more conservative contemplatives, who prefer to pursue less radical methods than their peers.



Dark Empath

This gaunt, hunched humanoid's unblinking eyes stare out from a pale face wrapped in dark cloth.

DARK EMPATH

CR 2



XP 600

CN Small humanoid (dark folk)

Init +4; **Senses** see in darkness; Perception +9

DEFENSE

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

hp 19 (3d8+6)

Fort +3, **Ref** +7, **Will** +3

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk dagger +8 (1d3-1/19-20 plus poison)

Special Attacks death throes, infectious emotion, sneak attack +1d6

Psychic Magic (CL 3rd; concentration +5)

3 PE—*mind thrust*^{10A} (1 PE, DC 13), *paranoia*^{0A} (1 PE, DC 13),
thought echo^{0A} (1 PE, DC 13)

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

At will—*darkness*, *detect magic*

STATISTICS

Str 9, **Dex** 19, **Con** 14, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +2; **CMB** +0; **CMD** 15

Feats Empath^{0A}, Weapon

Finesse

Skills Climb +7, Perception +9,

Stealth +14; **Racial**

Modifiers +4 Climb, +4

Perception, +4 Stealth

Languages Dark Folk,

Undercommon

SQ poison use

ECOLOGY

Environment any
underground

Organization solitary, pair, gang
(3-6), or clan (20-80 dark
creepers plus 1 dark stalker
and dark empath per 20
dark creepers)

Treasure standard (mwk
dagger, black smear [2 doses,
Bestiary 54], other treasure)

SPECIAL ABILITIES

Death Throes (Su) When a dark empath dies, it unleashes a burst of chaotic emotion. Each creature within a 10-foot burst must succeed at a DC 13 Will save or become confused, as per the spell *lesser confusion*. All other dark empaths within 10 feet automatically fail this save as the uncontrolled emotion overwhelms them.

Infectious Emotion (Sp) A dark empath devours emotion.

When the emotion it consumes becomes overwhelming, the dark empath flings it out with abandon, inflicting wild emotional states on enemies and kin alike. Whenever a dark empath is under an emotion or fear effect, it can spend a swift action on its turn to affect a living creature within 30 feet as if by either the *rage* or *lesser confusion* spell for 1 round, and the duration of all emotion and fear effects on the dark empath decreases by 1 time increment (1 round if the spell is measured in rounds per level, etc.). It can use this ability even if an emotion or fear effect would normally prevent it from acting.

Among the subterranean dark folk, individuals occasionally emerge with the ability to meddle with the emotions of those around them. These dark empaths comport themselves with unusual calmness, and many claim to feel no emotion at all. Despite this, dark empaths can take on the emotional states of those around them, making their actions difficult to predict. As even their own kin find them unsettling, they generally migrate to the fringes of dark folk society. However, dark callers and other evil members of the dark folk race—typically those associated with the alien owb (*Pathfinder RPG Bestiary* 4 210)—occasionally assemble dark empaths into silent cabals. These more sinister dark folk use their brethren to manipulate dark stalkers—the leaders of the dark folk race—or to search out dissent against a community's owb mastermind.

Dark empaths delight in manipulating the emotions of their targets, particularly of humanoids who have become lost underground, magnifying their fear and confusion. Some dark empaths become addicted to certain strong emotions, and go to great lengths to provoke them. Given the dark folk's penchant for mayhem, most of these attempts are quite destructive for their targets. Groups of dark empaths are especially dangerous, as

they feed off of each other's emotions and are often prone to frenzied displays of hysterical pique.

Most dark empaths stand just under 4 feet tall and weigh 60 pounds. Their shadowy wrappings often appear to be looser than those of other dark folk, as though their bodies were subtly expanding and contracting.





Introduction

A - D

E - N

O - S

T - Y

Demon, Painajai

The eight spider eyes of this pale, towering humanoid glisten hungrily, and its mouth contains dozens of sharp teeth. It carries a barbed spear with a long, clinking chain attached to its end.

PAINAJAI

CR 14



XP 38,400

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

Init +7; **Senses** darkvision 60 ft., true seeing; Perception +21

Aura mental static (DC 21)

DEFENSE

AC 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)

hp 203 (14d10+126)

Fort +18, **Ref** +12, **Will** +10

DR 10/good; **Immune** electricity, poison, sleep; **Resist** acid 10, cold 10, fire 10; **SR** 25

OFFENSE

Speed 40 ft., climb 40 ft.

Melee +1 cold iron spear +23/+18/+13 (2d6+13/19-20/x3), bite +16 (1d8+4) or bite +21 (1d8+12)

Ranged +1 cold iron spear +18 (2d6+9/19-20/x3)

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

Special Attacks chain-spear

Psychic Magic (CL 14th; concentration +18)

25 PE—*cognitive block*^{OA} (3 PE, DC 17), *confusion* (4 PE, DC 18), *fear* (4 PE, DC 18), *greater oneiric horror*^{OA} (4 PE, DC 18), *hungry pit*^{APG} (5 PE, DC 19), *mental barrier II*^{DA} (3 PE), *mirage arcana* (5 PE, DC 19), *nightmare* (5 PE, DC 19), *phantasmal killer* (4 PE, DC 18), *synaptic pulse*^{OA} (3 PE, DC 17)

Spell-Like Abilities (CL 14th; concentration +18)

Constant—*true seeing*

1/day—*summon* (level 6, 1 painajai 35%)

STATISTICS

Str 27, **Dex** 16, **Con** 29, **Int** 18, **Wis** 18, **Cha** 19

Base Atk +14; **CMB** +23; **CMD** 36

Feats Combat Reflexes, Improved Critical (spear), Improved Initiative, Improved Vital Strike, Iron Will, Vital Strike, Weapon Focus (spear)

Skills Acrobatics +20 (+24 when jumping), Bluff +21, Climb +33, Intimidate +21, Knowledge (local) +18, Knowledge (nature) +18, Knowledge (planes) +21, Perception +21, Stealth +16, Survival +21

Languages

Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ dreamwalker

ECOLOGY

Environment any (Abyss or Dimension of Dreams)

Organization solitary

Treasure standard (+1 cold iron spear, other treasure)

SPECIAL ABILITIES

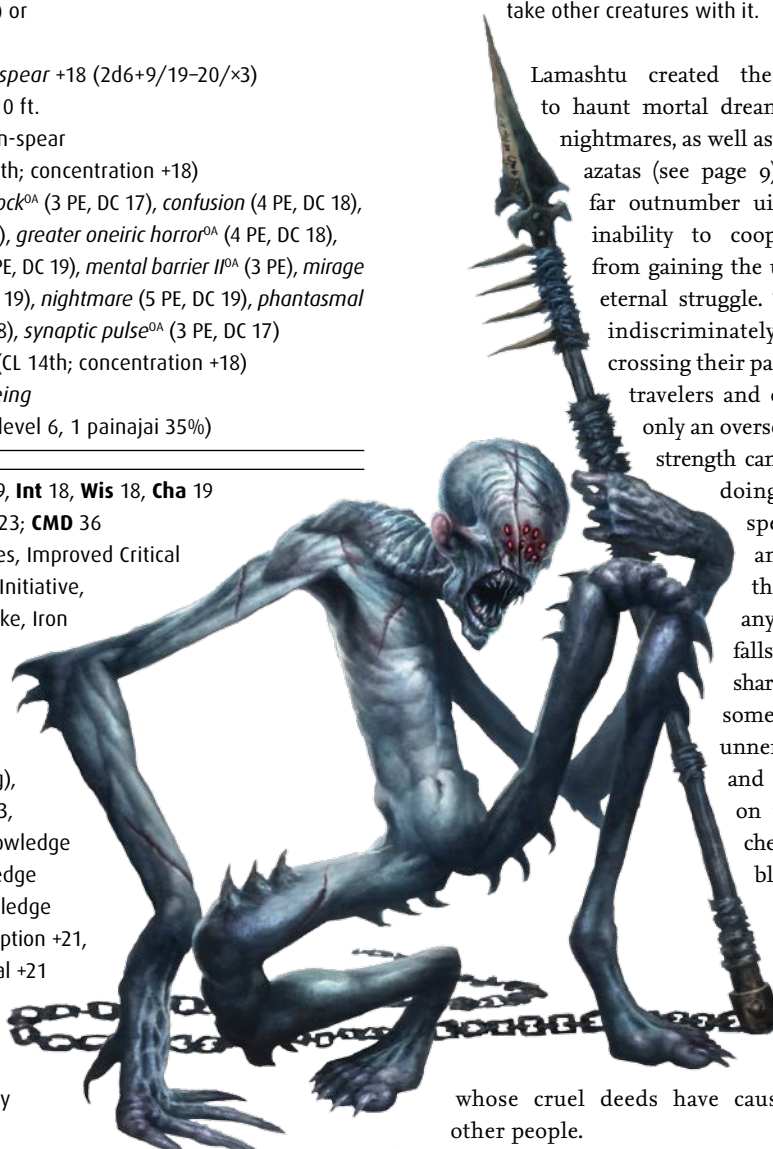
Chain-Spear (Ex) A painajai can hurl its spear at a target within 50 feet with no range penalty. If the attack hits, the painajai can immediately yank the chain to attempt a reposition^{APG} or trip combat maneuver check against the target. The painajai is considered to have the Improved Reposition^{APG} and Improved Trip feats when performing these maneuvers with its spear only. A reposition combat maneuver performed in this way can only move the target closer to the painajai. The painajai can recover its spear as a swift action.

Dreamwalker (Su) A painajai can travel between the Abyss and the Dimension of Dreams at will, as per *dream travel*^{OA}, except that it cannot enter any other planes or take other creatures with it.

Lamashtu created the painajai demons to haunt mortal dreams and watch their nightmares, as well as to hunt lone uinuja azatas (see page 9). Though painajais far outnumber uinujas, the demons' inability to cooperate keeps them from gaining the upper hand in their eternal struggle. These demons also indiscriminately attack anyone crossing their path, including dream travelers and other painajais, and only an overseer of overwhelming strength can prevent them from doing so. Painajais speak in a throaty and resonating voice that seems to abrade any ear upon which it falls. They grind their sharp teeth compulsively, sometimes on purpose to unnerve their opponents, and may even chew on the insides of their cheeks to produce a bloody, filthy froth.

Painajais stand 10 feet tall and weigh about 800 pounds. These demons form from the souls of mortals

whose cruel deeds have caused nightmares in other people.



Derro Magister

This pale blue humanoid has bright white eyes and long, light hair adorned with a spiked, gem-encrusted coronet.

DERRO MAGISTER

CR 5



XP 1,600

CE Small humanoid (derro)

Init +7; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 19, touch 14, flat-footed 16 (+2 armor, +3 Dex, +3 natural, +1 size)

hp 52 (7d8+21)

Fort +7, **Ref** +5, **Will** +8

Immune mind-affecting; **SR** 16

Weaknesses vulnerable to sunlight

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +10 (1d4+3)

Special Attacks cytillesh stare, puppeteer, sneak attack +3d6

Psychic Magic (CL 6th; concentration +9)

20 PE—*babble*^{OA} (2 PE, DC 15), *battlemind link*^{UM} (4 PE), *greater synaptic pulse*^{OA} (4 PE, DC 17), *mad hallucination*^{UM} (2 PE, DC 15), *mind probe*^{OA} (4 PE, DC 17), *mindwipe*^{OA} (4 PE, DC 17), *paranoia* (1 PE, DC 14), *placebo effect*^{OA} (2 PE), *synaptic overload*^{OA} (4 PE, DC 17), *synaptic scramble*^{OA} (3 PE, DC 16), *synesthesia*^{OA} (3 PE, DC 16),

Spell-Like Abilities (CL 6th; concentration +9)

At will—*id insinuation II*^{OA} (DC 16), *modify memory* (DC 17)

STATISTICS

Str 15, **Dex** 17, **Con** 16, **Int** 16, **Wis** 5, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 19

Feats Combat Casting, Great Fortitude, Improved Initiative, Weapon Finesse

Skills Craft (alchemy) +13, Knowledge (arcana) +10, Perception +4, Spellcraft +10, Stealth +14

Languages Aklo, Undercommon

ECOLOGY

Environment any underground

Organization solitary, squad (1 plus 5–8 derros), or cabal (3 plus 11–20 derros and 30% noncombatants)

Treasure NPC gear (leather armor, mwk club, robes, 10 vials of poison, other treasure)

SQ psychic incoherence

SPECIAL ABILITIES

Cytillesh Stare (Ex) The cytillesh pumping through a derro magister's brain grants it a powerful stare that psychically transfers the essence of cytillesh into various parts of its target's mind and body. This effect works like the hypnotic stare of an 8th-level mesmerist with the painful stare ability and all seven of the base mesmerist's bold stares. When the cytillesh stare ends, the affected creature automatically forgets all that occurred while it was under the stare's effects. This is a mind-affecting poison effect.

Psychic Incoherence (Su) A magister is afflicted by madness, and must use its Charisma modifier on Will saves instead of its Wisdom modifier. Additionally, creatures attempting to read a magister's mind must succeed at a DC 16 Will save or take 5d6 points of damage from mental anguish; this is a mind-affecting effect.

Puppeteer (Su) As a standard action, a derro magister can target one willing creature within 30 feet, which can take an immediate action to perform one full turn's worth of actions (either a full-round action or a standard and move action) of the magister's choice. While affected by this ability, the creature does not suffer from incapacitating effects such as being stunned, staggered or paralyzed that would prevent it from taking actions or reduce the actions it can take, and such effects don't prevent it from taking the immediate action to take advantage of this ability.

Vulnerable to Sunlight (Ex) A derro magister takes 2 points of Constitution damage after every hour it's exposed to sunlight.

Ingesting high doses of the fungus cytillesh imbues derros who survive the experience with heightened mental abilities that make them capable of muddling the minds and memories of their foes.





Devil, Mnemor

This ghoulish figure wears a tattered robe and stares with milky-white eyes, a proboscis-like tongue snaking out over its distended jaw.

MNEMOR

CR 5



XP 1,600

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

Init +8; **Senses** darkvision 60 ft., *detect magic*, *detect thoughts*, see in darkness; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 57 (6d10+24)

Fort +6, **Ref** +9, **Will** +7

Immune fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 30 ft.

Melee 2 claws +11 (1d6+4), proboscis +10 touch (memory siphon)

Special Attacks memory siphon

Psychic Magic (CL 6th; concentration +9)

16 PE—*aversion*^{OA} (2 PE, DC 15), *calm emotions* (2 PE, DC 15), *confusion* (4 PE, DC 17), *deja vu*^{OA} (1 PE), *invisibility* (2 PE)

Spell-Like Abilities (CL 6th; concentration +9)

Constant—*detect magic*, *detect thoughts*

At will—*greater teleport*, *suggestion* (DC 15)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures 50%)

STATISTICS

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

Base Atk +6; **CMB** +10; **CMD** 24

Feats Improved Initiative, Power Attack, Weapon Focus (claw)

Skills Bluff +12, Diplomacy +12, Knowledge (religion) +11, Knowledge (planes) +16, Knowledge (all others) +8, Perception +11, Sense Motive +11, Spellcraft +12, Stealth +13, Use Magic Device +9;

Racial Modifiers +4 Knowledge

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

SQ easily forgotten

ECOLOGY

Environment any (Hell)

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Easily Forgotten (Su) A mnemor devil's

appearance and presence are difficult to fix in one's mind. Once a mnemor devil moves out of line of sight of a creature (or otherwise becomes unseen), that creature must succeed at a DC 16 Will save or be unable recall the last known

location or direction of the devil. Such a creature cannot recall the details or nature of their encounter with the devil, though it retains a vague recollection that the encounter occurred. The mnemor can choose to suppress this ability.

Memory Siphon (Sp) A creature struck by a mnemor devil's proboscis suffers the effect of the *memory lapse*^{APG} spell with no saving throw. Additionally, the mnemor devil can choose to attempt to affect the creature as with the *repress memory*^{OA} spell (DC 16 Will save negates)—the spell targets the creature struck, rather than the mnemor devil itself, and spell resistance applies. If the target is a willing creature, the mnemor devil may alter memories of any length, as if through multiple applications of *repress memory*^{OA}.

Some memories are too traumatic to bear; some secrets are too dangerous to keep. When mortals need their memories stripped away, their desperation sometimes drives them to seek out the aid of mnemor devils, creatures that steal and bestow memories in the service of their infernal lords. While memory devils always keep

their bargains, those who anger them may find that their altered memories cause more trouble than the originals. Mnemor devils are particularly skilled in

the subtle manipulation of memory to drive mortals' actions in destructive directions or even trick them into making the same bargain again and again as the mortal unearths the unbearable secret on her own, paying the devil each time. The most skilled among them subtly alter the false memories they grant to those who would bargain with them in ways that cast the subjects' true memories in a different light, making memories of affectionate smiles seem to take on smirking undertones, or adding sly malice to memories of innocent comments. The bargainer finds himself driven into maddening doubt about the intentions of everyone he thought he knew, suspicion tainting all his interactions.

Mnemor devils themselves possess eidetic memories, and can recall with perfect clarity any memory they have bought or stolen from a mortal, making them valuable repositories of eclectic knowledge. Those seeking such knowledge might be tempted to seek a deal of their own, and mnemor devils are more than happy to trade one memory for another—though those who strike such bargains find that the mnemor devil nearly always comes out ahead.

A mnemor devil stands approximately 6 feet tall and weighs 170 pounds.



Introduction

A - D

E - N

O - S

T - Y

Dreamthief Hag

This hideously gaunt woman has tangled white hair, goatlike horns, and menacing eyes that blaze with green light.

DREAMTHIEF HAG

CR 11



XP 12,800

NE Medium outsider (evil, extraplanar)

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

DEFENSE

AC 27, touch 16, flat-footed 21 (+6 Dex, +11 natural)

hp 149 (13d10+78)

Fort +14, **Ref** +10, **Will** +12

DR 10/cold iron and magic; **Immune** cold, fire, mind-affecting effects; **SR** 26

OFFENSE

Speed 30 ft.; fly 20 ft. (clumsy)

Melee bite +20 (2d10+6/19–20 plus mind block), 2 claws +14 (2d6+6)

Special Attacks dream theft, mind block

Psychic Magic (CL 10th; concentration +15)

15 PE—*dream council*^{OA} (5 PE, DC 20), *dream scan*^{OA} (5 PE, DC 20), *dream travel*^{OA} (6 PE)

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*detect magic*, see *alignment*^{MC}

At will—*deep slumber* (DC 18),

etherealness, *invisibility*, *magic missile*

STATISTICS

Str 23, **Dex** 23, **Con** 22, **Int** 20, **Wis** 18,

Cha 21

Base Atk +13; **CMB** +19; **CMD** 35

Feats Combat Casting, Deceitful, Flyby Attack, Improved Critical (bite), Mounted Combat, Trample, Weapon Focus (bite)

Skills Bluff +25,

Diplomacy +21, Disguise +25,

Fly –2, Intimidate +21, Knowledge (arcana) +21,

Knowledge (planes) +21, Perception +20,

Ride +19, Sense Motive +20, Spellcraft +18,

Stealth +22

Languages Abyssal, Aklo, Celestial,

Common, Infernal

SQ change shape (any humanoid or cat;

alter self or *beast shape II*), dreamstone

ECOLOGY

Environment any (Dimension of Dreams)

Organization solitary, mounted (1 plus

1 advanced nightmare), or coven (1 plus

2 hags of any type)

Treasure standard

SPECIAL ABILITIES

Dream Theft (Su) While in the same space as a dreaming creature, or when touching

the boundary of a dreamscape, the hag can force the dreaming creature into a lucid body and enter its dreamscape—this is a full-round action that provokes attacks of opportunity. If the hag deals enough damage to kill the lucid body (despite the dreamer's ability to perform impossible deeds), instead of the dreamer waking up harmlessly, the hag can trap the creature's dreaming mind in her dreamstone (see below), causing its body to remain in a mindless coma indefinitely (even magic like *miracle* and *wish* can at best transport the caster to the location of the trapped mind).

Dreamstone (Su) Every dreamthief hag carries a dreamstone—a gemstone crafted from the petrified tears of a dream dragon and worth at least 2,200 gp. The stone is psychically attuned by the hag's spirit and proximity. If the hag dies or is no longer in possession of her stone, it remains attuned for only 24 hours. The dreamstone can hold up to 20 dreaming minds stolen by the hag. A dreamthief hag can release a stored mind, sifting out its essence, to regain 2 PE. The mind then returns to its body, but the hag's tampering usually inflicts deep mental scars, resulting in new phobias, nervous ticks, or sleep disorders.

A dreamthief hag can use her dream theft ability and *etherealness* only if she has her dreamstone.

Mind Block (Su) A creature bitten by a dreamthief hag cannot cast spells or attempt Intelligence checks or Intelligence-based skill checks for 1 round. Creatures with at least 1 mythic rank are immune to this ability. This is a poison effect.



These more powerful cousins of night hags often wander the Dimension of Dreams, stealing dreaming minds, trapping them within dreamstones, and selling them to the highest bidder.

While few denizens of any plane trust dreamthief hags, some welcome them as merchants. Many powerful evil beings find captured minds to be useful components in dark rituals or profane research.

Even those who hold dreamthief hags in contempt are careful not to offend them, for their bite contains a venom capable of temporarily paralyzing a victim's mind, and the hags have few scruples about capturing even longtime commercial partners' minds if the hags feel they have been disrespectful. While it's difficult to determine exactly what harm befalls the minds in dreamthief hags' care, those who have been released by them are never quite the same, and rarely have a nightmare-free night of sleep again.



Duergar Tyrant

The dull gray skin of this dwarf ripples with kinetic power.

DUERGAR TYRANT

CR 3



XP 800

Duergar tyrant geokineticist 3 (*Pathfinder RPG Occult Adventures* 10)

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +8

DEFENSES

AC 16, touch 11, flatfooted 15 (+1 Dex, +5 armor)

hp 37 (3d8+12)

Fort +7, **Reflex** +4, **Will** +3; +2 vs. spells or +4 vs. psychic spells

Defensive Abilities psychic resilience; **DR** 1/adamantine;

Immune paralysis, phantasms, poison; **SR** 14

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Ranged earth blast +4 (2d6+6)

Special Attacks kinetic blast

Psychic Magic (CL 3rd; concentration +3)

5 PE—*ironskin*^{MC} (2 PE), *mind thrust*^{IOA} (1 PE)

Kineticist Wild Talents Known

Defense—flesh of stone

Infusions—extended range, kinetic blade (2d6)

Kinetic Blasts—earth blast (2d6+6)

Utility—basic geokinesis, kinetic cover

STATISTICS

Str 16, **Dex** 13, **Con** 19, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 16 (20 vs. bull rush and trip while on solid ground)

Feats Point-Blank Shot, Weapon Focus (earth blast)

Skills Intimidate +4, Knowledge (dungeoneering) +6, Perception +8 (+10 related to stonework), Stealth +10;

Racial Modifiers +2 Perception related to stonework, +4 Stealth

Language Common, Dwarven, Undercommon

SQ burn (1/round, maximum 7), elemental overflow +1, slow and steady, stability, telekinetic adept

ECOLOGY

Environment any underground

Organization solitary, squad (1 plus 6–12 duergar plus 3 sergeants of 3rd level and 1 leader of 3rd–8th level), or clan (1 plus 13–18 duergar, 25% noncombatant children, 1 sergeant of 3rd level per 5 adults, 3–6 lieutenants of 3rd–6th level, and 1–4 captains of 9th level)

Treasure NPC gear (+1 *chain shirt*, 400 gp)

One in a hundred births brings forth a duergar bestowed with powerful psychic gifts. When such children grow into their powers, they often become authoritarian members of their clans known as tyrants.

Duergar Tyrant Characters

Duergar tyrants are defined by their class levels—they do not have racial Hit Dice. A duergar tyrant's Challenge Rating is equal to her class level. Duergar tyrants have all of the racial traits of duergar characters (*Pathfinder RPG Bestiary* 117) except spell-like abilities, in addition to the following.

+2 Strength, +4 Constitution, +2 Wisdom, –2 Charisma:

Duergar tyrants are strong, hardy, and willful. These ability score modifiers replace the standard duergar ability score modifiers.

Telekinetic Adept: A duergar tyrant has access to the basic telekinesis, kinetic form, telekinetic finesse, telekinetic haul, and telekinetic invisibility kineticist wild talents with an effective kineticist level equal to her total character level.

Psychic Magic: Duergar tyrants can cast *ironskin* (2 PE) and *mind thrust I* (1 PE) as per the psychic magic universal monster rule (see page 2). The caster level is equal to the duergar tyrant's total character level. Duergar tyrants have a reservoir of 5 PE per day.

Psychic Resilience (Ex): Duergar tyrants' racial bonus against spells and spell-like abilities increases from +2 to +4 on saving throws against psychic spells and spell-like abilities.

Spell Resistance: A duergar tyrant has spell resistance equal to 11 + her character level.



Introduction

A - D

E - N

O - S

T - Y

Echohusk

This hulking humanoid's body is covered in decaying skin and filthy fur. Its milky-white eyes show no hint of intelligence.

BUGBEAR ECHOHUSK

CR 1



XP 400

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 shield)

hp 19 (3d8+6)

Fort +3, **Ref** +2, **Will** +3; -4 against psychic spells and effects

Immune undead traits

Weaknesses vulnerable to psychic magic

OFFENSE

Speed 30 ft.

Melee morningstar +6 (1d8+4) or
slam +6 (1d6+4)

Ranged javelin +3 (1d6+4)

STATISTICS

Str 18, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +6; **CMD** 17

SQ psychic servitude, shattered psyche (DC 13)

ECOLOGY

Environment any

Organization any

Treasure NPC gear (leather armor, light wooden shield, 3 javelins, morningstar, other treasure)

Echohusks are the walking corpses of creatures slain by powerful psychic attacks and animated by the mental energies that caused their deaths. The mind and soul of an echohusk are erased from its being, leaving nothing but the psychic echo of the creature that scoured its mind.

Left unattended, echohusks do little other than attack creatures that disturb them. However, anyone who creates an echohusk possesses an innate mental link to the undead creature, and is able to command the echohusk to perform whatever gruesome tasks she desires.

Echohusks are common in and around Geb, where death from the powerful mental attacks of psychic spellcasters—even liches—is an all too common occurrence. In such areas, echohusks are found in groups, obeying the commands of their dark masters. In the deep reaches of the underworld, where lost travelers or wayward patrols might encounter psychic horrors like neothelids, masterless echohusks are more common; the ancient and terrible creatures that happen to spawn them typically have little use for mindless servants.

Many psychic creatures have attempted to perfect the technique of creating echohusks, but only the attacks of the incorporeal undead known as psychic stalkers (see page 45) can create echohusks without fail. The horrific nature of psychic stalkers is likely the reason for this phenomenon.

Creating an Echohusk

"Echohusk" is an acquired template that can be added to any living, intelligent corporeal creature, referred to hereafter as the base creature.

Challenge Rating: This depends on the creature's new total number of Hit Dice, as given below.

HD	CR	XP
1	1/4	100
2	1/2	200
3-4	1	400
5-6	2	600
7-8	3	800
9-10	4	1,200
11-12	5	1,600
13-15	6	2,400
16-17	7	3,200
18-20	8	4,800
21-24	9	6,400
25-28	10	9,600

Alignment: Always neutral evil.

Type: The creature's type changes to undead. It retains any subtypes except for alignment subtypes (such as good) and subtypes that indicate kind (such as giant). It doesn't gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The creature's natural armor bonus is based on the echohusk's size, indicated below.

Echohusk Size	Natural Armor Bonus
Small or smaller	+0
Medium	+1
Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Hit Dice: An echohusk retains the number of HD the base creature possessed (except those from class levels), and gains a number of additional Hit Dice given on the following table. An echohusk uses its Charisma modifier (instead of its Constitution modifier) to determine bonus hit points.

Echohusk Size	Bonus Hit Dice
Medium or smaller	—
Large	+1
Huge	+2
Gargantuan	+4
Colossal	+6

Saves: Base save bonuses are Fortitude +1/3 Hit Dice, Reflex +1/3 Hit Dice, and Will +1/2 Hit Dice + 2.



Introduction

A - D

E - N

O - S

T - Y

Defensive Abilities: Echohusks lose their defensive abilities and gain all of the qualities and immunities granted by the undead type.

Weaknesses: Echohusks gain the following weakness.

Vulnerable to Psychic Magic (Ex): Echohusks are particularly susceptible to psychic spells and attacks, as the entire force that animates them is composed of psychic energy. They take a -4 penalty on saving throws against psychic spells and effects.

Speed: An echohusk retains all of the base creature's movement speeds. However, its maneuverability for flight drops to clumsy.

Attacks: An echohusk retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It gains a slam attack that deals damage as if it were one size category larger than its actual size.

Special Attacks: An echohusk retains none of the base creature's special attacks.

Ability Scores: An echohusk's Strength score increases by 2. An echohusk has neither a Constitution score or an Intelligence score, its Wisdom score changes to 10, and its Charisma score changes to 14.

BAB: An echohusk's base attack bonus is equal to $3/4$ of its Hit Dice.

Skills: An echohusk has no skill ranks and loses any racial bonuses to skills that the base creature possessed.

Feats: An echohusk loses all feats possessed by the base creature, and doesn't gain feats as its Hit Dice increase.

Special Qualities: An echohusk loses most special qualities of the base creature, but it retains any extraordinary special qualities that improve its melee or ranged attacks. An echohusk gains the following special qualities.

Psychic Servitude (Su): Echohusks are animated not by typical necromantic energies, but rather by the mental energies of a powerful psychic creature. They cannot be commanded or created by *animate dead*, *command undead*, *control undead*, and similar necromancy spells and effects. However, any creature that creates an echohusk with its psychic attacks can command that echohusk as if it had animated it using the *animate dead* spell (up to 4 HD of echohusks per HD of the animating creature, and no one echohusk can possess more than twice the HD of the animating creature). Echohusks under a creature's control don't count against the number of other undead that the creature can control with the *animate dead* spell, the Command Undead feat, or other similar effects.

Shattered Psyche (Ex): Psychic attacks that are powerful enough to destroy minds leave behind a powerful but unstable force that lashes out at those nearby. When an echohusk takes damage from a melee attack, a ranged attack from within 30 feet, or a psychic spell

or effect from any distance, the creature that initiated the attack must succeed at a Will saving throw ($DC = 10 + 1/2$ the echohusk's Hit Dice + the echohusk's Charisma modifier) or take 1 point of Charisma damage and be dazed for 1 round as the psychic energies in the echohusk shatter once more.

Variant: Dread Echohusk

A dread echohusk possesses the psychic residue of the overwhelming fear it felt when it lost its life. It can channel that fear against its foes, but fear is also its greatest weakness.

Special Attacks: Dread echohusks gain the following special attack.

Blast of Dread (Su): As a swift action, the echohusk can unleash a burst of psychic energy, forcing fear into the minds of all nearby creatures. Other creatures within 15 feet of the echohusk must succeed at a Will saving throw ($DC = 10 + 1/2$ the echohusk's Hit Dice + the echohusk's Cha modifier) or become frightened for 1d4 rounds. A creature that succeeds at this saving throw is immune to that dread echohusk's blast of dread for 24 hours.


Weaknesses: Dread echohusks have the following weakness.

Vulnerable to Fear (Su): Though it is a mindless undead, a dread echohusk is not immune to fear effects. In addition, it takes a -4 penalty on Will saving throws to resist such effects.



Egophage

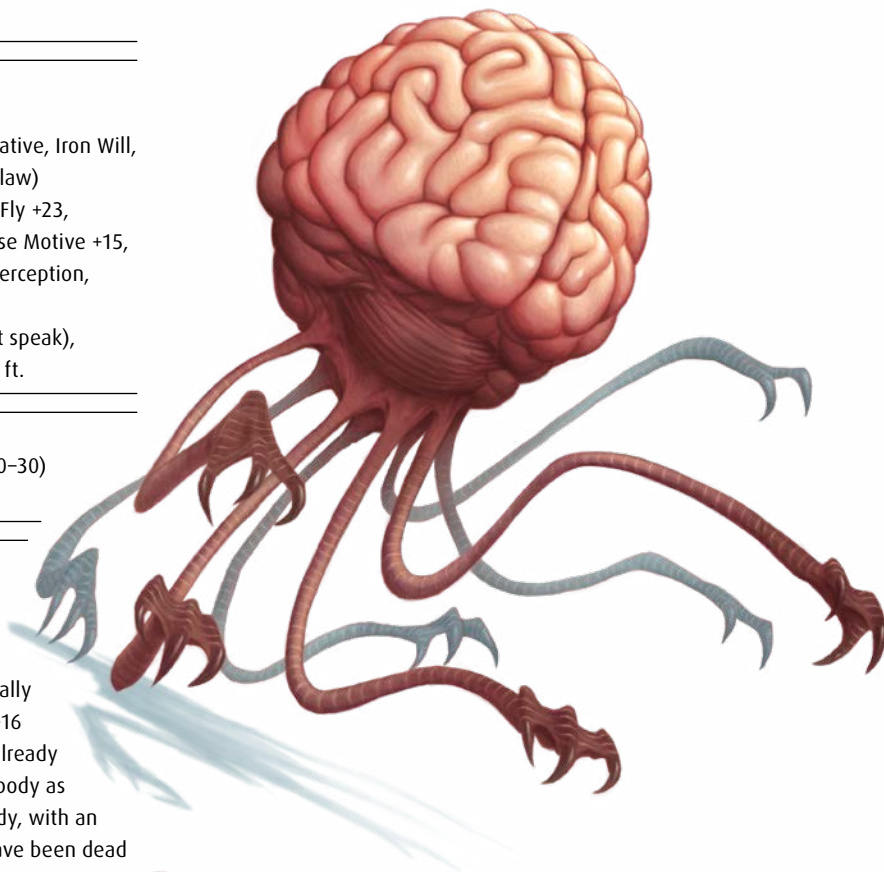
Eight tentacles ending in claws grow from the base of this glistening and gruesome floating brain.

EGOPHAGE	CR 10	
XP 9,600		
CE Small aberration		
Init +11; Senses <i>analyze aura</i> , darkvision 60 ft.; Perception +23		
DEFENSE		
AC 25, touch 19, flat-footed 17 (+7 Dex, +1 dodge, +6 natural, +1 size)		
hp 123 (13d8+65)		
Fort +9, Ref +11, Will +12		
DR 10/adamantine and magic; Immune fire, mind-affecting effects; Resist cold 20, electricity 20, sonic 20; SR 25		
Weaknesses vulnerable to <i>protection from evil</i>		
OFFENSE		
Speed 10 ft., fly 50 ft. (perfect)		
Melee 8 claws +18 (1d4+2 plus attach [once per round if two or more claws hit the same creature])		
Special Attacks body thief		
Psychic Magic (CL 10th, concentration +14) 24 PE— <i>anticipate thoughts</i> ^{OA} (2 PE, DC 16), <i>ego whip IV</i> ^{OA} (6 PE, DC 20), <i>globe of invulnerability</i> (4 PE), <i>id insinuation III</i> ^{OA} (4 PE, DC 17)		
Spell-Like Abilities (CL 10th) Constant— <i>analyze aura</i> ^{OA} At will— <i>invisibility</i> , <i>reduce size</i> (as <i>reduce person</i> but self only and affects aberrations)		
STATISTICS		
Str 15, Dex 25, Con 21, Int 16, Wis 14, Cha 18		
Base Atk +9; CMB +15; CMD 28		
Feats Agile Maneuvers, Dodge, Improved Initiative, Iron Will, Mobility, Weapon Finesse, Weapon Focus (claw)		
Skills Bluff +25, Diplomacy +24, Disguise +25, Fly +23, Knowledge (local) +19, Perception +26, Sense Motive +15, Stealth +35; Racial Modifiers +8 Bluff, +8 Perception, +8 Stealth		
Languages Aklo (can't speak), Common (can't speak), Undercommon (can't speak); telepathy 100 ft.		
ECOLOGY		
Environment any underground		
Organization solitary, brood (4–8), or tribe (10–30)		
Treasure double		
SPECIAL ABILITIES		
Body Thief (Su) As a full-round action that provokes attacks of opportunity, an egophage can attempt to psychically force its way into a helpless, dead, or grappled creature. If successful, it attempts a psychically channeled coup de grace that inflicts 16d4+16 points of damage. If the victim is slain (or already dead), the egophage usurps control of the body as per <i>greater possession</i> ^{OA} cast on a living body, with an unlimited duration. A host body may not have been dead		

for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via a *gentle repose* spell). As long as the egophage occupies the body, it knows and can speak any language known by the victim, and also knows basic information about the victim's identity and personality, though it has none of the victim's specific memories or knowledge. Once possessed, the host regains its full hit points—despite the fact that it's technically a corpse, it appears, detects, and acts as a living creature of its type. Damage done to a host does not harm the egophage, and if the host body is slain, the egophage emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Vulnerable to Protection from Evil (Ex) An egophage is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

When an intellect devourer gorges heavily on midnight milk (*Pathfinder Campaign Setting: Lost Cities of Golarion* 11), it sometimes develops increased psychic abilities, including the ability to fly, and has its stubby clawed legs stretch into tentacles. These sinister aberrations are called egophages, and delight in wearing other creatures like suits to fulfill their demented whims and schemes.





Introduction

A - D

E - N

O - S

T - Y

Fear Eater

A distressingly humanoid face and stubby arms grow from this maggotlike creature's body.

FEAR EATER

CR 5



XP 1,600

NE Medium fey

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

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

hp 52 (8d6+24)

Fort +5, **Ref** +12, **Will** +7

DR 5/cold iron; **Immune** disease, fear

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +10 (1d6+2 plus anxiety spores)

Special Attacks anxiety spores, dread burst, fungal snare

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

At will—*cause fear* (DC 13), *dancing lights*

3/day—*faerie fire*, *paranoia*^{OA} (DC 14)

1/day—*fear*, *feather fall*

STATISTICS

Str 14, **Dex** 22, **Con** 17, **Int** 11, **Wis** 12, **Cha** 15

Base Atk +4; **CMB** +6; **CMD** 22 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Power Attack, Weapon Finesse

Skills Acrobatics +17, Climb +21, Intimidate +10, Perception +12, Sense Motive +12, Stealth +17;

Racial Modifiers +8 Climb

Languages Aklo, Undercommon

ECOLOGY

Environment any underground

Organization solitary, pair, or band (3–6)

Treasure standard

SPECIAL ABILITIES

Anxiety Spores (Ex) Any creature

struck by the fear eater's claws must succeed at a DC 17 Fortitude saving throw or be infected with anxiety spores, which cause nervousness and muscle tremors.

Anxiety Spores:

Disease—injury; *save* Fort DC 17; *onset* 1 round; *frequency* 1/minute; *effect* cumulative –1 penalty on saving throws against emotion-manipulating effects (maximum –5); *cure* 2 consecutive saves

Dread Burst (Su) As a standard action, a fear eater can cause mushrooms to erupt from any creature within 30 feet already infected with its anxiety spores.

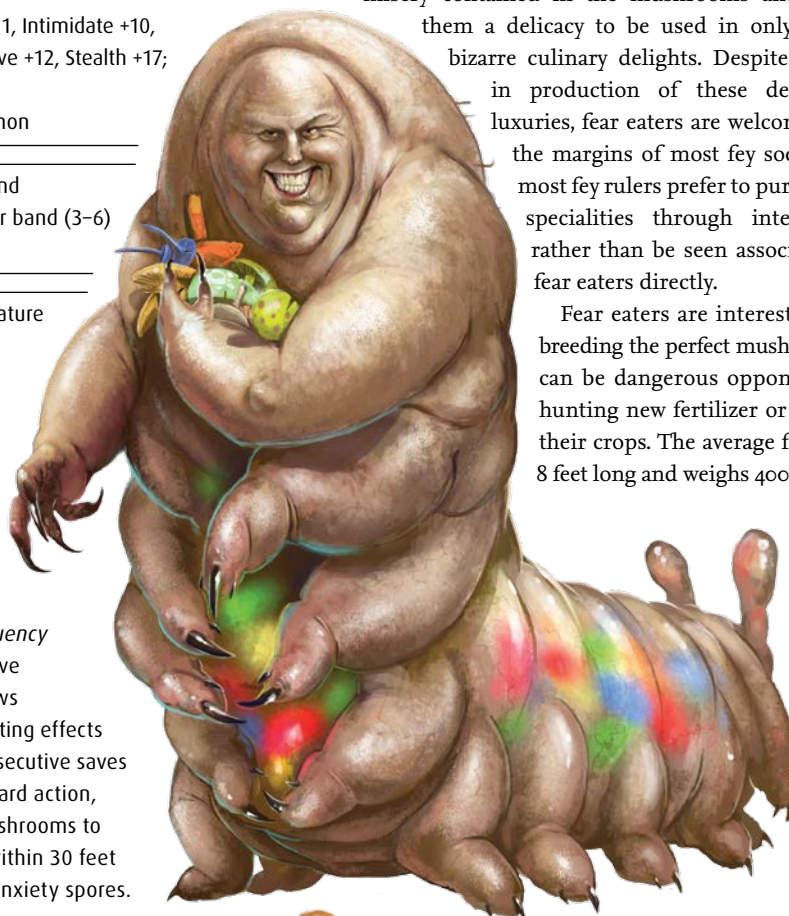
The targeted creature takes 1d6 points of Charisma damage (Fortitude DC 17 negates) as the growing spores siphon away her emotions. If the affected creature is currently shaken, frightened, or panicked, any creature within 10 feet gains the same condition for 1d4 rounds (Will DC 17 negates). This is a mind-affecting fear effect. The save DCs are Charisma-based.

Fungal Snare (Ex) Once every 1d4 rounds, a fear eater can spew a fungal mass up to 30 feet, which explodes and coats all creatures within a 10-foot-radius burst with sticky filaments. Creatures other than fear eaters are entangled (Reflex DC 17 negates). An entangled creature can attempt to break free with a successful DC 14 Strength or Escape Artist check as a move action. The save DC is Charisma-based.

These malicious fey prowl the darkest corners of the world, inspiring terror to fertilize the curious fungal fruits that sustain them. Fear eaters tend vast gardens of luminescent mushrooms that grow upon the bound, cringing bodies of their captives. The mushrooms drain emotions from the creatures fertilizing them, and their spores cause spikes of fear in their hosts, which spur the mushrooms to grow even larger. Many such gardens can be found in the stalactite-city known as the Court of Ether, for its dark fey inhabitants crave the piquant misery contained in the mushrooms and consider

them a delicacy to be used in only the most bizarre culinary delights. Despite their role in production of these despair-laced luxuries, fear eaters are welcome only on the margins of most fey societies, and most fey rulers prefer to purchase their specialities through intermediaries rather than be seen associating with fear eaters directly.

Fear eaters are interested only in breeding the perfect mushrooms, and can be dangerous opponents when hunting new fertilizer or protecting their crops. The average fear eater is 8 feet long and weighs 400 pounds.



Feargaunt

This hulking shadow exudes a palpable menace, its form twisting into the shapes of hooks, grasping hands, and writhing tentacles.

FEARGAUNT

CR 9



XP 6,400

CE Large outsider (extraplanar, incorporeal)

Init +9; **Senses** darkvision 60 ft.; Perception +18

Aura nightmare (60 ft., DC 20)

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge, -1 size)

hp 102 (12d10+36)

Fort +7, **Ref** +13, **Will** +11

Defensive Abilities incorporeal

OFFENSE

Speed fly 40 ft. (perfect)

Melee tormenting touch +16 (6d6)

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

Special Attacks tormenting touch

Spell-Like Abilities (CL 12th; concentration +16)

At will—*fear* (DC 17), *ghost sound* (DC 14)

3/day—*confusion* (DC 17), *nightmare* (DC 19), *phantasmal killer* (DC 18)

STATISTICS

Str —, **Dex** 21, **Con** 17, **Int** 12, **Wis** 16, **Cha** 19

Base Atk +12; **CMB** +18; **CMD** 37

Feats Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Lunge, Skill Focus (Stealth)

Skills Bluff +19, Fly +26, Intimidate +19, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +22

Languages Common (can't speak); telepathy 100 ft.

SQ never far behind, prideful defense

ECOLOGY

Environment any (Dimension of Dreams)

Organization solitary

Treasure none

SPECIAL ABILITIES

Never Far Behind (Su) A number of times per day equal to its Charisma modifier, a feargaunt can teleport to a square adjacent to a creature that is still shaken from the feargaunt's nightmare aura or damaged by its tormenting touch. This ability functions as *greater teleport*. This ability functions only if the feargaunt and the creature are both in the Dimension of Dreams.

Nightmare Aura (Su) A feargaunt is cloaked in a 60-foot-radius aura of fear, which manifests as darkened shadows, subtle rot, and skewed perspective. The first time a creature ends its turn within the aura, it must

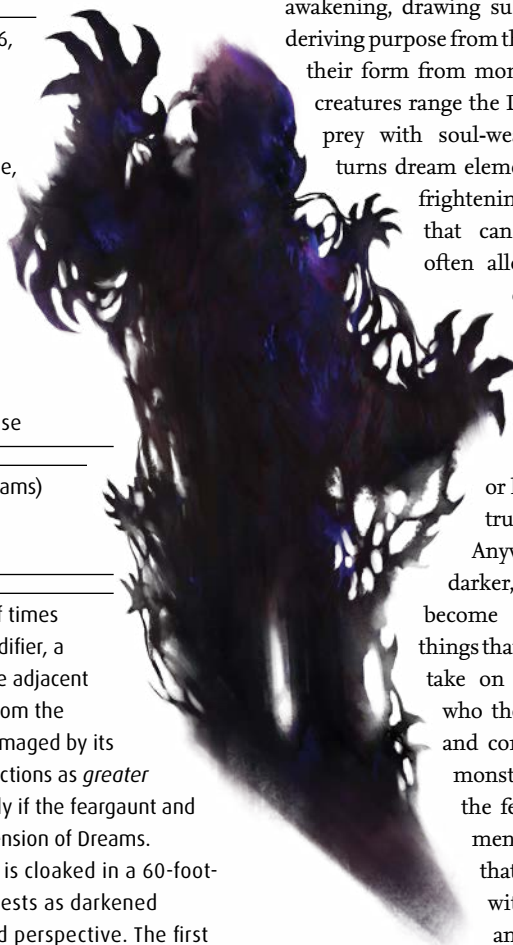
succeed at a DC 20 Will save or be shaken for as long as it stays within the aura and for 1d4 rounds thereafter. Creatures within the aura suffering from any fear effect automatically fail Charisma checks to attempt impossible feats in a dreamscape (*Pathfinder RPG Occult Adventures* 243). The feargaunt can suppress or reactivate this aura as a swift action. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a mind-affecting fear effect. The DC is Charisma-based.

Prideful Defense (Su) A feargaunt gains a deflection bonus to its Armor Class equal to its Wisdom modifier, in addition to the deflection bonus an incorporeal creature normally receives based on its Charisma modifier.

Tormenting Touch (Su) A feargaunt's touch is an incorporeal touch attack that deals 6d6 points of damage and bypasses damage reduction. A creature that is suffering from a fear effect and is struck by the feargaunt's tormenting touch also takes 1d2 points of Charisma bleed damage. This bleed damage can be stopped as normal, but also stops when the subject is no longer suffering from a fear effect.

Certain vivid nightmares endure beyond the sleeper's awakening, drawing substance from planar flotsam and deriving purpose from their creators' deepest fears. Shifting their form from moment to moment, these malicious creatures range the Dimension of Dreams, ambushing prey with soul-weakening strikes. Their presence turns dream elements that might otherwise be only frightening into agonizing experiences that can kill their victims. Feargaunts often allow victims to believe they have escaped, only to attack anew from an unexpected direction. The Dimension of Dreams is their home territory, and a feargaunt uses its knowledge of this realm to ensure that no matter how fast or how far victims flee, they can never truly leave the feargaunt behind.

Anywhere a feargaunt steps takes on a darker, more frightening cast. Shadows become impenetrable hiding places for things that lurk out of sight, familiar locations take on ominous twists that lead those who thought they knew their way astray, and comforting faces become masks for monstrous, sadistic enemies. The terror the feargaunt inspires eats away at the mental stability of its victims, ensuring that they can't navigate dreamscapes without tripping themselves up and letting their own imaginations hamper them.





Hive Mind Beetle Swarm

This churning cloud of beetles buzzes with a steady discharge of sizzling arcs of electricity leaping from insect to insect. The patterns on their wings resemble humanoid eyes.

HIVE MIND BEETLE SWARM CR 13



XP 25,600

LN Diminutive magical beast (swarm)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +28

DEFENSE

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

hp 170 (20d10+60)

Fort +16, **Ref** +15, **Will** +9

Defensive Abilities swarm traits;

Immune electricity, weapon damage

Weaknesses exposed nerves

OFFENSE

Speed 5 ft., fly 30 ft. (perfect)

Melee swarm (8d6 electricity plus distraction)

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

Special Attacks distraction (DC 24)

Psychic Magic (CL 14th, concentration +16)

15 PE—*explode head*^{0A} (5 PE, DC 18), *greater synaptic pulse*^{0A} (5 PE, DC 18), *lightning bolt* (3 PE, DC 19), *mental barrier III*^{0A} (4 PE), *mind probe*^{0A} (4 PE, DC 16), *mind thrust IV*^{0A} (4 PE, DC 16), *synapse overload*^{0A} (5 PE, DC 17), *synaptic scramble*^{0A} (4 PE, DC 17), *thought shield IV*^{0A} (5 PE)

Spell-Like Abilities (CL 14th; concentration +11)

Constant—*thought echo*^{0A}

At will—*shocking grasp*

STATISTICS

Str 1, **Dex** 16, **Con** 14, **Int** 15, **Wis** 12, **Cha** 5

Base Atk +20; **CMB** —; **CMD** —

Feats Ability Focus (distraction), Flyby Attack, Great Fortitude, Greater Spell Penetration, Improved Initiative, Iron Will, Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration, Toughness

Skills Fly +40, Knowledge (nature) +22, Perception +28, Spellcraft +22; **Racial Modifiers** +4 Perception

SQ reflexive dodge

Languages *thought echo* (can't speak)

ECOLOGY

Environment temperate forests

Organization solitary or colony (2-4)

Treasure none

SPECIAL ABILITIES

Exposed Nerves (Ex) Whenever a hive mind beetle swarm is at or below half its full hit points, its intelligence score drops to 9 and it loses its spellcasting ability. When at or below one-quarter its full hit points, it becomes effectively mindless and can only use feats that provide a static bonus.

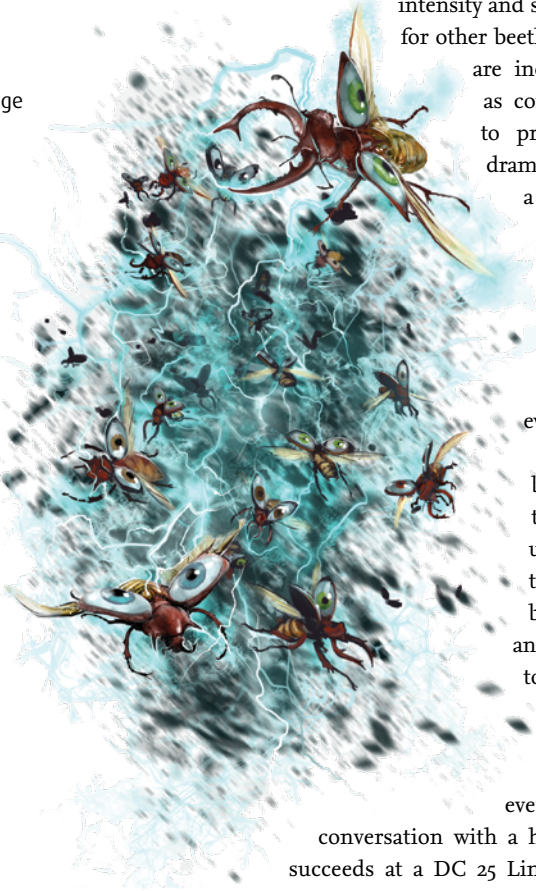
Reflexive Dodge (Ex) The constituent creatures of a hive mind beetle swarm can dodge attacks, forming holes in the swarm. It gains a +8 dodge bonus to its AC.

Hive mind beetles have developed a peculiar method of communication. They generate arcs of electricity, the intensity and shape of which holds meaning for other beetles. Though hive mind beetles are individually only as intelligent as common insects, their capacity to process information increases dramatically when they function as a swarm. Each beetle processes and transmits basic thoughts, forming a network that mimics more complex brains. Their collective intellect makes informed decisions, evaluates risks, and even plans for the future.

When hungry, hive mind beetle swarms don't hesitate to attack other creatures. They use their electrical control to stun and cook prey. The beetles never eat raw food, and thus are largely indifferent toward anything immune to electricity unless provoked.

A creature capable of using electricity-based effects may even engage in a rudimentary conversation with a hive mind beetle swarm if it succeeds at a DC 25 Linguistics check, though most creatures don't have the same fine control the beetles possess, and their communication therefore remains broad and clumsy at best. The swarm responds by shaping itself into three-dimensional images.

Hive mind beetle swarms' intellects focus primarily on food and weather. They can develop friendships with creatures who point them toward food sources, and may return to their new friends to inform them about approaching storms and other meteorological phenomena. Friendly swarms may even inform familiar creatures about other predators in the area, or assist in locating people or treasures (though the ravenous insects may just as readily eat the subject of their search). Hive mind beetle swarms are even capable of religious thought, considering thunderstorms to be messages from a divine being.



Introduction

A - D

E - N

O - S

T - Y

Kyton, Cantor

All the skin has been scraped from this childlike humanoid's frame, revealing cords of gray musculature. Its eyes burn with a red glow.

CANTOR

CR 9



XP 6,400

LE Small outsider (evil, extraplanar, kyton, lawful)

Init +9; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 16, flat-footed 19 (+5 Dex, +8 natural, +1 size)

hp 105 (10d10+50); regeneration 5 (good spells and weapons, silver weapons)

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

DR 10/silver; **Immune** cold

OFFENSE

Speed 30 ft.

Melee 2 claws +16 (1d3+2 plus grab and lingering touch), bite +16 (1d4+2)

Special Attacks lingering touch, oneiric invasion, unnerving gaze (DC 18)

Spell-Like Abilities (CL 9th; concentration +12)

3/day—*ego whip* I^{OA} (DC 16), *nightmare* (DC 18), *paranoia*^{OA} (DC 15)

1/day—*shadow body*^{OA}

STATISTICS

Str 14, **Dex** 21, **Con** 20, **Int** 13, **Wis** 21, **Cha** 16

Base Atk +10; **CMB** +11 (+15 grapple); **CMD** 26

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Run, Weapon Finesse

Skills Acrobatics +18, Bluff +16, Climb +15, Intimidate +16, Knowledge (arcana) +14, Perception +18, Stealth +22

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or expedition (3-6)

Treasure standard

SPECIAL ABILITIES

Lingering Touch (Su) The touch of a cantor is supernaturally toxic, lingering in its victim's mind like a poison. Any creature damaged by a cantor must succeed at a Will saving throw or vividly feel the pain of the kyton's claws. The memory is so real, the victim continues to take damage. Multiple attacks increase the DC of this effect, as with any other poison. Any form of magical healing or spells like *psychic surgery*^{OA} end this effect immediately, but *remove poison* has no effect. Creatures that are immune to mind-affecting effects are immune to this ability.

Lingering Touch: Claw—injury; save Will DC 20; frequency 1/round for 10 rounds; effect 1d3 damage; cure 2 consecutive saves. The save DC is Wisdom-based.

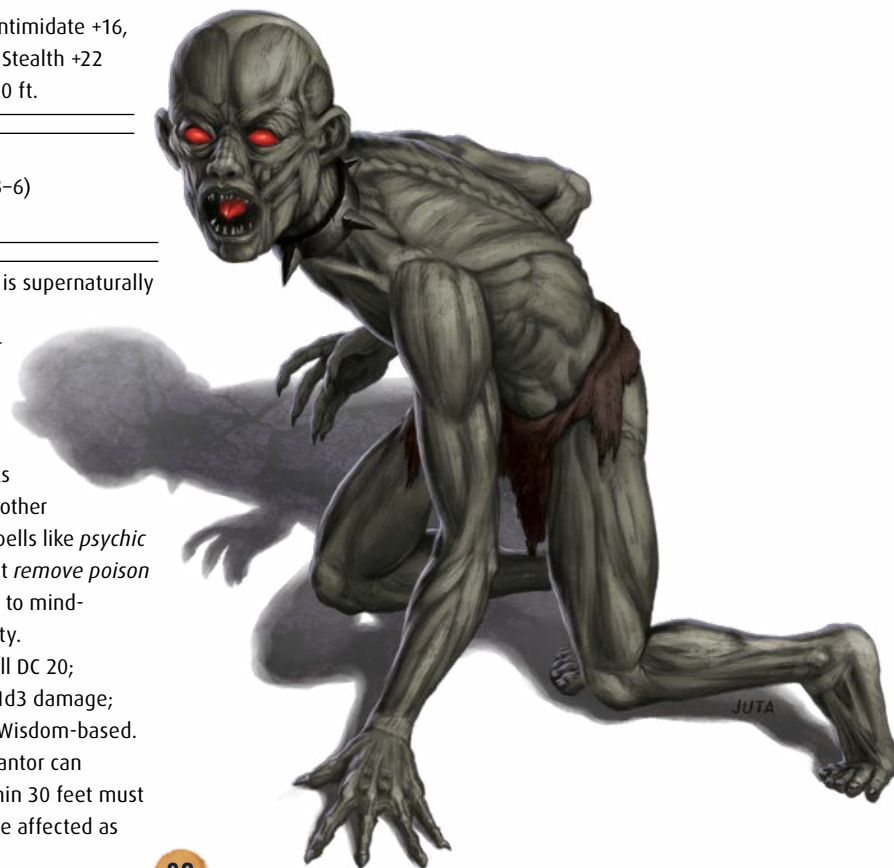
Oneiric Invasion (Su) Once per minute, a cantor can unleash a soundless scream. All foes within 30 feet must succeed at a DC 20 Will saving throw or be affected as

per the spell *oneiric horror*^{OA}. Those who fail believe the cantor has grown even more terrifying and is making a direct assault against them. At the same moment, the cantor becomes invisible, as per *improved invisibility*. This invisibility lasts for as long as at least one creature is affected by the cantor's *oneiric horror* effect. If no creature fails its saving throw, the cantor remains visible. Those who succeed at their saving throws are immune to the same cantor's oneiric invasion for 24 hours. Creatures that are immune to mind-affecting effects are immune to this ability. The save DC is Wisdom-based.

Unnerving Gaze (Su) Those who fail their saves are telepathically wracked by agonizing pain that imposes a –4 penalty on their attack rolls, skill checks, and ability checks. This penalty lasts for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Few can imagine what atrocities bring kyton cantors into being. Like all kytons, cantors arise in pain, but theirs is of a more deliberate sort. Just as its skin is stripped away, a cantor's consciousness is shattered and reforged, making it a weapon against reality and a scalpel to excise sanity. Among their brethren, cantors serve as scouts, guides to more brutish kytons, and, along with their teeming brethren, through the ruined halls of Shadow Plane fortresses.

A cantor stands a mere 3 feet tall and weighs less than 50 pounds.





Liavaran Dreamer

This amorphous creature resembles a golden-hued jellyfish that floats through the air, fleshy tentacles dangling down in a line.

LIAVARAN DREAMER

CR 8



XP 4,800

N Large aberration

Init +0; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +18

DEFENSE

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

hp 104 (11d8+55); regeneration 2 (acid)

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

Defensive Abilities amorphous, lulling thoughts

Weaknesses ley line dependency

OFFENSE

Speed fly 40 ft. (good)

Melee 2 slams +13 (1d6+5 plus grab)

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

Special Attacks constrict (1d6+5), engulf (DC 20, 1d6 acid and paralysis)

Spell-Like Abilities (CL 11th; concentration +13)

3/day—*mental block*^{OA} (DC 14), *synesthesia*^{OA} (DC 15)

1/day—*id insinuation* IV^{OA} (DC 17)

STATISTICS

Str 21, **Dex** 11, **Con** 20, **Int** 8, **Wis** 18, **Cha** 15

Base Atk +8; **CMB** +14; **CMD** 24 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes, Lunge, Power Attack, Weapon Focus (slam)

Skills Acrobatics +3, Fly +10, Perception +18, Perform (sing) +17, Stealth +5; **Racial Modifiers** +4 Perform (sing)

Languages Brethedan; telepathy (touch)

SQ atavistic fury, sense ley line

ECOLOGY

Environment any sky

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

Treasure none

SPECIAL ABILITIES

Atavistic Fury (Ex) When a Liavaran dreamer is reduced to half of its total hit points or less, it angrily awakens from its normal somnambulant state. It gains a +2 bonus on attack rolls, melee damage rolls, and saving throws. In addition, its slam attack deals bludgeoning, piercing, and slashing damage, and its critical threat range becomes 18-20. While in this state of atavistic fury, a Liavaran dreamer cannot use its spell-like abilities. This state lasts for 1 minute, after which the dreamer is fatigued for 1 hour.

Ley Line Dependency (Ex) A Liavaran dreamer takes 1 point of Wisdom damage for every day it spends more than a mile from a ley line. A dreamer whose Wisdom damage equals or exceeds its Wisdom score becomes permanently insane and enters a permanent state of atavistic fury.

Lulling Thoughts (Su) The mind of a Liavaran dreamer echoes with the songs of a planet's ley lines, causing anyone who targets it with a thought-reading, mind

control, or telepathic effect to become fascinated for 1d4+1 rounds (Will DC 17 negates). The save DC is Charisma-based.

Sense Ley Line (Ex) A Liavaran dreamer can always sense the direction of and distance to the nearest ley line.

According to the oral traditions of the jellyfish-like, spacefaring Brethedans (*Pathfinder RPG Bestiary* 4 23), their kind sent a large convoy to colonize the gas giant Liavara ages ago. None of them ever returned or sent word of their success, and when a second flotilla of Brethedans set out to learn what had become of their kin, they found only the colonists' feral descendants. These "dreamers" had become intimately attuned to Liavara's dense network of ley lines, which lulled them into a persistent meditative trance. The few taken back to Bretheda, however, have proven that the dreamers can attune to any planet's ley lines. Anyone who attempts to make mental contact with them may find himself lulled into the same trance the dreamers experience. For the most part, the dreamers seem content merely to drift along the ley lines, but awakening them from the lines' peaceful melodies spurs most dreamers into violent furies. Brethedans as a whole have treated their cousins respectfully—almost reverently—granting them ample space in which to meander and feed.



Introduction

A - D

E - N

O - S

T - Y

Lich, Psychic

This gaunt, ghoulish figure's skin is inscribed with faintly glowing runes. Short-lived afterimages trail behind it.

LICH, PSYCHIC

CR 12



XP 19,200

Human psychic lich psychic 11 (*Pathfinder RPG Occult Adventures* 60)

LE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 19 (+1 deflection, +1 Dex, +5 natural, +3 Wis)

hp 96 (11d6+55)

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

Defensive Abilities channel resistance +4, psychic feast, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Weaknesses mind-affecting effects

OFFENSE

Speed 30 ft.

Melee touch +4 (1d8+5 plus bewildering touch) or sickle +4 (1d6-1), touch -1 (1d8+5 plus bewildering touch)

Special Attacks bewildering touch (DC 18), phrenic amplifications (defensive prognostication, ongoing defense, overpowering mind, space-rending spell), phrenic pool (8 points), physical push (+3, 3/day)

Spell-Like Abilities (CL 11th; concentration +17)
1/day—*detect thoughts* (DC 17), *telepathic bond*

Psychic Spells Known (CL 11th; concentration +17)
5th (4/day)—*echolocation*^{UM}, *mind fog* (DC 21), *synapse overload*^{OA} (DC 21)

4th (6/day)—*aura of doom*^{UM} (DC 20), *freedom of movement*, *id insinuation III*^{OA} (DC 20), *mental barrier III*^{OA}

3rd (7/day)—*dispel magic*, *fly*, *haste*, *mind thrust III*^{OA} (DC 19), *synaptic pulse*^{OA} (DC 19)

2nd (7/day)—*bear's endurance*, *blur*, *calm emotions* (DC 18), *false life*, *mental block*^{OA}, *resist energy*

1st (7/day)—*ear-piercing scream*^{UM} (DC 17), *expeditious retreat*, *mage armor*, *magic missile*, *mindlink*^{OA}, *shield*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *detect psychic significance*^{OA}, *ghost sound* (DC 16), *mage hand*, *message*, *prestidigitation* (DC 16), *read magic*

Psychic Discipline self-perfection

STATISTICS

Str 8, **Dex** 12, **Con** —, **Int** 22, **Wis** 16, **Cha** 16

Base Atk +5; **CMB** +4; **CMD** 22

Feats Craft Wondrous Item, Defensive Combat Training, Improved Initiative, Intuitive Spell^{OA}, Lightning Reflexes, Psychic Combatant^{B, OA}, Psychic Defender^{B, OA}, Quicken Spell, Toughness

Skills Bluff +17, Disguise +12, Intimidate +15, Knowledge (arcana) +20, Knowledge (history) +20, Linguistics +20, Perception +11, Perform (oratory) +10, Sense Motive +25,

Spellcraft +20, Stealth +23; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Infernal, Osiriani, Skald, Sylvan, Undercommon, Varisian, Vudrani
SQ bodily purge (6d8), detect thoughts, telepathic bond

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (sickle, *cloak of resistance* +2, *headband of vast intelligence* +2 [Stealth], *ring of counterspells* [dispel magic], *ring of protection* +1, *robe of blending*, *scroll of invisibility*, other treasure)

While some liches prefer to spend undeath's eternity in seclusion, a psychic lich sustains its life force by embracing its personal accomplishments to create a powerful astral echo of itself. Even more megalomaniacal than most liches, psychic liches resemble ordinary liches for the most part, but their every moment is attended by ghostly images of past cruelties, a constantly rotating illusory display of the evil deeds that brought them their power. Most psychic liches are humans, or come from other races renowned for their psychic abilities.

A Psychic Lich's Memoir and Legend

To become a psychic lich, one must create and infuse a memoir, which serves a similar function to an ordinary lich's phylactery. This memoir projects the lich's personal legend into the Astral Plane, which is tethered through the planes to a physical object, typically a magically strengthened book or scroll (10 hit points, hardness 1, break DC 15). The only way to destroy the lich is to destroy his astral legend, which almost always requires the memoir as a special focus. Unless the astral legend is erased, the lich can rejuvenate after it is killed (see Creating a Psychic Lich, below).

Each psychic lich must create its own memoir by using the Craft Wondrous Item feat. The character must be able to cast psychic spells at a caster level of 11th or higher. The memoir costs 120,000 gp to create and has a caster level equal to that of its creator at the time of creation.

If the physical memoir is destroyed while the psychic lich's astral legend survives, the physical memoir gradually reforms over the course of 1d10 days at a site central to its creator's history (such as the library where he first studied magic or the battlefield where he vanquished a powerful rival). It typically reappears hidden among other books or treasures, where an unwitting dupe might begin reading the text and hasten the psychic lich's return.

Creating a Psychic Lich

"Psychic lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required astral



Introduction

A - D

E - N

O - S

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memoir. A psychic lich retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Base creature's CR + 2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A psychic lich gains darkvision 60 ft.

Armor Class: A psychic lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is higher.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, psychic liches use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A psychic lich gains channel resistance +4, DR 15/bludgeoning and magic, and immunity to cold and electricity (in addition to those abilities granted by its undead traits). The lich also gains the following two defensive abilities.

Psychic Feast (Ex): If a psychic lich succeeds at a Will saving throw against an attack that has a reduced effect on a successful save, it instead avoids the effect entirely. If the effect was a spell with the mind-affecting descriptor, the psychic lich also heals an amount of damage equal to 1d8 plus the spell's caster level if it succeeds at its save. A psychic lich may automatically succeed on any Will save against a spell it casts that targets only itself.

Rejuvenation (Su): When a psychic lich is destroyed, its body reforms near its astral memoir 10d10 days later. If a creature reads the psychic lich's memoir, the total time is reduced to one tenth the original result, which could result in the psychic lich's immediate restoration in a new body. Once the time elapses, the lich awakens fully healed (albeit without any gear it left behind on its old body).

The only way to ensure that a psychic lich does not rejuvenate is to target its memoir with the spell *instigate psychic duel*^{OA} or *mindscape door*^{OA} or use it as a special focus when casting *plane shift* or similar magic. This allows one creature to instigate a psychic duel (*Pathfinder RPG Occult Adventures* 202) on a veiled, harmful mindscape with a self-contained shape inhabited by the lich's astral legend. The legend has the statistics of the lich, can't leave the mindscape by any means, and is permanently

destroyed if reduced to 0 or fewer hit points. An astral legend can't be destroyed unless the psychic lich's physical body has also been destroyed and has not yet rejuvenated.

Weaknesses: A psychic lich doesn't gain immunity to mind-affecting effects as a result of becoming undead. If the base creature is immune to any mind-affecting effects, it loses those immunities and instead gains a +4 bonus on saving throws against such effects.

Attacks: A psychic lich has a melee touch attack that it can use once per round as a natural weapon. A lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A lich armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A psychic lich's touch attack uses psychic energy to deal 1d8 points of damage to a target + 1 point of damage per 2 Hit Dice possessed by the lich. This energy has no effect on a creature immune to mind-affecting effects.

Special Attacks: A psychic lich gains the special attacks described below. Save DCs are equal to 10 + 1/2 the lich's HD + the lich's Charisma modifier unless otherwise noted.

Bewildering Touch (Su): Any living creature a psychic lich hits with its touch attack must succeed at a Fortitude saving throw or be permanently confused as its nervous system continuously sends false signals. The creature doesn't automatically attack the psychic lich if it is targeted by further attacks. *Calm emotions* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description) with a DC equal to the bewildering touch's save DC. As a full-round action, a creature that rolls a result of "act normally" can attempt a new saving throw to end this effect.

Ability Scores: Int +2, Wis +2, Cha +2. Being undead, a psychic lich has no Constitution score.

Skills: Psychic liches have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Feats: A psychic lich gains *Psychic Combatant*^{OA}, and *Psychic Defender*^{OA} as bonus feats, even if it does not meet the prerequisites.



Munavri

Jade armor covers this lean albino humanoid, and her pale eyes have an eerie gleam.

MUNAVRI CR 1 

XP 400

Munavri mesmerist 1 (*Pathfinder RPG Occult Adventures* 38)

CG Medium humanoid (munavri)

Init +1; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 11 (1d8+3)

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

SR 9

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee rapier +1 (1d6+1/18–20)

Special Attacks hypnotic stare (–2), mesmerist trick 4/day (mesmeric mirror), painful stare (+1)

Mesmerist Spells Known (CL 1st; concentration +4)

1st (2/day)—*demand offering*^{OA} (DC 14), *thought echo*^{OA}

0 (at will)—*detect magic*, *mage hand*, *prestidigitation* (DC 13), *unwitting ally*^{APG} (DC 13)

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +0; **CMB** +1; **CMD** 12

Feats Intimidating Glance^{OA}

Skills Bluff +7, Diplomacy +7, Knowledge (arcana) +5, Knowledge (dungeoneering) +5, Perception +6, Sense Motive +6, Spellcraft +5

Languages Aboleth, Munavri, Undercommon; telepathy 60 ft.

SQ advanced object reading, consummate liar (+1)

Combat Gear *potion of cure light wounds*; **Other Gear** breastplate, rapier

ECOLOGY

Environment any underground (Sightless Sea)

Organization solitary, pair, squad (3–7), or crew (10–40)

Treasure NPC gear (jade breastplate, rapier, other treasure)

SPECIAL ABILITIES

Advanced Object Reading (Su) A munavri can instantly learn how to use almost any device. She can cast *object reading*^{OA} at will, divining secrets of an object's history and its use. Once per day, she can select one weapon, suit of armor, or spell-trigger item on which she has cast *object reading*. For a number of minutes that equal her level, she is considered proficient with that item, or can make use of the spell-trigger device as if she were a spellcaster of the appropriate class.

These albino humanoids, who hail from the far western side of the underground ocean in the deep caverns beneath Arcadia, fight a long war against the encroachment of the horrific urdefhan. Munavris sail violet-sailed, intricately carved ivory ships across the inky black depths of the Sightless Sea and are adept at lightless naval battles. They sometimes find allies in the dark folk, but such pacts are far from universal, and marked by distrust on both sides from their inception until their conclusion. Munavris have similar physical proportions to humans, but their skin is milky white and they have lavender or pink eyes and white hair. Their inherent psychic powers, however, are what truly set them apart from other races. Munavris are telepathic with others of their kind and rarely speak aloud among one another, and possess an uncanny ability to use and understand nearly every object they handle, even if it was created by a culture with which they have never had any contact, or if it is a complex magical device.

Munavri Characters

A munavri is defined by her class levels—she doesn't have racial Hit Dice. Despite having no racial Hit Dice, a munavri is a powerful creature and her CR is 1 higher than a human of the same level. A munavri has the following racial traits.

–2 Strength, +4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma: Descended from ancient humans who were forever changed by the harsh lands in the depths of the earth, munavris have exceptional abilities.

Medium: Munavris are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Munavris have a base speed of 30 feet.

Senses: Munavris have darkvision 120 feet.

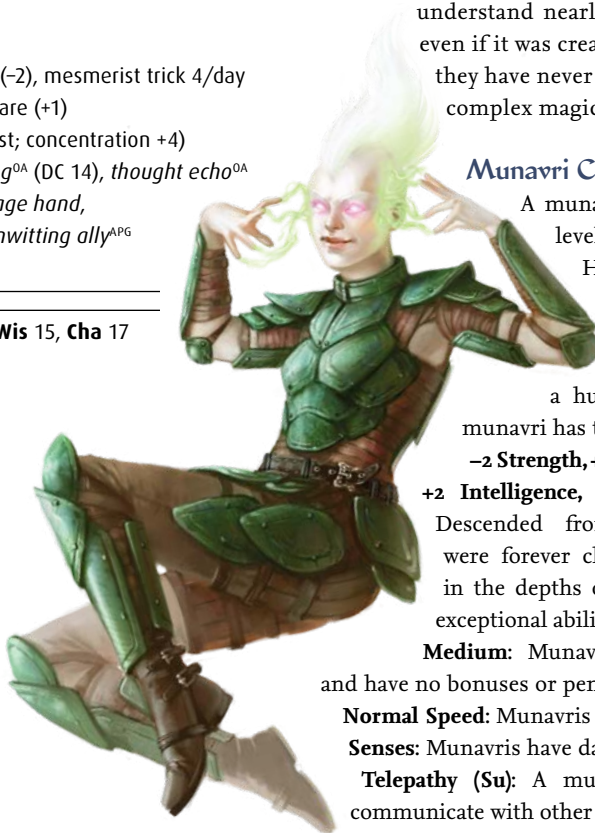
Telepathy (Su): A munavri is able to mentally communicate with other munavris within 60 feet.

Advanced Object Reading: See above.

Spell Resistance: A munavri possesses an amount of spell resistance that's equal to 8 + her total number of class levels.

Light Blindness: As deep underground dwellers, munavris suffer from light blindness. Abrupt exposure to any bright light blinds munavris for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Languages: Munavris begin play speaking Munavri. Munavris with high Intelligence scores can choose from the following: Aklo, Aboleth, Aquan, Dark Folk, Draconic, Terran, and Undercommon.





Naga, Dream

This large, flying serpent has a humanlike head outlined by a colorful, frilled hood.

DREAM NAGA

CR 9



XP 6,400

N Large aberration (extraplanar)

Init +6; **Senses** darkvision 60 ft., dreamsight; Perception +24

DEFENSE

AC 23, touch 15, flat-footed 17 (+6 Dex, +8 natural, -1 size)**hp** 123 (13d8+65)**Fort** +9, **Ref** +12, **Will** +10

OFFENSE

Speed 30 ft., fly 40 ft. (average)**Melee** bite +15 (3d8+9 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Psychic Spells Known** (CL 7th; concentration +11)3rd (5/day)—*synaptic pulse*^{OA} (DC 16), *synesthesia*^{OA} (DC 16)2nd (7/day)—*misdirection*, *oneiric horror*^{OA} (DC 15), see *invisibility*1st (7/day)—*deja vu*^{OA}, *ill omen*, *mind thrust* ^{IOA} (DC 14), *shield*, *silent image* (DC 14)0 (6/day)—*dancing lights*, *daze* (DC 13), *detect psychic significance*^{OA}, *ghost sound* (DC 13), *mage hand*, *read magic*, *telekinetic maneuver*^{OA}

STATISTICS

Str 22, **Dex** 23, **Con** 20, **Int** 18, **Wis** 15, **Cha** 17**Base Atk** +9; **CMB** +13; **CMD** 29 (can't be tripped)**Feats** Combat Casting, Flyby Attack, Lightning Reflexes, Lucid Dreamer^{OA}, Skill Focus (Perception), Vital Strike, Weapon Focus (bite)**Skills** Acrobatics +22, Bluff +16, Fly +20, Knowledge (arcana) +17, Knowledge (planes) +20, Perception +24, Sense Motive +15, Survival +18**Languages** Aklo, Celestial, Common, Infernal**SQ** dream passage

ECOLOGY

Environment any (Dimension of Dreams)**Organization** solitary, pair, or nest (3–6)**Treasure** standard

SPECIAL ABILITIES

Dream Passage (Su) A dream naga can physically enter dreamscapes in the Dimension of Dreams (*Pathfinder RPG Occult Adventures* 241) and dwell within those dreams without disorientation or other debilitating effect. The naga can also attempt impossible feats while in a dreamscape while in its physical body, and gains the bonuses from the Lucid Dreamer^{OA} feat when it does.

Dreamsight (Ex) Just by looking at a dreaming creature or when in a dreamscape in the Dimension of Dreams, a dream naga gains a general sense of the nature of the

dream. While the dream naga's vision is not detailed, it gets a general impression of the dream's themes and the dreamer's current emotional state.

Poison (Ex) Bite—injury; save Will DC 21; frequency 1/round for 4 rounds; effect daze 1 round; cure 1 save.

Spells A dream naga casts spells as a 7th-level psychic^{OA}.

Inhabitants of the Dimension of Dreams, dream nagas fly through dreamscapes in some unknowable plan to alter the destiny of the multiverse. Most creatures who encounter a dream naga do so while they sleep, as their dreams represent a convenient shortcut for the dream naga's path through the various dreamscapes. Even after these dreamers awaken, the sight of these beautiful creatures remains ingrained in their minds. Many cultures consider seeing a “dream dragon” a sign of a special destiny. But when a dreaming creature gains the full attention of a dream naga, it is no mere chance encounter. For convoluted and arcane reasons that only they truly understand, dream nagas enter dreams and interact with the sleepers—sometimes relaying knowledge to the sleepers, and other times tormenting them. Such dream encounters are singular events that often don't make sense to the dreaming party until some point in the future, if ever.



Introduction

A - D

E - N

O - S

T - Y

Neothelid Overlord

Two disgusting heads rise above this enormous mass of slime-drenched coils and slithering tentacles.

NEOTHELID OVERLORD

CR 20



XP 307,200

CE Gargantuan aberration

Init +4; **Senses** blindsight 100 ft., trace teleport 60 ft.; Perception +43

Aura madness (60 ft., DC 33)

DEFENSE

AC 34, touch 6, flat-footed 34 (+28 natural, -4 size)

hp 400 (32d8+256)

Fort +20, **Ref** +12, **Will** +24; +4 vs. psychic spells

Defensive Abilities psychic resilience; **DR** 15/cold iron; **SR** 31

OFFENSE

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

Melee 6 tongues +32 (3d6+12/19–20 plus grab)

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

Special Attacks breath weapon (50-ft. cone, 18d10 acid, Reflex DC 34 half, once every 1d4 rounds), coordinated attacks, swallow whole (2d6+12 plus 2d6 acid, AC 24, hp 40)

Psychic Magic (CL 20th; concentration +27)

27 PE—*demand offering*^{OA} (2 PE, DC 19), *ego whip* V^{OA} (6 PE, DC 23), *id insinuation* IV^{OA} (5 PE, DC 22), *mass inflict pain*^{OA} (6 PE, DC 23), *mind thrust* VI^{OA} (6 PE, DC 23), *psychic crush* V^{OA} (9 PE, DC 26), *telekinetic storm*^{OA} (9 PE, DC 26)

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

Constant—fly

At will—*clairvoyance/clairaudience*, *detect thoughts* (DC 19), *mass charm monster* (DC 25), *mass suggestion* (DC 23), *poison* (DC 20), *telekinesis*, *teleport*

3/day—quicken *mass suggestion* (DC 23)

STATISTICS

Str 34, **Dex** 11, **Con** 26, **Int** 24, **Wis** 19, **Cha** 25

Base Atk +24; **CMB** +40 (+44 bull rush, +44 grapple, +44 overrun); **CMD** 50 (52 vs. bull rush, 52 vs. overrun; can't be tripped)

Feats Alertness, Cleave, Great Cleave, Great Fortitude, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (tongue), Improved Initiative, Improved Lightning Reflexes, Improved Overrun, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Quicken Spell-Like Ability (*mass suggestion*)

Skills Bluff +39, Climb +47, Diplomacy +43, Fly +33, Intimidate +46, Knowledge (arcana) +42, Knowledge (dungeoneering, planes) +39, Perception +43, Sense Motive +40, Spellcraft +42

Languages Aboleth, Abyssal, Aklo, Elder Thing, Infernal, Orvian, Terran, Undercommon; telepathy 100 ft.

SQ divided consciousness

ECOLOGY

Environment any underground

Organization solitary, pair, or conclave (3–5 served by a cult of neothelids and 9–24 seugathi^{B2})

Treasure standard

SPECIAL ABILITIES

Aura of Madness (Su) Any sane being within 60 feet of a conscious neothelid overlord must succeed at a DC 33 Will saving throw each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the *insanity* spell. A neothelid overlord can suppress or activate this aura as a free action. This is a mind-affecting insanity effect. The save DC is Charisma-based.

Coordinated Attacks (Ex) A neothelid overlord can make attacks with the three tongues in each of its two heads. It can attempt to swallow two targets at the same time, but if the neothelid overlord instead attacks the same target with all six tongues, it gains a +4 bonus on all combat maneuver checks to grab and swallow that target, regardless of how many tongues successfully hit. On a round in which it uses its breath weapon, a neothelid overlord can still attack with the three tongues belonging to its other head.

Divided Consciousness (Ex) The neothelid overlord's two heads share a split consciousness that allows it to operate as though the overlord were constantly under the effect of a *divide mind*^{OA} spell.

Trace Teleport (Ex) A neothelid overlord telepathically and reflexively learns the mental coordinates of the destination of all creatures that use a teleport spell or effect within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This ability does not grant any environmental information about the conditions of the destination.

Those who have learned secrets of the deepest vaults of Orv know of the neothelids of Denebrum. In fetid pools of poisonous swamps and surreal forests of twisted, phosphorescent fungi, these gigantic worm-things rule and wage war against Orv's other denizens and each other. While most know that the neothelids are ancient creatures, spawned by eldritch beings in a time and place far removed from the known world, very few are aware that some neothelids are old beyond imagining. In their eons of existence, they have changed, surviving the centuries of mindless hunger that drives the youngest of their kind and ultimately defeating enough of their peers to become truly hideous masters of the damp, nearly lightless depths of Orv.

Scholars of such lore can only speculate as to what causes a neothelid to begin the transformation into an overlord. The change could be a natural process of age and development, though nothing about neothelids can truly be called natural. It may be that by delving into forbidden lore, they discover potent secrets, just as other



Introduction

A - D

E - N

O - S

T - Y

rituals grant mortals the hideous power of lichdom. It might instead be that overlords' ascendant power comes from some link to the blasphemous entities they venerate, a connection that only the most dedicated among the neothelids are able to cultivate. Whatever the cause, the result is terrifying—even maddening—to behold.

An overlord achieves such immense power and intellect that it reaches a state in which its consciousness splits into two minds that work as one. In a horrifying metamorphosis, the creature's head splits down the middle to form two separate heads, each of which contains a portion of the neothelid's intellect. The new neothelid overlord's enhanced cognition grants it a deeper understanding of reality and enables it to harness psychic magic beyond the ken of its younger kin. Though still able to crush a victim with pure psychic force, the neothelid overlord develops an awesome level of finesse and skill in the manipulation of both mind and matter.

Neothelid overlords undergo other physical changes as well. Although they do not become significantly larger than typical neothelids, overlords take on a darker hue and their bodies sprout myriad tentacles that constantly squirm, as though each possessed a sentience of its own. The creatures' tails also split into three parts, the ends of which claw and dig at the ground as though trying to take root in the very bedrock. The functions of overlords' tentacles and triple tails are a mystery. It is possible that they have something to do with reproduction or the spawning of their seugathi (*Pathfinder RPG Bestiary 2* 243) servants, but the truth is something that only the most insane researchers could hope to uncover. Along with these physical changes comes an increase in might and a swiftness that one would not expect from something so large. A typical neothelid overlord measures approximately 100 feet in

length from head to tail, though it usually remains coiled and takes up about one-fifth of that space. Overlords weigh about 100,000 pounds, though individuals can vary wildly in size.

Neothelid overlords rise to become tyrannical rulers, directing less developed members of their race toward goals that no healthy mind can fathom. They reinforce their power over subordinates through manipulation and punitive displays of power, believing that fear of random-appearing punishments keeps their followers in line even when they are not under observation. Most assume that neothelid overlords serve either their own whims or those of the ones they worship—the shapeless and terrible entities of the Dark Tapestry that created neothelids and countless other horrors in the darkest reaches of space and time. Few who know of these monsters, though, dare to think that their purposes are anything but anathema to normal life whether aboveground or belowground.

In *The Dream Diary of Lady Elliara Celmeneri*, written in 3875 AR, the Taldan author claims to have visited Denebrum while in an astral form and to have seen at least one neothelid overlord. Her writings depicts the creature as guarding the resting place of two dormant bholes (*Pathfinder RPG Bestiary 4* 18). The text describes the overlord sending out madness-inducing offspring into the world to find a means of awakening and controlling the legendary beasts. Most learned folk attribute Lady Celmeneri's dreams of doom and destruction to a chronic nervous condition, compounded by the impending collapse of Taldan supremacy. But in recent years, rumors have come to light indicating that a certain cult of Groetus is working with agents of a mysterious and unwholesome nature toward a similar goal, which has dangerous implications for all of Golarion. To occult scholars, visions and whispers such as these serve as further evidence that terrible things wait in the dark places of the multiverse and must be opposed.



Omnipath

This monstrous eel-like creature has jaws within jaws, each bearing transparent, glasslike teeth.

OMNIPATH

CR 18


XP 153,600

LE Gargantuan aberration (aquatic)

Init +13; **Senses** darkvision 60 ft.; Perception +30

DEFENSE

AC 33, touch 15, flat-footed 24 (+4 armor, +9 Dex, +14 natural, -4 size)

hp 300 (24d8+192); fast healing 10

Fort +18, **Ref** +19, **Will** +19

Immune electricity, mind-affecting effects; **Resist** cold 20; **SR** 29

OFFENSE

Speed 15 ft., swim 100 ft.

Melee triple-jawed bite +26 (3d6+11 plus slime/19–20), tail slap +23 (3d6+5 plus slime)

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

Special Attacks mucus cloud, slime, thought barrage

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

Constant—*mage armor*, *tongues*

At will—*detect magic*, *detect thoughts* (DC 19), *dominate person* (DC 22)

3/day—*arcane eye*, *dominate monster* (DC 26), *geas/quest* (DC 23), *mind fog* (DC 22), *mirage arcana* (DC 22)

1/day—*astral projection*, *veil* (DC 23)

Psychic Spells Known (CL 15th; concentration +22)

7th (5/day)—*ectoplasmic eruption*^{OA} (DC 24), *psychic crush III*^{OA} (DC 24)

6th (7/day)—*incorporeal chains*^{OA}, *mind thrust VI*^{OA} (DC 23), *primal regression*^{OA} (DC 23)

5th (7/day)—*etheric shards*^{OA} (DC 22), *explode head*^{OA} (DC 22), *mind swap*^{OA} (DC 22), *possession*^{OA} (DC 22)

4th (7/day)—*condensed ether*^{OA}, *mindwipe*^{OA} (DC 21), *riding possession*^{OA} (DC 21), *stoneskin*

3rd (8/day)—*babble*^{OA} (DC 20), *catatonia*^{OA}, *displacement*, *synesthesia*^{OA} (DC 20)

2nd (8/day)—*aversion*^{OA} (DC 19), *invisibility*, *paranoia*^{OA} (DC 19), *resist energy*, *touch of idiocy*

1st (8)—*deja vu*^{OA}, *psychic reading*^{OA}, *shield*, *thought echo*^{OA}, *true strike*

0 (at will)—*arcane mark*, *bleed* (DC 17), *detect magic*, *grave words*^{OA}, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *telekinetic projectile*^{OA}

STATISTICS

Str 32, **Dex** 28, **Con** 27, **Int** 25, **Wis** 21, **Cha** 24

Base Atk +18; **CMB** +33; **CMD** 52

Feats Combat Casting, Combat Reflexes, Great Fortitude, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Hidden Presence^{OA}, Intrusive Presence^{OA}, Manipulative Presence^{OA}

Skills Bluff +25, Diplomacy +23, Disguise +25, Intimidate +25,

Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +25, Perception +30, Sense Motive +24, Spellcraft +35, Stealth +24, Swim +28, Use Magic Device +30

Languages Aboleth, Aklo, Aquan, Azlanti, Common, Undercommon; telepathy 300 ft.; *tongues*

SQ servant of the mesh, telepathic mesh, vast knowledge

ECOLOGY

Environment any water

Organization solitary or mesh (1 plus 2–48 aboleths, veiled masters, and other dominated creatures)

Treasure double

SPECIAL ABILITIES

Mucus Cloud (Ex) While underwater, an omnipath exudes a cloud of transparent slime 20 feet from itself in all directions. All creatures in this area must succeed at a DC 30 Fortitude saving throw each round or lose their ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with the mucus cloud and failing another saving throw extends the effect for another 24 hours. An omnipath can suppress or reactivate this ability as a swift action. The save DC is Constitution-based.

Servant of the Mesh (Su) Any creature subjected to both an omnipath's mucus cloud and slime attacks that fails its saving throws against both attacks begins to transform into a creature better suited to serving as part of the omnipath's telepathic mesh. The creature takes a -6 penalty on Will saving throws to resist domination by the omnipath and on saving throws to resist becoming part of the telepathic mesh.

Slime (Ex) A creature hit by any of an omnipath's natural attacks must succeed at a DC 30 Fortitude saving throw or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Spells An omnipath can cast spells as a 15th-level psychic (*Pathfinder RPG Occult Adventures* 60).

Telepathic Mesh (Su) An omnipath can form telepathic connections between a select group of creatures. This ability functions only for creatures that are on the same plane as the omnipath. Only aboleths, veiled masters, and creatures dominated by an aboleth or a veiled master can be added to the telepathic mesh. As a standard action, an omnipath can add a number of creatures equal to twice its Hit Dice to its telepathic mesh. Creatures added to the telepathic mesh can attempt a DC 29 Will save; a successful save negates this effect. Aboleths and veiled masters must be within 30 feet of an omnipath to initially be included



Introduction

A - D

E - N

O - S

T - Y

within the telepathic mesh, but targets dominated by those creatures later can be added to the telepathic mesh no matter the distance, so long as all parties are on the same plane. A creature that leaves the same plane as the omnipath is no longer considered to be part of the telepathic mesh and can attempt a new DC 29 Will saving throw upon returning to remain free from the telepathic mesh. As an immediate action, an omnipath can remove any creature from the telepathic mesh.

An omnipath can communicate telepathically with all individual creatures in the telepathic mesh simultaneously. All creatures within the mesh are considered valid targets for all forms of possession employed by the omnipath. As long as at least two creatures in the telepathic mesh are within 12 miles of each other, if one creature in the mesh is aware of a particular danger, all of the other creatures in the mesh are as well. No creature in the group is considered flanked or flat-footed unless all of them are.

An omnipath can share the senses of up to six of the creatures in the telepathic mesh. It can stop sharing the senses of one target and switch to another's senses as a standard action. The save DC is Intelligence-based.

Thought Barrage (Su) As a standard action, an omnipath can fire three rays of shimmering blue-white energy from the glowing balls of light on its tail as a ranged touch attack with a range of 300 feet (no range increment). Any creature struck must succeed at a DC 29 Will saving throw or be stunned for 1 round. The save DC is Charisma-based.

Triple-Jawed Bite (Ex) An omnipath has three jaws nestled within one another. An omnipath can make a bite attack as a standard action. If that attack hits, the omnipath can make a second bite attack as a free action. If the second bite attack hits, the target must succeed at a DC 30 Will saving throw or be shaken for 1d4 rounds, and the omnipath can make a third bite attack as a free action. If the third bite attack is successful, the target must succeed at a DC 30 Fortitude saving throw or be staggered for 1d4 rounds. The save DCs are Constitution-based.

Vast Knowledge (Ex) Gleaning countless pieces of information from a vast network of active minds it can

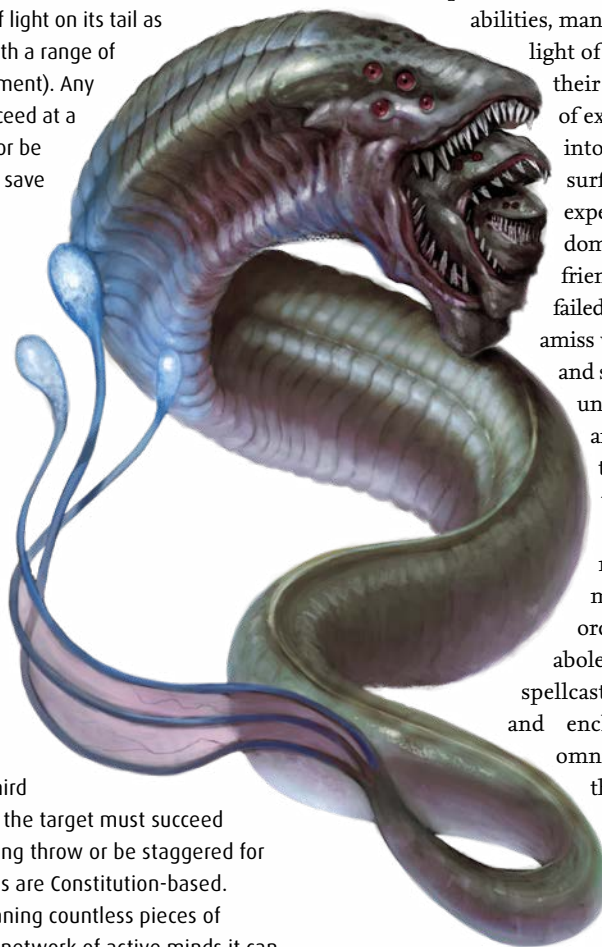
access at any time, an omnipath treats all Knowledge skills as class skills. In addition, it gains a +4 racial bonus on Intelligence-, Wisdom-, and Charisma-based checks when using skills in which it has ranks.

Hidden away in secret lairs, omnipaths serve as information hubs between othagu (aboleths, veiled masters, and other such creatures). Using their special ability to establish a network of minds throughout the Darklands and Golarion's oceans, omnipaths allow veiled masters and aboleths—as well as those they mentally control—to orchestrate their nefarious plans. Omnipaths possess a keen intellect and recall everything they (and those within the mesh) experience, leading to a wealth of varied information that is shared between omnipaths as a sort of experience library. Omnipaths also serve as an alarm system for the veiled masters they serve, for each omnipath can communicate with all creatures in its telepathic mesh simultaneously. An omnipath can use the senses of all creatures within its mesh, and any creature that would harm one of the creatures in the mesh immediately becomes known to all other beings the omnipath is mentally linked to.

Very few surface dwellers have ever encountered an omnipath, but through the use of their possession abilities, many omnipaths have walked in the light of the surface world, riding within their victims. The omnipaths' library of experiences provides them insight into the cultures and practices of the surface, allowing them to feign the expected responses on behalf of their dominated victims. In some cases, friends and family of a victim have failed to recognize that something was amiss with a victim's behavior for years, and sometimes the deception is never uncovered, giving the omnipaths—and those they serve—spies within the surface world that serve until their deaths.

Omnipaths possess a strange mindset, inscrutable to sane minds, though they are an orderly and meticulous race. While aboleths and veiled masters are skilled spellcasters with powerful illusion and enchantment spell-like abilities, omnipaths' primary powers are in their minds, and they pursue psychic magic. Omnipaths have a strange obsession with eyes and consider them a delicacy.

An omnipath is 25 feet long and weighs 2 tons.



Prana Ghost

A spectral figure hovers above the ground, exhibiting a silent serenity that is beautiful to behold.

PRANA GHOST

CR 11

XP 12,800

Half-elf prana ghost hydrokineticist (elemental ascetic) 11
(*Pathfinder RPG Occult Adventures* 10, 90)

NG Medium outsider (augmented humanoid, elf, extraplanar, human, incorporeal)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 27, touch 27, flat-footed 20 (+4 deflection, +7 Dex, +6 Wis)

hp 126 (11d8+77)

Fort +13, **Ref** +15, **Will** +10; +2 vs. enchantments

Defensive Abilities AC bonus, dual minded^{dARG}, incorporeal, rejuvenation; **Immune** dazing, disease, effects requiring a physical body, exhaustion, fatigue, nonlethal damage, paralysis, poison, sleep effects, stunning

Weaknesses living prana

OFFENSE

Speed fly 30 ft. (perfect); astral step (4/day)

Melee flurry of blows +18/+18/+13/+13/+8 (1d10+4 plus kinetic fist) or dazing touch +15 incorporeal touch attack (1d6 plus daze)

Special Attacks dazing touch (DC 19), elemental flurry, metakinesis (empower, maximize), powerful fist

Kineticist Wild Talents Known

Infusions—bowling infusion, chilling infusion (DC 19), entangling infusion (DC 19), kinetic fist (2d6), pushing infusion

Kinetic blasts—aetheric boost, cold blast (6d6+2), telekinetic blast (6d6+11)

Utility—basic hydrokinesis, basic telekinesis, slick (DC 15), suffocate (DC 15), telekinetic invisibility, veil of mists, water manipulator

STATISTICS

Str —, **Dex** 24, **Con** 20, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +8; **CMB** +15; **CMD** 35

Skills Acrobatics +16, Diplomacy +8, Perception +30, Sense Motive +30, Stealth +29, Use Magic Device +14; **Racial Modifiers** +10 Perception, +8 Sense Motive, +8 Stealth

Feats Alertness^B, Combat Reflexes, Extra Wild Talent, Improved Initiative^B, Improved Unarmed Strike, Snake Fang^{UC}, Snake Sidewind^{UC}, Snake Style^{UC}, Toughness^B, Weapon Focus (unarmed strike)

Languages Celestial, Common, Elven

SQ burn (3 points/round, maximum 8), elemental wisdom, elf blood, expanded element (aether), gather power, infusion specialization 3, internal buffer 2, supercharge

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (*amulet of mighty fists* +1, *belt of physical might* +2 [Constitution and Dexterity], *cloak of resistance* +1, *headband of inspired wisdom* +2, other treasure)

The typical ghost is a nightmarish creature of dark emotion, with an undying thirst for justice or vengeance. These ghosts are often warped by deep emotional turmoil, madness, or contact with the dark radiations of the Negative Energy Plane—sometimes all three. But such twisted, tormented creatures are not the only spirits that cling to traces of their former lives on the Material Plane. There is another kind of ghost, just as dedicated, but more rational and often more subtle.

As a soul departs a body, it joins the great River of Souls winding its way through the Astral Plane and passes on to judgment in the Outer Planes. Sometimes such a soul, through force of will or an unquenchable desire to accomplish one last act, forces its way back to the Material Plane as a prana ghost. Formed entirely of vital life essence, or prana, this manifest spirit is not an undead creature, but rather something entirely different, though undead that gorge on life energy are drawn to the glut of prana that composes a prana ghost like scavengers to a fresh corpse. Though easily mistaken for the undead spirits they resemble, prana ghosts function very differently from normal ghosts, haunts, and other incorporeal undead.

Unlike the raging etheric ghost, a prana ghost tends to avoid worldly affairs when it can. It acts as mentor and guide to the living rather than acting overtly. These ghosts exude a supernatural calm and exhibit great control over their emotions and desires, wishing only to accomplish the task at hand, and to do so as quickly and as safely as possible. Even so, when victory (or failure) looms, a reckless prana ghost may attempt to take matters into its own hands. Such an intervention can be a great surprise to those who had no idea a supernatural entity was pulling the strings of their agents and allies. Among virtuous creatures who were unaware of the aid they were receiving, the prana ghost's appearance might lead to violence if the prana ghost can't convince them it isn't undead.

Once a prana ghost succeeds at its task, or its failure becomes clear, it dissipates from the world and reenters the Astral Plane. Many prana ghosts then resume their passage toward the Outer Planes, but a few dwell on the Astral Plane for centuries, if not millennia. Such prana ghosts often plot a reversal of personal fortunes, or the fortunes of their progeny or those of friends and allies. Others linger because they are not yet ready to reach their final fate.

Usually, prana ghosts are more helpful and less malicious than their ethereal cousins, but not always. A creature doesn't need to have led a virtuous or enlightened life to achieve the state—it needs only the necessary force of will to slip the chains of death, and a willingness to



Introduction

A - D

E - N

O - S

T - Y

accept whatever consequences its soul might have to endure for refusing to face judgment at the appointed time. The souls of evil creatures seeking final vengeance can be just as willful as those with righteous goals, for selfishness can drive a soul to cling to mortal existence as strongly as more noble motivations.

Creating a Prana Ghost

“Prana ghost” is an acquired template that can be added to any living creature with Intelligence and Wisdom scores of at least 6 (referred to hereafter as the base creature). A prana ghost retains all of the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Base creature’s CR + 1.

Type: The creature’s type changes to outsider, and it gains the augmented, extraplanar, and incorporeal subtypes. Do not recalculate the creature’s base attack bonus, saves, or skill points.

Armor Class: A prana ghost gains a deflection bonus to AC equal to its Wisdom modifier instead of the Charisma-based bonus the incorporeal ability normally provides. It loses the base creature’s armor bonus, as well as all armor and shield bonuses that don’t come from force effects or *ghost touch* items.

Hit Dice: Change all of the creature’s racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged.

Defensive Abilities: A prana ghost retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Prana ghosts gain darkvision to a range of 60 feet, the incorporeal ability, and the rejuvenation ability.

Prana ghosts are immune to dazing, disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning, as well as all effects that require a corporeal body. They are not subject to nonlethal damage.

A prana ghost doesn’t risk death from damage, but instead immediately dissipates when its hit point total drops to a negative amount equal to its Constitution score. Prana ghosts are not affected by *raise dead*, *resurrection*, or *true resurrection*, but can be affected by *reincarnate*.

Rejuvenation (Su): In most cases, it is difficult to dissipate a prana ghost through simple combat; the prana ghost restores itself in 2d4 days. Generally, the only way to permanently dissipate a prana

ghost is to help it complete its mission or to make the mission impossible to complete, after which the prana ghost continues its path to the afterlife.

Weaknesses: A prana ghost gains the following weakness.

Living Prana (Ex): A prana ghost is made entirely of life essence, so it is vulnerable to effects that snuff life essence out. A prana ghost takes half again as much damage (+50%) from negative energy effects and death effects that deal damage, half again as many negative levels from negative energy effects that inflict negative levels, and half again as much Constitution damage and drain from negative energy effects (such as a wraith’s touch). If a prana ghost dissipates from such an effect, it takes twice as long for it to restore itself via rejuvenation.

Speed: Prana ghosts lose their previous speeds and gain a fly speed of 30 feet (perfect) unless the base creature has a higher fly speed. They also gain the astral step ability.

Astral Step (Su): As a standard action a number of times per day equal to its Wisdom bonus, a prana ghost can teleport to a space within 60 feet that it can see. This is a teleportation effect.

Attacks: A prana ghost keeps the base creature’s natural and unarmed attacks. These attacks automatically count as if they had the *ghost touch* property and add the prana ghost’s Wisdom bonus to damage rolls (or 1/2 its Wisdom bonus for off-hand attacks and secondary weapons, but no additional damage for single primary natural attacks or the like). If the creature could wield weapons in life, it can wield *ghost touch* weapons as a prana ghost.

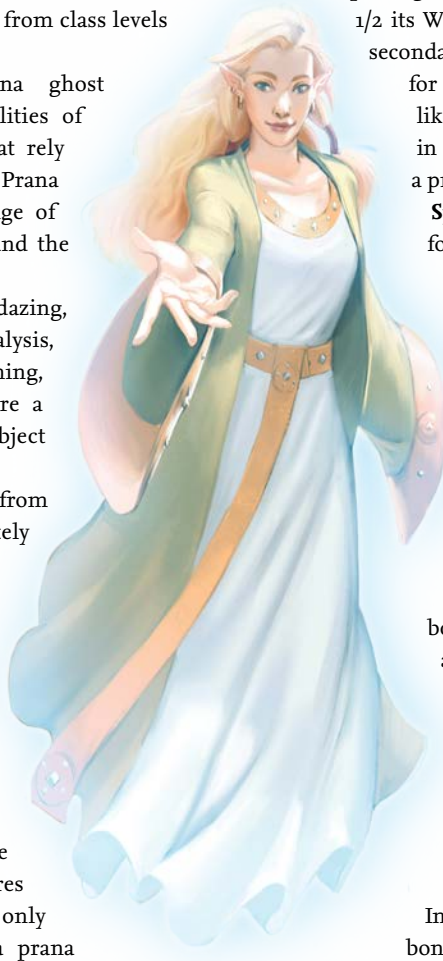
Special Attacks: A prana ghost gains the following melee attack.

Dazing Touch (Su): With a touch, a prana ghost can deal 1d6 points of damage, and the creature touched must succeed at a Will saving throw (DC = 10 + 1/2 the prana ghost’s Hit Dice + the prana ghost’s Wisdom modifier) or be dazed for 1 round.

Ability Scores: Dex +4, Con +4, Wis +2. As incorporeal creatures, prana ghosts have no Strength score.

Skills: Prana ghosts have a +8 racial bonus on Perception, Sense Motive, and Stealth skill checks. A prana ghost always treats Acrobatics, Bluff, Craft, Diplomacy, Intimidate, Knowledge (planes), Perception, Sense Motive, Stealth, and Use Magic Device as class skills. Otherwise, class skills are the same as the base creature.

Feats: Prana ghosts gain Alertness, Improved Initiative, and Toughness as bonus feats.



Prism Dragon

The facets of this crystalline dragon's body reflect fascinating and sparkling patterns.

PRISM DRAGON

CR 17



XP 102,400

CN Huge dragon (extraplanar)

Init +5; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 35, touch 9, flat-footed 34 (+1 Dex, +26 natural, -2 size)

hp 283 (21d12+147)

Fort +21, **Ref** +15, **Will** +17; +4 vs. psychic spells

Defensive Abilities all-around vision, psychic resilience, ray reflection; **DR** 15/magic; **Immune** acid, electricity, paralysis, sleep; **SR** 28

Weaknesses vulnerable to sonic

OFFENSE

Speed 60 ft., climb 30 ft., fly 200 ft. (poor)

Melee bite +30 (2d6+10/19-20), 2 claws +29 (1d8+10), tail slap +27 (2d6+5), 2 wings +27 (1d8+5)

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

Special Attacks breath weapon (100-ft. line, 20d6 fire, Reflex DC 27 half, usable every 1d4 rounds)

Psychic Magic (CL 21st; concentration +29)

20 PE—*aura alteration*^{0A} (3 PE, DC 21), *emotive block*^{0A} (3 PE, DC 21), *greater possession*^{0A} (8 PE, DC 26), *id insinuation*^{0A} (6 PE, DC 24), *instigate psychic duel*^{0A} (2 PE, DC 20), *mass synesthesia*^{0A} (6 PE, DC 24), *psychic surgery*^{0A} (5 PE, DC 25), *suggestion* (3 PE, DC 21), *synaptic scramble*^{0A} (4 PE, DC 22)

Spell-Like Abilities (CL 21st; concentration +29)

At will—*analyze aura*^{0A}, *color spray* (DC 19), *glitterdust* (DC 20), *mirror image* (DC 19)

3/day—*invisibility* (DC 20), *major image* (DC 21), *rainbow pattern* (DC 22)

1/day—*phantasmal killer* (DC 22), *prismatic spray* (DC 25)

STATISTICS

Str 31, **Dex** 12, **Con** 25, **Int** 20, **Wis** 21, **Cha** 26

Base Atk +21; **CMB** +33; **CMD** 44

Feats Deceitful, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Psychic Combatant^{0A}, Vital Strike, Weapon Focus (bite)

Skills Bluff +35, Climb +31, Diplomacy +22, Disguise +22, Fly +16, Intimidate +31, Knowledge (dungeoneering, history, nobility) +28, Perception +28, Sense Motive +28, Stealth +16, Survival +28

Languages Aklo, Auran, Common, Draconic, Elven, Terran

SQ dazzling presence, razor sharp

ECOLOGY

Environment any mountain or underground

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a prism dragon can fire a beam of scintillating light in a 100-foot line. Creatures caught in this line take 20d6 points of fire damage and are blinded for 2d6 rounds. A successful DC 27 Reflex save halves the damage and negates the blindness. As a full-round action, a prism dragon can instead fire a prismatic beam; every creature within the line of effect who fails its Reflex save is also affected as if targeted by a *prismatic spray* spell. Using this ability expends the prismatic dragon's daily use of its *prismatic spray* spell-like ability.

Dazzling Presence (Su) In areas of dim or brighter light, a prism dragon's body catches and refracts light into brilliant patterns and colors within 100 feet around its body. This effect renders illusions more potent, increasing the save DC of all illusion spells cast within the area of effect by 2. In addition, as a swift action, the prism dragon may move any *dancing lights*, *daylight*, *light*, or visual illusion spells within the area of its dazzling presence to any other point within 100 feet.

Razor Sharp (Ex) All of a prism dragon's natural attacks deal slashing damage.

Ray Reflection (Ex) A prism dragon's scales reflect ray spells back on the ray's source if the ray fails to overcome the dragon's spell resistance.

Hailing from an unknown location in the Great Beyond, prism dragons delight in manipulation for its own sake, shaping mortal societies and the world around them for little more than the fun doing so offers, distracting themselves from the tedium of ageless existence. Most prism dragons view humanoid creatures as parts of their hoard, as treasured and precious as any gem or goblet. Gifted with potent psychic abilities and the power to generate and warp illusions, prism dragons gravitate toward mastermind roles, and prefer to claim territories that overlap with complicated cultures—large cities, trade routes, and monster-infested ruins—where they can scheme and coax other intelligent creatures to dance to a particular tune. Prism dragons adore overelaborate schemes—not because they expect victory, but because complication gives so many things a chance to go wrong, allowing the dragons to test their quick wits and adaptability in addition to their planning skills. They detest physical confrontation, and only engage in it when left with no other recourse or when troublesome humanoids spoil their games. Chaos and change keep eternity exciting, but prismatic dragons are sore losers.

Prism dragons dislike undisguised truths, as they consider relating unvarnished facts to be boring and beneath them. As such, they rarely reveal themselves for what they are, even among cultures such as kobolds that revere dragons. For a prism dragon to reveal its true self is a sign of respect, but even then, the dragon is unlikely



Introduction

A - D

E - N

O - S

T - Y

to communicate in a straightforward manner, feeling that doing so would be insulting the intelligence of its conversational partner. Prism dragons are fond of using illusions to appear as powerful visitors, or possessing long-standing members of the community and using their hosts' resources to begin shaping their new homes to their liking. Their sense of fair play compels them to get permission from a host before possessing it, but a host who has answered an innocuous-seeming question from a stranger in the affirmative or nodded in agreement with a statement made by another patron at the local tavern is often unaware that she has consented. Indeed, whether permission has been received via the means many prism dragons employ is often a distinction without a difference to anyone else. Prism dragons view their inability to shapeshift as a special challenge, and no two members of their kind deal with this handicap the same way—a rare few use polymorph magic, but more commonly they rely on invisibility or subterfuge, or hide in plain sight by posing as exotic statuary while using their psychic abilities to coax their playthings to action. Eventually, they reshape alliances between groups of monsters or stir up courtly intrigue, leading to squabbling, infighting, and even war. Many prismatic dragons lair in the rubble of cities they claim to have ruined in ages long past.

As solitary creatures, prism dragons avoid one another. Though conflicts over territory are common, the haughty beasts never deign to battle each other in vulgar combat. Instead, the dragons wage intricate proxy wars against each other to settle bizarre wagers—betting that one of the dragons can get a certain nation to invade another, or that the other dragon can convince a king to willingly throw away his crown—or else concoct elaborate schemes to expose each other as impostors. Whatever the outlandish victory conditions of the contest, one rule is always in force: the draconic opponents can't take a direct hand in the events, and can act only through proxies and agents. This leads to complicated webs of intrigue that develop over years or even decades as the dragons' plots gradually come to fruition. The dragons, who are as fascinated by the behavioral patterns of intelligent creatures as they are by the scintillating patterns of light on treasure, find these contests immensely enjoyable, even despite the high (and sometimes deadly) stakes. They are not completely without the capacity for sympathy, however, and may make recompense to one who argues eloquently enough.

A prism dragon maintains its hoard carefully, though its system might not seem apparent to others at first. The puzzle-loving dragons invariably catalog their hoards (and any associated traps hidden therein) in some clever way, and looting a defeated prism dragon's hoard without this master document can be as dangerous as facing the dragon

itself. For example, traps in a prism dragon's lair might deactivate only when the dragon stands in a certain spot and refracts the light in just the right way. Other prism dragons might organize their treasure by color, but lay traps based on aura, rather than physical hues, fooling self-congratulatory adventurers who have no way of detecting the pattern.

Planar travelers report prism dragons on the Material Plane, the Astral Plane, the Ethereal Plane, and in lesser numbers across the Outer Planes, but to date none have reported young or infant versions of these shimmering beasts. Prism dragons themselves claim to be immortal—primeval dragons spawned at the dawn of the multiverse and serving as Apsu's template to create the other, "lesser" draconic races. True dragons dispute this origin, and given prism dragons' grandiose claims in all other affairs, this story likely bears little more than a grain of truth. Prism dragons share no apparent family connection to the crystal dragons of the Elemental Plane of Earth, despite their outward resemblance to them.

A fully grown prism dragon is 25 feet long and weighs more than 13,000 pounds.



Psyche Serpent

A spiral pattern adorns the hood of this cobralike serpent. Its gaze betrays a keen intellect.

PSYCHE SERPENT

CR 2



XP 600

N Tiny magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 19 (3d10+3)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +8 (1d3–2 plus poison)

Space 2–1/2 ft.; **Reach** 0 ft.

Psychic Magic (CL 6th; concentration +8)

5 PE—*charm person* (1 PE, DC 13), *detect thoughts* (2 PE, DC 13), *invisibility* (2 PE, self only)

STATISTICS

Str 6, **Dex** 16, **Con** 13, **Int** 13, **Wis** 13, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 12

Feats Skill Focus (Diplomacy), Weapon Finesse

Skills Diplomacy +12, Perception +7, Sense Motive +4;

Racial Modifiers +4 Diplomacy

Languages Common

SQ hypnotic hood, painless bite

ECOLOGY

Environment any temperate or warm

Organization solitary

Treasure standard

SPECIAL ABILITIES

Hypnotic Hood (Su) A psyche serpent can use the hypnotism occult skill unlock (*Pathfinder RPG Occult Adventures* 195) to implant suggestions as a full-round action (instead of taking 1 minute) an unlimited number of times per day. While it hypnotizes its targets, it sways from side to side with the spiral pattern of its hood fully displayed. A successfully hypnotized victim can recall this spiral pattern but otherwise has no memory of the act of hypnotism unless the psyche serpent wishes it to.

Painless Bite (Ex) A psyche serpent's venom has a powerful numbing effect, causing its bites to inflict no pain and allowing it to inject its poison without alerting its victims or awakening them from sleep. Even if

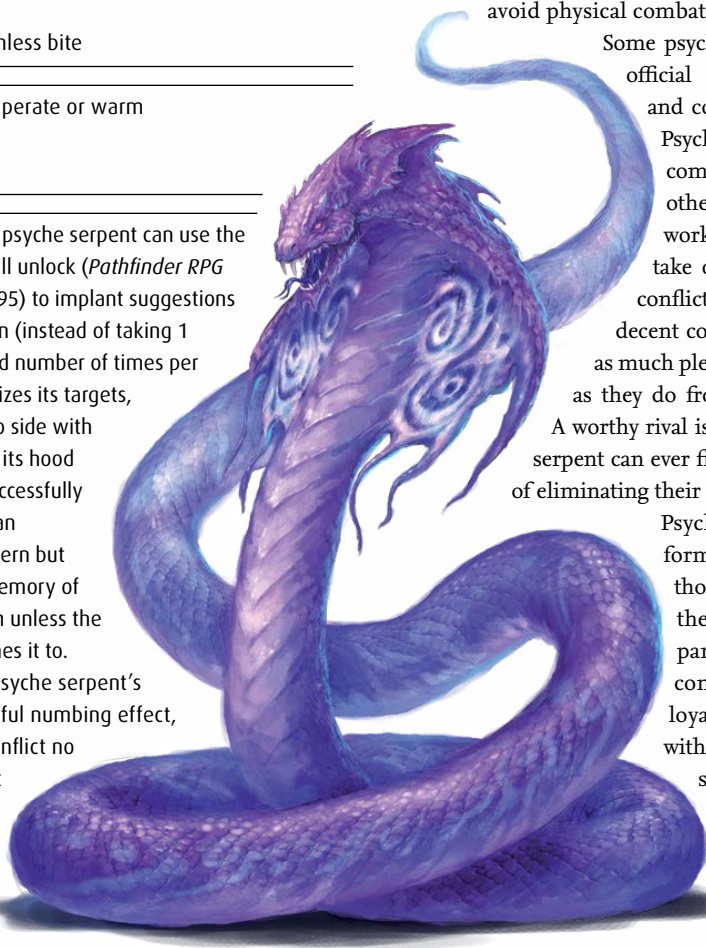
the victim succeeded at its saving throw, it remains unaware it attempted a save against a psyche serpent's venom.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Wisdom, and a creature that takes Wisdom damage from this poison is considered a willing creature for the purposes of the psyche serpent's hypnotism occult skill unlock until the Wisdom damage is healed; *cure* 2 consecutive saves. The DC includes a +2 racial bonus.

The unique spiral pattern on psyche serpent's hoods mark them as something more than ordinary cobras. They are clever creatures with enough wit and magic to be dangerous. Though psyche serpents are solitary, they can not resist the lure of large cities, especially those rife with politics and scheming, which irresistibly call to them. Psyche serpents are cunning, patient, and manipulative, and enjoy seeing subtle, long-awaited plans come to fruition. They prefer to stay out of sight, waiting for the right moment to emerge and hypnotize the perfect subject. By drawing out secrets and forcing victims to act against their own will, psyche serpents enact their plots without ever being discovered as the true masterminds. Though their venom makes them dangerous, they are not hardy creatures and prefer to avoid physical combat.

Some psyche serpents take on more official roles, acting as advisors and counselors to great leaders. Psyche serpents are fiercely competitive, especially with others of their kind, and rarely work together. They often take opposite sides of political conflicts simply for the sake of decent competition, finding almost as much pleasure in being outsmarted as they do from thwarting their rivals. A worthy rival is the greatest gift a psyche serpent can ever find, and they find the idea of eliminating their nemeses completely alien.

Psyche serpents sometimes form strong bonds with those few individuals whom they see as mental equals, partnering with them as constantly competitive but loyal familiars. A spellcaster with an alignment within one step of true neutral who has the Improved Familiar feat and an arcane caster level of 7th or higher can select a psyche serpent as a familiar.





Psychic Stalker

A disturbing presence remains hidden from sight, but its malevolence hampers clear thoughts and suffuses the air with a sense of desperation.

PSYCHIC STALKER

CR 7



XP 3,200

NE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., thoughtsense 60 ft.;

Perception +16

Aura mental static (30 ft., DC 20)

DEFENSE

AC 20, touch 20, flat-footed 16 (+6 deflection, +4 Dex)

hp 84 (8d8+48)

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

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal

touch +10 (1d6

Charisma damage)

Special Attacks fleeting

possession

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 13,

Wis 15, **Cha** 23

Base Atk +6; **CMB** +10; **CMD** 26

(can't be tripped)

Feats Blind-Fight, Combat

Reflexes, Improved

Initiative, Skill Focus

(Perception)

Skills Fly +19, Intimidate +17,

Perception +16, Sense

Motive +13, Stealth +15

Languages Common

SQ formless

ECOLOGY

Environment any

Organization solitary

Treasure none

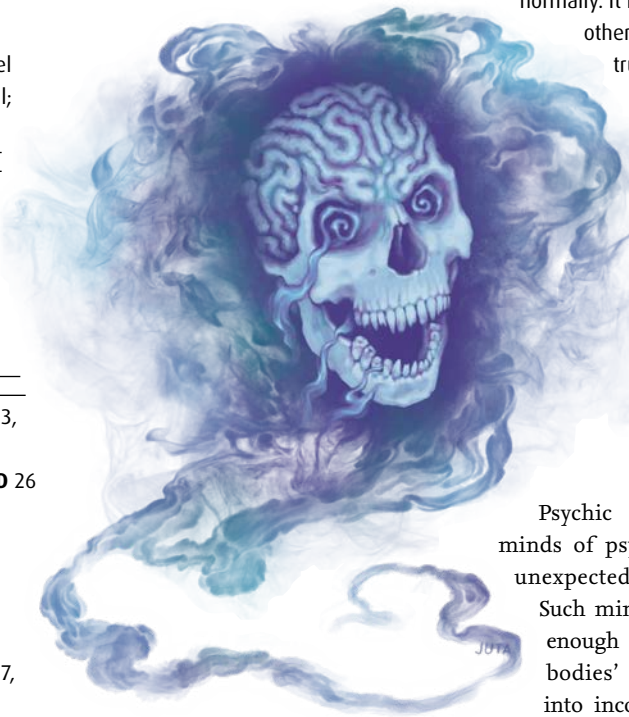
SPECIAL ABILITIES

Charisma Damage (Su) A psychic stalker's touch deals 1d6 points of Charisma damage to a living creature. This is a negative energy effect.

Fleeting Possession (Sp) As a standard action, a psychic stalker can enter an adjacent living creature's body and begin to destroy its mind in a violent attempt to feel alive. The psychic stalker can initiate this process only on a creature that has taken an amount of Charisma damage equal to or greater than half its Charisma score. This effect functions as per the *possession*^{OA} spell (CL 8th; Will DC 20; the save DC is Charisma-based), but the target continues to take damage

each round as if it had been struck by the psychic stalker's touch attack. If the Charisma damage exceeds the creature's Charisma score, the creature dies and the *possession* effect ends. Psychic stalkers delight in possessing creatures immune to negative energy, since the stalkers don't leech those creatures' Charisma and can inhabit them indefinitely. A creature that successfully saves is immune to that psychic stalker's possession for 24 hours. Creatures that die from this attack rise as echohusks (see page 24) in 1d4 rounds.

Formless (Ex) A psychic stalker has no visible form, but creatures that have taken Charisma damage from its attacks hallucinate a ghostly haze with a screaming skull within, allowing them to damage the creature normally. It is treated as invisible to all other creatures, but as it has no true form or substance, effects like *invisibility purge*, see *invisibility*, and even *faerie fire* or *glitterdust* do not negate this ability (though blindsight provided by *thoughtsense*^{OA} locates a psychic stalker). The ability to hallucinate a psychic stalker and negate its concealment after taking Charisma damage is a mind-affecting effect.



Psychic stalkers are the undead minds of psychic spellcasters who died unexpectedly—and likely violently. Such minds are sometimes powerful enough to persist even after their bodies' destruction, transforming into incorporeal creatures composed entirely of thought. Despite their will to endure, the forms in which psychic stalkers survive bear little continuity with their former, living bodies. At the moment of death, psychic stalkers are traumatically torn from their corporeal forms and the lives they once had. As such, they retain no memories or abilities from their former existence. Knowing only that they are missing a vital part of their being, psychic stalkers are dominated by the desire to take control of new bodies. Although they can exist indefinitely without a physical form, they seek to indulge in the lost pleasures of mortal life and go to great lengths to feel these sensations once more. They pursue this lust for sensation with little regard for the living creatures whose bodies they steal—and which, through possession, they drain and ultimately destroy. Although psychic stalkers are invisible—being nothing more than stray thought—those who come into contact with them almost always hallucinate terrifying skulls, which have become synonymous with these beings.

Introduction

A - D




E - N

O - S

T - Y

Psychoplasmic Creature

The silver dust that makes up this giant six-legged reptile continuously dissipates into the air, but without depleting the creature's mass.

PSYCHOPASMIC BEHIR		CR 9	  
XP 4,800			
N Huge outsider (augmented magical beast, extraplanar)			
Init +3; Senses darkvision 60 ft., low-light vision; Perception +6			
DEFENSE			
AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size)			
hp 105 (10d10+50)			
Fort +12, Ref +10, Will +5			
DR 5/magic or adamantine; Resist cold 10, fire 10;			
Immune electricity; SR 14 (psychic spells bypass SR)			
OFFENSE			
Speed 40 ft., climb 20 ft., fly 60 ft. (fly on Astral Plane only)			
Melee bite +15 (2d6+9 plus grab and mindlock)			
Space 15 ft.; Reach 10 ft.			
Special Attacks breath weapon (20-ft. line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), mindlock (DC 15), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)			
STATISTICS			
Str 23, Dex 16, Con 21, Int 11, Wis 14, Cha 12			
Base Atk +10; CMB +18 (+22 grapple); CMD 31 (can't be tripped)			
Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)			
Skills Climb +14, Knowledge (planes) +10, Perception +8, Stealth +7, Survival +15 (+20 when following tracks);			
Racial Modifiers +5 Survival when following tracks			
Languages Common			
SQ compression			
ECOLOGY			
Environment any (Astral Plane)			
Organization solitary or pair			
Treasure double			
SPECIAL ABILITIES			
Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can rake the grappled target or swallow it whole.			

While nearly all spirits experience the Astral Plane at some point in their cosmic journeys, it is still one of the least understood planes in the multiverse. Some say it is merely a dream of the gods, while others contend it is the realm of thought itself. Though it is a seemingly endless realm of celestial desert, creatures still roam and hunt on its infinite expanse.

Among the strangest are the psychoplasmic creatures that spontaneously form on the Astral Plane in no

perceivable pattern. It could be that when a soul gets caught up in some form of astral eddy, its essence and the strange energies of the Astral Plane fuse to create this bizarre form of life. Some suggest that the passage of souls through the plane leaves impressions behind, the most powerful of which manifest as beings unto themselves. The most outlandish philosophies theorize that since the Astral Plane is a plane of thought, maybe a great thinker exists somewhere beyond the expanse, and these creatures are physical embodiments of its will.

Whatever the nature of a psychoplasmic creature's genesis, it retains much of its knowledge of its former life, if any, but is extremely emotionally dulled. It cares nothing for its past, and instead takes on a mission or a task that it must complete, but usually without knowing why. Those who believe that the Astral Plane is both the incarnation of thought and also a thinker believe that these creatures always do the bidding of that astral mind. The evidence is scant, as there seems to be little rhyme or reason to individual psychoplasmic creatures' actions. Instead, they seem inexplicably fixated on random things; while a few eventually change the nature of their obsessions, such refocusing is rare. Some of the most common tasks that psychoplasmic creatures propel themselves toward include hunting down beasts or beings that they never could have bested in life, exploring or drawing other creatures toward areas of the Astral Planes where few have ever tread, and giving themselves over to the service of psychic masters to whom they are inexplicably attuned.

The one common thread between all psychoplasmic creatures is their substance and appearance. Though they keep the forms they once held (or were molded to resemble), they seem to be composed of a large, constantly shifting clump of silvery dust. This dust continuously drifts from a psychoplasmic creature's form, dissipating into nothing. Yet as fast as it falls, it is replaced, leaving the creature's size unchanged even after decades or centuries of such evaporation. The strange dust of a psychoplasmic creature's form completely disappears only after the creature fulfills its inscrutable objective.

Psychoplasmic creatures come in many forms. Many are large, hulking brutes that stalk those who invade or defile the Astral Plane, sometimes tracking trespassers to the Material Plane (though their mobility is diminished there). Others are more intelligent and serve as advisors and companions to shulsagas (*Pathfinder RPG Bestiary* 4 245). These beings might be treated as anything from valued members of a shulsaga community to embodiments of heroes or entire shulsaga tribes lost and reborn. Others, however, wage war on shulsagas, and are widely perceived as the psychic vengeance of deadly foes or mighty beasts from their mythology. In any case, the known power of psychoplasmic creatures has impacted



Introduction

A - D

E - N

O - S

T - Y

shulsagas' culture and art, and they dust many of their most sacred sites and most impressive pieces of statuary in silvery powder, to suggest suggesting the adaptability and might of psychoplasmic creatures.

A select few psychoplasmic creatures serve the interests of the Boneyard—though it can be difficult to tell whether that is intentional or incidental. Psychopomps keep these astral denizens at arm's length, but nonetheless welcome their aid in their eternal vigil over the River of Souls. Many psychopomps remain skeptical of the strange creatures' agenda, though, suspecting that these psychoplasmic allies are spying on or undermining their comrades. Regardless, no accounts tell of psychoplasmic creatures serving predators of souls, such as daemons.

Still other psychoplasmic creatures wander the planes, fixated on whatever was embedded in their minds when they came into being. A strange few seem to be born without any ambition beyond a nameless urge to wander the multiverse in search of adventure before they finally dissipate back into the silvery void of the Astral Plane.

Creating a Psychoplasmic Creature

"Psychoplasmic" is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

Challenge Rating: Base creature's CR + 1.

Alignment: Usually neutral.

Type: The creature's type changes to outsider. Do not recalculate the base creature's base attack bonus, saves, or skill points. It retains any subtype and gains the augmented subtype. It uses all the base creature's statistics and special abilities except as noted in the following sections.

Armor Class: A psychoplasmic creature gains a natural armor bonus of +2. If it already has a natural armor bonus, that bonus increases by 2.

Hit Dice: Change all of the creature's racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged.

Defensive Abilities: A psychoplasmic creature gains an amount of spell resistance equal to its CR + 5. Psychic spells bypass this spell resistance.

Damage Reduction and Energy Resistance: A psychoplasmic creature gains damage reduction and energy resistance based on its Hit Dice, as given in the table below.

Hit Dice	Resist Cold, Electricity, and Fire	DR
1-4	5	—
5-10	10	5/magic or adamantine
11+	15	10/magic and adamantine

Speed: Psychoplasmic creatures gain a fly speed of 60 feet (perfect) while on the Astral Plane.

Attacks: A psychoplasmic creature retains all natural weapons of the base creature. It gains a slam attack that deals damage based on the ectoplasmic creature's size.

Special Attacks: A psychoplasmic creature retains all of the special attacks of the base creature. In addition, a psychoplasmic creature gains the following special attack.

Mindlock (Su): Upon successfully making an unarmed strike or natural attack against a creature with an Intelligence score of 3 or higher, a psychoplasmic creature can attempt to impose a mindlock on that creature as a free action. The target of the mindlock must succeed at a Will saving throw (DC = 10 + 1/2 the psychoplasmic creature's Hit Dice + its Intelligence modifier). If the target fails, it cannot cast spells, speak, or use Intelligence checks or Intelligence-based skill checks for 1 round (or 1d4 rounds, if the psychoplasmic creature has 11 Hit Dice or more).

Ability Scores: Dex +4, Int +4.

Skills: Survival is always a class skill for psychoplasmic creatures, and they gain a +5 racial bonus on Survival check when following tracks.

Special Abilities: The flexible body of a psychoplasmic creature grants it the compression ability.



Rakshasa, Amanusya

This lithe dancer would be beautiful were it not for her clawed hands, backward-facing head, and long, lolling tongue.

AMANUSYA CR 6   

XP 2,400

LE Medium outsider (native, rakshasa, shapechanger)

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

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 66 (7d10+28)

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

DR 5/good or piercing; **SR** 21

OFFENSE

Speed 40 ft.

Melee 2 claws +11 (1d4+2)

Special Attacks detect thoughts (DC 17), sneak attack +3d6

Psychic Magic (CL 4th; concentration +8)

5 PE—*babble*^{OA} (2 PE, DC 16), *blur* (2 PE), *deja vu*^{OA} (1 PE, DC 15), *hideous laughter* (1 PE, DC 15), *hold person* (2 PE, DC 16), *hypnotism* (1 PE, DC 15), *id insinuation*^{IA} (2 PE, DC 16), *paranoia*^{OA} (1 PE, DC 15)

STATISTICS

Str 15, **Dex** 19, **Con** 18, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +7; **CMB** +9; **CMD** 23

Feats Nimble Moves, Skill Focus (Perform [dance]), Step Up, Weapon Finesse

Skills Acrobatics +14 (+18 when jumping), Bluff +18, Disguise +22, Escape Artist +14, Perception +11, Perform (dance) +17, Stealth +14; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

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

ECOLOGY

Environment any

Organization solitary, pair, or troupe (3–8)

Treasure standard

SPECIAL ABILITIES

Beguiling Dance (Ex) An amanusya can attempt a Perform (dance) skill check in place of a concentration check to cast defensively or in place of an Acrobatics check to move through threatened squares. Once per round, when an amanusya succeeds at a Perform (dance) check to move through a square threatened by a foe, she can immediately attempt a feint against that foe as a free action.

Swift Change (Su) An amanusya can change shape as a swift action, but only when revealing her true form.

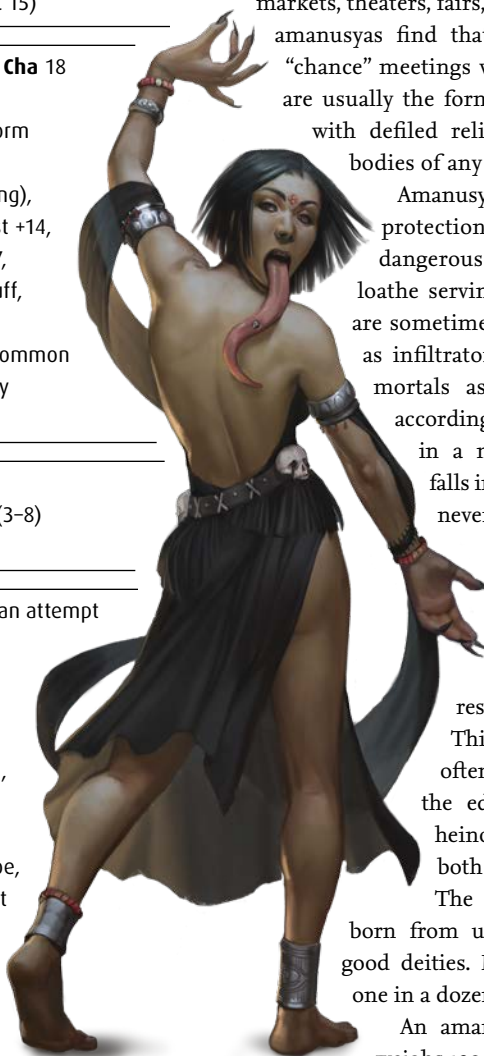
Among the most gregarious of rakshasas, amanusyas walk among mortals, learning their dreams and turning their desires against them. Amanusyas are seducers who often adopt the guise of entertainers or holy people from distant, exotic sects. The basest among them might tempt any mortal into lives of depravity, but the eldest, most experienced amanusyas seek to lure the most pure-hearted souls into debauchery and apostasy. They consider themselves keen observers and connoisseurs of mortal vice. Amanusyas might watch worthy victims for months before engaging them. When they do, though, their approaches are subtle and their promises calculated. They use guarantees of fame, wealth, pleasure, and a better life as tools to poison mortal minds with grand ambitions, endlessly assuring them that one more contrivance, one more broken vow, one more heist, or one more blasphemy will secure true greatness that, of course, never comes.

Like many rakshasas, amanusyas dwell in urban environments. They prefer places where they can easily blend in and observe potential victims, such as markets, theaters, fairs, and even temple grounds. When amanusyas find that the time is right, they affect “chance” meetings with their prey. Amanusyas’ lairs are usually the former homes of victims, decorated with defiled religious items and the preserved bodies of any kills too pretty to consume.

Amanusyas often form troupes for mutual protection and to be able to take down dangerous and crafty opponents. They loathe serving more powerful rakshasas, but are sometimes blackmailed or bribed to work as infiltrators and assassins. They see most mortals as food and playthings, though according to an old Vudran folktale, once in a millennia, an amanusya actually falls in love with a mortal. These unions never end well, however.

Amanusya rakshasas can produce offspring only with humanoids of Medium size. Their children become full-blooded amanusyas who, in their true forms, strongly resemble their humanoid parents. This physical reminder of corruption often pushes the mortal parents over the edge—they succumb to whatever heinous temptations are offered by both their lovers and their offspring. The most powerful amanusyas are born from unions with devout followers of good deities. Most amanusyas are female, but one in a dozen is male.

An amanusya stands 5-1/2 feet tall and weighs 120 pounds.





Introduction

A - D

E - N

O - S

T - Y

Rakshasa, Avatarana

Instead of legs, this bald, emaciated humanoid has a second set of long, muscular arms and a leathery flap covering its face.

AVATARANA CR 12 

XP 19,200

LE Medium outsider (native, rakshasa, shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 26, touch 15, flat-footed 21 (+4 Dex, +1 dodge, +11 natural)

hp 157 (15d10+75)

Fort +14, **Ref** +11, **Will** +11

DR 15/good and piercing; **SR** 27

Defensive Abilities absolute independence

OFFENSE

Speed 40 ft.

Melee 4 claws +21 (1d6+6 plus grab)

Special Attacks corporeal possession, *detect thoughts* (DC 21)

Psychic Magic (CL 12th; concentration +16)

20 PE—*detect magic* (0 PE), *dimension door* (4 PE), *dispel magic* (3 PE), *displacement* (3 PE), *dominate person* (5 PE, DC 19), *ego whip III^{OA}* (5 PE, DC 19), *expeditious retreat* (1 PE), *greater invisibility* (4 PE), *mage hand* (0 PE), *mind thrust V^{OA}* (5 PE, DC 19), *misdirection* (2 PE, DC 16), *psychic crush I^{OA}* (5 PE, DC 19), *ray of enfeeblement* (1 PE, DC 15), *see invisibility* (2 PE), *spider climb* (2 PE), *telekinesis* (5 PE, DC 19)

STATISTICS

Str 22, **Dex** 19, **Con** 20, **Int** 13,

Wis 14, **Cha** 19

Base Atk +15; **CMB** +21 (+29 grapple);

CMD 36 (38 vs. grapple)

Feats Dodge, Greater Grapple,

Heighten Spell, Improved Grapple,

Improved Initiative, Improved

Unarmed Strike, Lightning

Reflexes, Step Up

Skills Bluff +26, Diplomacy +22,

Disguise +30, Knowledge

(religion) +19, Perception +20, Sense

Motive +20, Stealth +22; **Racial**

Modifiers +4 Bluff, +8 Disguise

Languages Common, Infernal,

Undercommon; telepathy 100 ft.

SQ change shape (any humanoid; *alter self*)

ECOLOGY

Environment any

Organization solitary, cult (1 plus

6–36 humanoid followers)

Treasure standard

SPECIAL ABILITIES

Absolute Independence (Ex) An avatarana is immune to all charm and compulsion spells and effects as well as *magic jar*, *possession^{OA}*, and similar spells and abilities.

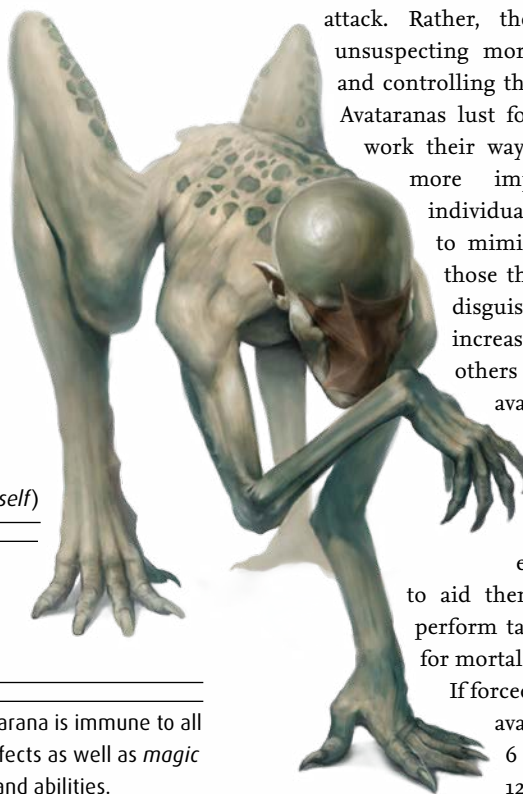
Corporeal Possession (Su) As a full-round action that provokes attacks of opportunity, an avatarana can meld its body into that of a pinned, helpless, or willing humanoid creature adjacent to it. Seeping in through the victim’s skin like mercury, the avatarana usurps control of the body as if it controlled the target via *greater possession^{OA}*. When the avatarana leaves the possessed body, it reappears in a free space of its choice adjacent to the victim.

Avatarana are among the most deformed and monstrous of rakshasas, taking that race’s corruption of the humanoid form to an unsettling extreme. Most mortals who witness these fiends in motion find them fundamentally unnerving, as their gangly limbs and awkward anatomy seem to work against each other—yet still manage to propel the creature forward with the speed of a hunting cat. A flap of taut, leathery flesh covers the face of every avatarana. While not a part of the rakshasa’s body, the covering can’t be removed—some grotesque magic fuses it to the creature’s body. Indistinct shapes are visible behind this featureless mask. Many who glimpse an avatarana get the unsettling impression that their own features lie beneath this veil, making the rakshasa’s appearance all the more unnerving. Those few grimly zealous investigators who have cut away an avatarana’s facial covering find nothing below but hollow, uneven cavities. The shapes beneath never seem to correspond with what the covering suggests.

Avataranas are rarely seen by their prey before they attack. Rather, they physically merge with unsuspecting mortals, invading their bodies and controlling them to perform terrible acts. Avataranas lust for power and they patiently work their way up social ladders, finding more impressive and influential individuals to possess. They strive to mimic the day-to-day actions of those they possess to keep up their disguises, but their viciousness increasingly shows. Only when others turn against their victims do avataranas release their control, leaving their prey to deal with the ramifications of the rakshasa’s acts.

Occasionally, avataranas employ lesser rakshasas to aid them, using these minions to perform tasks that are too demanding for mortal followers.

If forced to stand on their rear limbs, avataranas stand approximately 6 feet tall. They weigh about 125 pounds.



Samsaran, Reborn

The pale-blue skin of this dark-haired humanoid seems to subtly change hue from moment to moment.

REBORN SAM SARAN

CR 1/2



XP 200

Reborn samsaran occultist 1 (*Pathfinder RPG Occult Adventures* 46)

N Medium humanoid (samsaran)

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

DEFENSE

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

hp 10 (1d8+2)

Fort +3, **Ref** +1, **Will** +4

Weaknesses aura transparency

OFFENSE

Speed 30 ft.

Melee nine-ring broadsword +0 (1d8/x3)

Psychic Magic (CL 1st; concentration +2)

5 PE—*burst of insight*^{OA} (1 PE), *detect psychic significance*^{OA} (0 PE), *object reading*^{OA} (2 PE), *psychic reading*^{OA} (1 PE)

Implements

Evocation (rod, 2 points)—*Resonant* intense focus (+1); *Focus* energy ray (1d6), radiance (1 min.)

Illusion (ring, 2 points)—*Resonant* distortion (10%); *Focus* minor figment (1 round)

Occultist Spells Known (CL 1st; concentration +4)

1st (2/day)—*disguise self*, *shocking grasp*

0 (at will)—*ghost sound* (DC 13), *telekinetic projectile*^{OA}

STATISTICS

Str 10, **Dex** 8, **Con** 12, **Int** 17, **Wis** 15,

Cha 12

Base Atk +0; **CMB** +0; **CMD** 9

Feats Lightning Reflexes, Psychic Virtuoso^{OA}

Skills Appraise +7, Knowledge (arcana, history, religion) +7, Perception +6, Sense Motive +6, Spellcraft +7, Use Magic Device +5

Languages Abyssal, Celestial, Common, Draconic, Samsaran

SQ implements, psychic learning

ECOLOGY

Environment any land

Organization solitary, pair, or clan (3–12)

Treasure NPC gear (studded leather, nine-ring broadsword^{UE}, ring, rod, other treasure)

SPECIAL ABILITIES

Aura Transparency (Ex) A reborn samsaran has difficulty hiding his psychic signatures. The DC of any skill check made to read his aura decreases by 5, and the check takes one-tenth as long as normal to perform.

Psychic Learning (Su) When a reborn samsaran expends psychic energy to cast *psychic reading* to identify a humanoid's class, he temporarily treats two of the target's class skills as if they were class skills for him. He can use these skills untrained and gains a +2 insight bonus on such checks. These benefits last for 24 hours or until the reborn samsaran spends psychic energy to cast *psychic reading* again.

Sometimes a samsaran perishes under especially dramatic emotional circumstances, causing its soul to wander the Ethereal Plane before finally reincarnating. This spirit journey frays the samsaran's connection to his past lives but strengthens his ability to read others' pasts and present.

Reborn Samsaran Characters

Reborn samsarans are defined by their class levels—they don't have racial Hit Dice. All reborn samsarans have the following racial traits.

+2 Intelligence, +2 Wisdom, -2 Constitution: Reborn samsarans are insightful and learn quickly, but their bodies tend to be frail.

Medium: Reborn samsarans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Reborn samsarans have a base speed of 30 feet.

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

Psychic Attunement: Reborn samsarans receive Psychic Virtuoso (*Pathfinder RPG Occult Adventures* 138) as a bonus feat at 1st level. Those who can't use occult skill unlocks (*Occult Adventures* 194) at 1st level instead gain the Psychic Sensitivity feat (*Occult Adventures* 138) as a bonus feat.

Reborn Magic: A reborn samsaran with a Charisma score of 11 or higher can cast the following spells (as per the psychic magic universal monster rule [see page 2], using his Charisma modifier to determine the DCs): *burst of insight*^{OA} (1 PE), *detect psychic significance*^{OA} (0 PE), *object reading*^{OA} (2 PE), and *psychic reading*^{OA} (1 PE). The caster level is equal to the reborn samsaran's level. The reborn samsaran has a reservoir of 5 PE per day.

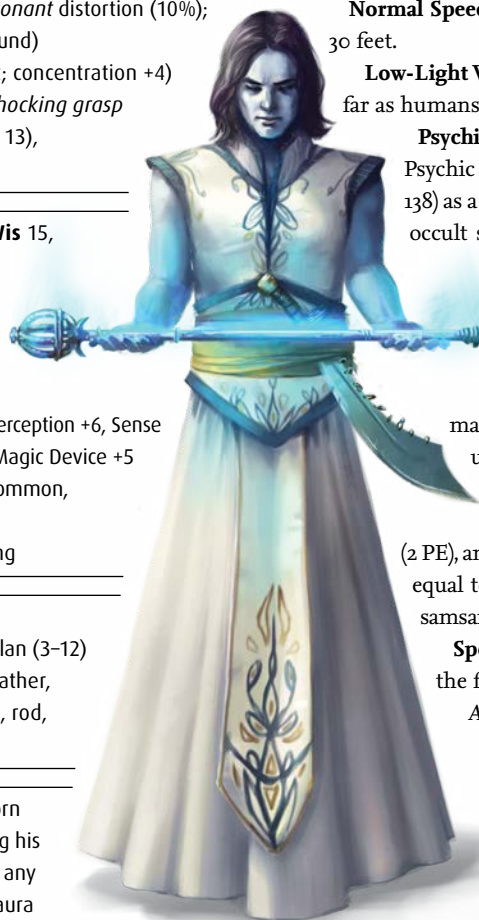
Special Qualities: A reborn samsaran gains the following special qualities.

Aura Transparency: See above.

Psychic Learning: See above.

Languages: Reborn samsarans begin play speaking Common and Samsaran.

Those reborn samsarans with high Intelligence scores can choose from the following: any human language, Abyssal, Aquan, Auran, Celestial, Draconic, Giant, Ignan, Infernal, and Terran.





Introduction

A - D

E - N

O - S

T - Y

Serpentfolk Reclaimer

Ophidian imagery decorates the fine robes of this sinuous, fanged humanoid, and a narrow, forked tongue flicks from its serpentine head.

SERPENTFOLK RECLAIMER

CR 6



XP 2,400

NE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)

hp 68 (8d10+24)

Fort +5, **Ref** +12, **Will** +10

Immune mind-affecting effects, poison, paralysis; **SR** 17

OFFENSE

Speed 30 ft.

Melee mwk dagger +15/+10 (1d4/19–20), bite +9 (1d6 plus poison)

Special Attacks poison

Psychic Magic (CL 9th, concentration +14)

12 PE—*anticipate thoughts*^{OA} (2 PE, DC 17), *call spirit*^{OA} (5 PE, DC 20), *command* (1 PE, DC 16), *disguise self* (1 PE, DC 16), *hypnotism* (1 PE, DC 16), *instigate psychic duel*^{OA} (2 PE, DC 17), *suggestion* (2 PE, DC 17), *synesthesia*^{OA} (3 PE, DC 18)

STATISTICS

Str 10, **Dex** 23, **Con** 17, **Int** 18, **Wis** 15, **Cha** 20

Base Atk +8; **CMB** +8; **CMD** 24

Feats Improved Initiative, Iron Will, Lunge, Weapon Finesse

Skills Acrobatics +10, Bluff +11, Disguise +13, Escape Artist +18, Knowledge (arcana) +10, Perception +13, Sense Motive +10, Spellcraft +12, Stealth +13, Use Magic Device +17;

Racial Modifiers +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ spiritspeaker

ECOLOGY

Environment any land (usually jungles or underground)

Organization solitary, pair, vision cult (1–3 plus 3–5 allips), or conclave (3–6 plus 4–10 degenerate serpentfolk)

Treasure NPC gear (mwk dagger, other treasure)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.

Spiritspeaker (Su) A serpentfolk reclaimer can affect undead creatures with its mind-affecting psychic magic.



Even though the Age of Serpents has long since passed, serpentfolk reclaimers have retained a small fraction of the psychic magic over which their people once held mastery. Serpentfolk claim they once shared a powerful psychic connection with their god, Ydersius. Though that connection has grown weaker since the fall of their patron deity, reclaimers now hold sway over spirits and the dead, a consequence of Ydersius's half-living state. As such, a reclaimer can use psychic magic to affect undead that are normally immune to mind-affecting effects.

Serpentfolk reclaimers are determined to restore both their empire's former glory and the potent psychic magic their people once wielded, and have long moved past any squeamishness about how they accomplish their goals. They find the degeneration of their kind deeply offensive, and perform occult experiments on their degenerate kindred, attempting to uplift them to greater intelligence. These procedures usually kill their subjects, or drive them mad, but the reclaimers consider this a small price to pay—their kin's degenerate state is humiliation beyond imagining, and those who die in a reclaimer's attempts to elevate them are spared the agony of such a wretched existence. Some reclaimers seek to make mental contact with the still-living head of Ydersius, hoping to revive him or merge their psyches with his, perhaps giving him the psychic strength to reinstate the connection he once had with his people. Some adherents, however, believe their god's fleshless state is an evolution in his existence, and that his mind is now free of physical restraints.

Many serpentfolk see reclaimers as paragons of their kind, and are eager to aid them in rebuilding the great civilization they lost. Others, however, distrust reclaimers due to the contempt in which they hold their degenerate kinfolk, as well as their willingness to spend the lives of those they consider their inferiors.

Reclaimers are too few in number to risk their lives needlessly. They prefer to beguile, confuse, and enthrall their opponents whenever they can, turning their foes into their unwilling allies. If forced to fight, they let undead allies or degenerate serpentfolk take the brunt of the attack, fleeing if they feel they are in danger. When cornered, they are ruthless, for their poisonous bite saps their foes' strength, allowing the reclaimer to finish them off with less risk to itself.

Serpentfolk reclaimers stand 6 feet tall and weigh 120 pounds.

Seugathi Savant

Hundreds of legs support this hulking, bruise-colored worm.

SEUGATHI SAVANT

CR 10



XP 9,600

CE Huge aberration

Init +10; **Senses** darkvision 120 ft., tremorsense 30 ft.; Perception +20

Aura madness (30 ft.)

DEFENSE

AC 23, touch 15, flat-footed 16 (+6 Dex, +1 dodge, +8 natural, -2 size)

hp 142 (15d8+75); fast healing 5

Fort +12, **Ref** +11, **Will** +13; +4 vs. psychic spells

Defensive Abilities psychic resilience; **DR** 10/slashing and magic; **Immune** mind-affecting effects, poison; **SR** 21

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +16/+11/+6 (2d6+7/19-20), bite +10 (2d6+3 plus poison)

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

Special Attacks confusion command

Psychic Magic (CL 15th; concentration +19)

12 PE—*anticipate thoughts*^{OA} (2 PE, DC 16), *detect thoughts* (2 PE, DC 16), *levitate* (2 PE), *mental barrier IV*^{U, OA} (5 PE), *mind fog* (5 PE, DC 19), *psychic crush I*^{OA} (5 PE, DC 19), *suggestion* (2 PE, DC 17)

STATISTICS

Str 23, **Dex** 22, **Con** 21, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +11; **CMB** +19; **CMD** 36 (can't be tripped)

Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Intimidating Prowess, Power Attack

Skills Bluff +13, Intimidate +25, Knowledge (religion) +16, Perception +20, Sense Motive +19, Stealth +16, Use Magic Device +19

Languages Aklo, Terran, Undercommon; telepathy 100 ft.

SQ item use

ECOLOGY

Environment any underground

Organization solitary

Treasure double (+1 *short sword*, *wand of searing light* [CL 10th, 1d20+10 charges], other treasure)

SPECIAL ABILITIES

Aura of Madness (Su) Any sane being within 30 feet of a conscious seugathi savant must succeed at a DC 21 Will save each round or become confused for 1 round. A creature that fails five saves in a row becomes permanently insane, as the *insanity* spell. A seugathi savant can suppress or activate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

Confusion Command (Su) As an immediate action, a seugathi savant can issue a telepathic command to a confused creature within 30 feet. This allows

the seugathi savant to pick a result from the confusion behavior table, rather than the confused creature rolling randomly for its actions that round.

Item Use (Ex) A seugathi savant can utilize spell-trigger devices as if it were a spellcaster of the appropriate class. As a free action, it can identify all spell-trigger properties of an item it is touching. Use Magic Device is a class skill for seugathi savants.

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis damage and deafness; *cure* 2 consecutive saves. Deafness persists as long as the ability damage caused by the poison lasts. The save DC is Constitution-based.

Worm-like monstrosities engorged on the thoughts of prophets and mystics, seugathi savants differ from their lesser kin in their immense size and their inherent talent for psychic magic. Like all seugathi, savants are driven by mental compulsions instilled by their neothelid masters. However, they perceive more of their masters' eons-spanning schemes than most other seugathi, and the neothelids grant them greater flexibility in achieving these goals. Seugathi savants dismiss ordinary seugathi as unworthy drones and largely ignore them, while seugathi revere savants as wiser, older siblings—much to the irritation of the savants. A seugathi savant measures 35 feet long and weighs 7,000 pounds.





Introduction

A - D

E - N

O - S

T - Y

Shotalashu

This large, four-legged reptile has a brown scaled hide and a long, powerful tail.

SHOTALASHU

CR 2



XP 600

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 25 (3d10+9)

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

OFFENSE

Speed 60 ft.

Melee 2 claws +4 (1d6+2)

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

STATISTICS

Str 15, **Dex** 17, **Con** 17, **Int** 4, **Wis** 14, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 19

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +7 (+19 when jumping), Perception +9,

Stealth +3

Languages Lashunta (can't speak)

SQ jungle strider, telepathic link

ECOLOGY

Environment any jungle (Castrovel)

Organization solitary, bonded mount (1 plus 1 lashunta), or pack (3-5)

Treasure incidental

SPECIAL ABILITIES

Jungle Strider (Ex) Shotalashu are adept at traversing jungle terrain. While in a jungle, a shotalashu's speed is not impeded by natural difficult terrain.

Telepathic Link (Su) A lashunta can spend 1 hour and attempt a DC 20 concentration check (using her highest concentration bonus) to form a telepathic bond with an unbound shotalashu. If the lashunta is successful, the rider's link allows her to concisely explain what she wants the shotalashu to do, allowing her to attempt Handle Animal checks to command the shotalashu as a free action, even if the lashunta pushes the shotalashu. The bonded lashunta gains both a +10 bonus on Handle Animal checks and a +5 bonus on Ride checks involving the shotalashu. A lashunta can break her link with one shotalashu in favor of another at any time, but a lashunta can't be linked to more than one shotalashu at a time. If either linked being dies while bonded, the surviving creature suffers telepathic backlash, becoming dazed for 1 round and taking 1d6 points of damage per Hit Die of the slain bonded partner.

Within the alien beauty of the jungles of Castrovel lie untold dangers, as the planet's wild flora and fauna vie dramatically for dominance. To maintain order and security in their settlements, Castrovel's native lashunta required steeds with power, speed, and an instinctive knack for traversing the planet's thick jungles. No creature met these requirements better than the shotalashu, large reptilian creatures that maintained a relatively high place in their ecosystem's food chain and yet were strangely receptive to the lashunta's initial friendly overtures. Once incorporated into lashunta society, the shotalashu and their riders quickly became iconic symbols of lashunta culture.

Sometimes called "shota" for short, shotalashu possess rudimentary telepathic abilities similar to those of the lashunta, so taming the beasts and training them to be mounts proved relatively simple—in fact, the first shotalashu mounts surprised their lashunta riders with their enthusiasm for the partnership. Once linked, a shotalashu carries out the will of its rider effortlessly, often seeming to anticipate her desires and directions before she conveys them.

While it's common for a lashunta to switch between shotalashu throughout her life, some bonds between beast and rider deepen over time, and it is not unheard of for a warrior to bond with a single shotalashu mount for life. Lashunta whose mounts die suffer psychic trauma and often require time to recover before they can bond with another mount, and shotalashu who lose their bonded riders have been known to grieve for months, or even years. Though they might accept other riders for short periods of time, the bereaved creatures don't seem to communicate as well until they have ceased grieving and bonded with a new rider, and might even be withdrawn and uncommunicative with other shotalashu during their grieving period.

A typical shotalashu is over 10 feet long from snout to tail-tip, and weighs more than 1,000 pounds.



Tattoo Guardian

This beautiful, impossibly intricate tattoo appears to swirl and move along its wearer's skin.

TATTOO GUARDIAN

CR 3



XP 800

N Medium construct

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

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities worn form, fluid form, hypervigilant; **Immune** construct traits

OFFENSE

Speed 30 ft., fly 10 ft.

Melee 2 ink blades +6 (1d6+2)

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 19

Feats Improved Initiative^B

SQ bodyguard

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Bodyguard (Su) Whenever the tattoo guardian's wearer takes damage, half of the damage is transferred to the guardian (as *shield other*). Additionally, the tattoo guardian gains a +2 bonus on attack and damage rolls against any creatures that damaged its wearer in the previous round.

Fluid Form (Su) A tattoo guardian does not provoke attacks of opportunity because of movement. It is immune to critical hits and sneak attacks, and it cannot be knocked prone or grappled.

Hypervigilant (Su) A tattoo guardian gains a +2 bonus on initiative checks and Reflex saves, and it always acts on the surprise round.

Worn Form (Su) While being worn, a tattoo guardian occupies the same space as its wearer and moves with its wearer. In this state, the wearer and the tattoo guardian use the higher of the wearer's and the tattoo guardian's AC and saving throws, but the tattoo guardian loses access to its fluid form ability.

Many cultures across Golarion employ tattoos as symbols of protection, but to those fortunate

enough to be wearers of tattoo guardian, the protection is far more than symbolic. Fiercely loyal and protective of its ward, a tattoo guardian leaves its wearer's skin to fight any who would harm her. Tattoo guardians are common in the courts of Tian Xia, where wealthy courtiers pay kings' ransoms for protection against assassins hired by their rivals, and in Varisia, where the arts of tattooing and magic have long intertwined. Certain Garundi arcane universities are known to provide senior students of summoning and other dangerous fields of magic with vigilant tattoos to protect them from accidental harm. Temples of virtuous deities might also ink guardians upon the skins of high-level clergy such as healers or prophets who are not skilled in battle magic. Such tattoo guardians often use the iconography of the religion for their forms: a revered Sarenite healer might be adorned with a fiery phoenix that flares into life if she is threatened, while a Caydenite cleric especially skilled in brewing libations might bear a cayhound across his shoulders.

The ink used in the construction of a tattoo guardian is amorphous, able to change shape and harden to become as sharp and solid as steel. Should its wearer be threatened, the guardian withdraws its ink from the wearer's flesh and hardens it into a thin blade, then rises from the wearer's skin to interpose itself between her and her attackers. Even though a tattoo guardian can completely separate itself from its wearer, it rarely strays far from her, even in the midst of battle.

The guardian and its wearer share a magical bond; should it fail in its duty, a tattoo guardian typically self-destructs, the once-sentient ink melding with its former master's blood. In rare cases, the guardian might gain some fragment of its dying master's sentience and go out into the world instead. Sadly, most of these creatures are driven completely insane by the process, and are unable to pursue goals more complicated than revenge against their masters' killers.

Construction

A tattoo guardian must be inked by a skilled artist, with rare inks worth 500 gp derived from one of several esoteric formulae.

TATTOO GUARDIAN

CL 9th; **Price** 14,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *fly*, *geas/quest*, *parchment swarm*^{OA}, *shield other*, creator must be caster level 9th; **Skill** Craft (calligraphy) or Craft (tattoo) DC 20; **Cost** 7,500 gp





Introduction

A - D

E - N

O - S

T - Y

Tenebrous Blight

This huge, fungal growth has a stalk as black as the shadows, and dark motes float in the air around its enormous cap.

TENEBOUS BLIGHT

CR 6



XP 2,400

N Huge plant

Init +0; **Senses** blindsight 60 ft., low-light vision, see in darkness; Perception +2

Aura tenebrous aura (30 ft.)

DEFENSE

AC 20, touch 8, flat-footed 20 (+12 natural, -2 size)

hp 76 (9d8+36); regeneration 5 (acid)

Fort +10, **Ref** +3, **Will** +5

Immune fire, plant traits

OFFENSE

Speed 20 ft.

Melee 2 tentacles +12 (1d8+8)

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

Special Attacks psychic trauma spores (DC 18)

STATISTICS

Str 26, **Dex** 10, **Con** 19, **Int** —, **Wis** 15, **Cha** 1

Base Atk +6; **CMB** +16; **CMD** 26 (can't be tripped)

SQ darken flames

ECOLOGY

Environment any underground

Organization solitary or grove (2-4)

Treasure none

SPECIAL ABILITIES

Darken Flames (Ex) Any nonmagical fire that comes into contact with a tenebrous blight immediately turns into a dark, purplish-black flame that sheds no light. These fires must still consume fuel, and they die out just as normal fires do. These dark flames—often called blight fires—are particularly effective in inducing hypnosis, granting their possessor a +4 circumstance bonus on Diplomacy checks made to hypnotize a creature using the hypnotism occult skill unlock (*Pathfinder RPG Occult Adventures* 195) so long as the blight fire is present. Many psychic inhabitants of the Darklands covet blight fires and go to great lengths to acquire them and keep them burning indefinitely.

Psychic Trauma Spores (Su) A tenebrous blight's spores float around it in a shadowy cloud out to a distance of 30 feet. Any creature entering the spore cloud, as well as any creature beginning its turn in the radius of the spore cloud, must succeed at a DC 18 Will saving throw once per round or suffer the following effects, which grow progressively worse with each failed saving throw: on the first failed save, the creature suffers the effects of the *paranoia*^{OA} spell for as long as it remains within the spore cloud and for 2d4 rounds after leaving; on the second, the creature permanently loses the ability to see in color; on the third, the creature permanently loses

the ability to see at a distance greater than 60 feet; on the fourth, the creature becomes permanently blind. A blind creature suffering from *paranoia* that fails its save against the spores instead takes 1d4 points of Wisdom damage per failed save. Any effect that cures blindness can also cure any of the sight-altering effects caused by the spores. The save DC is Constitution-based.

Tenebrous Aura (Ex) The light level around a tenebrous blight is always two steps lower than normal (to a minimum of supernatural darkness like that created by *deeper darkness*). This is not a darkness effect, and it applies after determining the interactions of all light and darkness effects.

Tenebrous blights threaten the deepest caverns of the Darklands and places where the veil between the Material Plane and the Plane of Shadow is thin. Tenebrous blights instinctively attack any creatures that disturb them, weakening intruders with the harrowing effects of their spores and lashing out with their shadowy tendrils. Xulgaths (see page 61) are the only known creatures that can safely disturb a tenebrous blight's spores—a side-effect of the reptilian humanoids' psychogenic secretions. Xulgaths often use tenebrous blights as guardians and obstacles to impede trespassers in their territory. Tenebrous blights are 25 feet tall and weigh 4,000 pounds.



Tychilarius

A host of tentacles—some tipped with eyes and others ending in mouths—flail around a massive spiraling maw ringed with thousands of teeth.

TYCHILIARIUS

CR 23



XP 819,200

CE Colossal aberration (aquatic, chaotic, evil)

Init +16; Senses darkvision 60 ft., true seeing; Perception +37

DEFENSE

AC 41, touch 25, flat-footed 29 (+12 Dex, +11 insight, +16 natural, -8 size)

hp 495 (22d8+396)

Fort +25, Ref +19, Will +25; +4 vs. psychic spells and effects

Defensive Abilities all-around vision, psychic resilience; DR 10/adamantine and good; Immune cold, disease, poison;

Resist fire 20; SR 34

OFFENSE

Speed 60 ft., fly 60 ft. (average), swim 120 ft.

Melee bite +27 (6d6+19/19-20 plus grab), 6 tentacles +25 (2d8+9/19-20 plus grab)

Space 30 ft.; Reach 30 ft.

Special Attacks overcharge synapses, plasma bolt, shatter mind, void maw

Spell-Like Abilities (CL 23rd; concentration +34)

Constant—true seeing

At will—deeper darkness, detect magic, dimension door, freedom of movement, protection from good, protection from law

3/day—feblemind (DC 26), nightmare (DC 26), telekinesis (DC 26)

1/day—insanity (DC 28), mind blank, overwhelming presence^{UM} (DC 30), repulsion (DC 27)

STATISTICS

Str 48, Dex 35, Con 46, Int 31, Wis 35, Cha 32

Base Atk +16; CMB +43; CMD 76 (can't be tripped)

Feats Cleave, Combat Reflexes, Great Cleave, Improved Critical (bite), Improved Critical (tentacle), Improved Initiative, Improved Vital Strike, Multiattack, Point-Blank Shot, Power Attack, Vital Strike

Skills Bluff +22, Fly +29, Intimidate +36, Knowledge (arcana, local, planes, religion) +32, Knowledge (dungeoneering, engineering, nature) +21, Knowledge (geography) +35, Perception +37, Sense Motive +34, Spellcraft +35, Survival +37, Swim +52

Languages Abyssal, Aklo, Common, Draconic, Infernal, Protean; telepathy 300 ft.

SQ no breath, reform flesh, starflight

ECOLOGY

Environment any

Organization unique

Treasure standard

SPECIAL ABILITIES

Overcharge Synapses (Su) As a standard action, Tychilarius can overstimulate the nervous system of any creature that

has taken Intelligence damage from Tychilarius's shatter mind ability. The target takes 15d6 points of electricity damage as every nerve in its body misfires. This damage can be reduced to half with a successful DC 32 Fortitude saving throw. The save DC is Charisma-based.

Plasma Bolt (Su) As a standard action, Tychilarius can fire a bolt of plasma from one of its tentacles at a target within 300 feet (no range increment) as a ranged touch attack. On a successful hit, a plasma bolt deals 15d6 points of damage, half of which is electricity damage and half of which is fire damage.

Reform Flesh (Su) Tychilarius can use the flesh and energy from a creature killed by its void maw ability to give birth to other creatures associated with the Dominion of the Black. It can create a number of such creatures whose total Hit Dice equal that of the creature killed by void maw. For example, if Tychilarius killed a 20th-level human wizard in its void maw, it could give birth to two neh-thalggus (*Pathfinder RPG Bestiary 2* 197). This process takes 24 hours.

Shatter Mind (Su) Tychilarius exudes quivering psychic energy. Any creature adjacent to Tychilarius must succeed at a DC 32 Will saving throw or take 1d4 points of Intelligence damage. This is a mind-affecting effect, and the save DC is Charisma-based.

Starflight (Su) In outer space, Tychilarius can survive in the void and fly at an incredible speed. Its travel times vary, but a trip within a single solar system should take it 3d20 hours, and a trip farther than that should take it 3d20 days or more if Tychilarius knows the way to its destination.

Void Maw (Su) When Tychilarius bites and successfully grabs a creature, it can attempt a combat maneuver check as a free action to draw the creature into its massive, chaotic form (as though attempting to pin the target). A creature drawn into Tychilarius's void maw must succeed at a DC 39 Will saving throw each round or be confused for 1 round. This is a mind-affecting confusion effect, and the save DC is Constitution-based.

Though this ability is similar to swallow whole, a creature in the maw can't cut its way out. Any creature in the area of a *magic circle against evil* or *magic circle against chaos* spell is unaffected by the confusion effect. A swallowed creature can escape by using *plane shift* or similar magic. Every day a creature remains in this void, it gains 1 negative level. A creature that dies from this effect is incorporated into Tychilarius's form; it can be reshaped into another creature via reform flesh, and is difficult to resurrect. Anyone attempting to resurrect a creature killed in the maw must succeed at a DC 32 caster level check to return the creature to life. The caster level check DC is Charisma-based.

Golarion first heard the name Tychilarius thousands of years ago, when various Garundi tribes gathered in the nascent nation of Osirion and began to build the great



Introduction

A - D

E - N

O - S

T - Y

empire that would one day arise there. Little information regarding Tychilarius from this bygone era survives to the current day, and what has resurfaced is contradictory and vague. What is known is that Tychilarius is a powerful leader in the Dominion of the Black, a starfaring association of creatures from the Dark Tapestry.

While Tychilarius's relationship with the early Osirians seems to have been primarily antagonistic, there is evidence that a few cults formed around the being. Many scholarly texts claim that these early cultists gave Tychilarius the appellation "The Drowned God." That title, however, is a misnomer, for while Tychilarius is aquatic and extremely powerful, it can't grant spells and is not a god. In truth, the appellation is a mistranslation made by a scholar-cultist who was less than savvy about the intricacies of the Dominion of the Black's use of language. Older texts suggest that the closest accurate approximation of this being's title is "They Drown the Gods in Oblivion." Modern-day scholars, theologians, and would-be worshipers simply use the name "Tychilarius." The name by which the early Osirian cultists addressed the creature has been lost to history, and most extant records suggest that they referred to the focus of their worship primarily by epithets.

Many academics suspect that Tychilarius originally hailed from the planet Aucturn, considering the being's connection to Osirion and the countdown clocks within that country mysteriously linked to Aucturn's movement. However, recently uncovered texts retrieved from a Night Herald cult suggest that this creature's origin lies across the vastness of space in some far-flung galaxy as yet unmapped by Golarion's astronomers.

Tychilarius seems to be a singular creature that is made up of thousands of other individual creatures fused into one horrific organism with a united intelligence. It is said that Tychilarius was birthed from a black hole into which millions of foul creatures had been pulled. They were ripped apart into mere particles and reassembled into the terror incarnate that was somehow ejected from the oblivion within the black hole.

Tychilarius is believed to be immortal, and has traveled throughout the cosmos. Well after its creation,

it likely spent time on Aucturn before coming to Golarion. Currently—mercifully—it is locked away in some manner of prison. The nature of this confinement is uncertain, but what matters is that for the moment, Tychilarius cannot reach Golarion. Scholars posit that the creature was banished while it dwelled in Osirion, perhaps by ancient Osirian wizards or clerics, and that the door and key to this prison still rest somewhere in that ancient nation.

Cultists such as the Night Heralds have performed hundreds of rituals over the years to call Tychilarius back to this world, but to date none have succeeded. Despite these failures, the Night Heralds remain unfazed and continue their dark work. In recent years, a cell of Night Herald cultists uncovered a supposed relic that would draw Tychilarius from its prison into the body and mind of another being. Though the ritual failed and most of the cultists were slain, rumors insist the attempt was almost a success. Admittedly, these tales mostly circulate among other cultists eager to succeed where their predecessors failed. True or not, these claims have spurred an increase in such activity by the Night Heralds. While none have yet managed to free Tychilarius, their attempts have summoned a host of lesser, but still dangerous, malevolent creatures.

Many scholars study beings such as Tychilarius out of simple curiosity or—especially among theologians of goodly churches—with an eye toward protecting the world from the ravages of these creatures. Yet the most knowledge of Tychilarius rests in the hands of those who study the Dominion of the Black and among the members of the Night Heralds, who hope to attract the attention of the creatures in the Dark Tapestry and bring about the end of Golarion. In addition to delving into this forbidden knowledge themselves, such cultists do what they can to eliminate it from the libraries of those who might use it to keep Tychilarius sealed away, stealing and destroying documents and even murdering scholars. If they ever successfully open the door to Tychilarius's prison, Golarion will certainly fall under the glaring eye of the Dominion, and it would be only a matter of time before the Dominion of the Black's organic starships begin dropping to the planet's surface.



Vampire, Psychic

This fearfully thin man's skin is tinged with an ashen hue, and his vivid, black eyes burn with a hungry focus.

PSYCHIC VAMPIRE

CR 8



XP 4,800

Human psychic vampire slayer 7 (*Pathfinder RPG Advanced Class Guide* 53)

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft., thoughtsense; Perception +22

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1 dodge, +4 natural)

hp 85 (7d10+42); fast healing 5

Fort +10, **Ref** +9, **Will** +7

Defensive Abilities channel resistance +4; DR 10/cold iron and magic; **Immune** undead traits; **Resist** cold 10, fire 10

Weaknesses psychic vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +14 (1d4+9 plus drain psychic energy)

Special Attacks drain psychic energy (DC 19), possession, sneak attack +2d6, studied target +2 (2nd, swift)

Psychic Magic (CL 7th; concentration +11)

7 PE—*burst of adrenaline*^{OA} (1 PE), *haste* (3 PE), *mental block*^{OA} (2 PE, DC 16), *spider climb* (2 PE)

STATISTICS

Str 22, **Dex** 16, **Con** —, **Int** 16, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +13; **CMD** 27

Feats Ability Focus (drain psychic energy), Alertness^B, Combat Expertise^B, Dodge^B, Improved Feint, Improved Initiative^B, Iron Will^B, Power Attack, Skill Focus (Bluff), Toughness, Weapon Focus (slam)

Skills Acrobatics +12, Bluff +25, Climb +15, Disguise +14, Knowledge (local) +13, Knowledge (nature) +10, Perception +22, Sense Motive +22, Stealth +20, Survival +12;

Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Draconic, Infernal, Vudrani

SQ possess object, slayer talents (combat trick, fast stealth, rogue crawl), stalker, track +3

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (mwk chain shirt, *belt of giant strength* +2, *cloak of resistance* +1, *potion of inflict serious wounds*, other treasure)

Much like their more bestial cousins, psychic vampires are undead abominations driven by a terrible hunger. However, unlike vampires and nosferatu, who feed on blood, psychic vampires hunger for the occult energy that fuels the spells of psychic spellcasters. Some scholars confuse psychic vampires with the rare vetala breed of vampires or call them “vetalaranas,” as they steal a more

refined form of spiritual energy. For their part, psychic vampires consider vetalas a dying bloodline, and as their own influence increases, they strike against their corpse-possessing kin with impunity.

A psychic vampire is usually born when a creature with psychic potential dies in a state of denial, stubbornly clinging to the material world through sheer willpower. As it dies, the creature attempts to draw on its own psychic energy and that of any living beings around it in order to cling to its mortal existence. It inevitably fails, but if its will is strong enough, it rises again. No longer able to sustain itself using its own mental energy, it hungers for the energy of others. Psychic vampires can't create spawn, and thus their numbers remain relatively small.

A hungry psychic vampire appears in shades of gray, but when it has gorged on psychic energy, it becomes flushed with natural colors once again, and if it's careful, it might pass for a living creature. Although sunlight doesn't harm psychic vampires, they avoid it because their unnatural grayness gives away their true nature. Religious mantras and superstitious antics have no effect on psychic vampires other than to amuse them greatly, although psychic vampires who were religious in life might expect those practices to hold power over them in their undead state and react with fear until they realize the mantras can't harm them. The only thing that can give a psychic vampire pause is lack of fear in its victims.

The home of a psychic vampire looks deceptively normal, holding fresh food and other supplies that undead creatures don't need in abundant supply. The fresh food is more than a facade, however; the psychic vampires have it fed to their captives to keep these captives fit for use as possessed bodies and reserves of psychic energy.

Creating a Psychic Vampire

“Psychic vampire” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most psychic vampires were once humanoids, fey, or monstrous humanoids. A psychic vampire uses the base creature's statistics and abilities except as noted here.

Challenge Rating: Base creature's CR + 2.

Alignment: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A psychic vampire gains darkvision to a range of 60 feet and thoughtsense.

Armor Class: Natural armor improves by 4.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, psychic vampires use their Charisma modifiers to determine bonus hit points (instead of their Constitution modifiers).

Defensive Abilities: A psychic vampire gains channel resistance +4, DR 10/cold iron and magic, and resistance to cold 10 and fire 10, in addition to all of the defensive



Introduction

A - D

E - N

O - S

T - Y

abilities granted by the undead type. A psychic vampire also gains fast healing 5. If the psychic vampire is reduced to 0 hit points in combat, its fast healing ceases to function, and it must possess an object (see Weaknesses below) as an immediate action or be utterly destroyed. While possessing the object, it can't use any of its supernatural abilities or exit the object. If the possessed object is destroyed while the psychic vampire possesses it, the psychic vampire is permanently destroyed. After 1 hour, the psychic vampire can exit the possessed object, regain 1 hit point, and resume healing at the rate of 5 hit points per round.

Weaknesses: A psychic vampire has difficulty tolerating any vocal expressions that deny its power or authority. Any character can force a psychic vampire to recoil by dramatically defying it verbally as a standard action. This doesn't harm the psychic vampire—it merely keeps the psychic vampire at bay. A recoiling psychic vampire must stay at least 5 feet away from an openly defiant character and can't touch or make melee attacks against it. After 1 round, a psychic vampire can fight past its revulsion and function normally each round it succeeds at a DC 25 Will save.

Reducing a psychic vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see Defensive Abilities above). However, destroying an object possessed by a psychic vampire whose fast healing isn't functioning destroys the psychic vampire forever. Repairing the object does not restore the psychic vampire.

Attacks: A psychic vampire gains a slam attack if the base creature didn't have one. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A psychic vampire gains the following special attacks. The save DCs are equal to 10 + 1/2 the psychic vampire's Hit Dice + the psychic vampire's Charisma modifier unless otherwise noted.

Drain Psychic Energy (Su): A creature hit by a psychic vampire's slam attack (or other natural weapon) takes 1d4 points of ability drain to the highest of its mental ability scores (Intelligence, Wisdom, or Charisma), and the psychic vampire gains a like number of temporary points of psychic energy (PE). These PE points are in addition to the psychic vampire's current PE total, and any PE expended is subtracted from these PE points first. These temporary PE points don't stack with any previously gained temporary PE points. The temporary PE points

disappear 1 hour later. The psychic vampire's attack also drains the target's memories, as per *mindwipe*^{OA}. If a creature that takes ability damage from this attack has the ability to cast psychic spells, it is treated as though it were under the effects of a negative emotion effect for the purposes of the emotion component to its spellcasting. A successful Will saving throw negates all the effects of drain psychic energy.

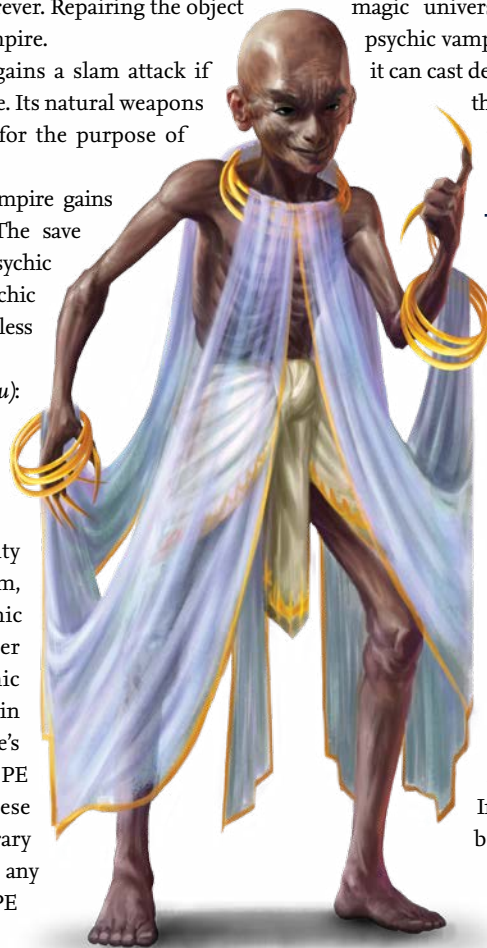
This ability triggers only once per round, regardless of the number of attacks a psychic vampire makes.

Possession (Su): As a full-round action, a psychic vampire can attempt to take control of a helpless living creature's body, as per the spell *possession*^{OA} (the CL is 10th or equal to the psychic vampire's HD, whichever is higher). A creature that successfully saves against this ability is immune to that same psychic vampire's possession for 24 hours.

Special Qualities: A psychic vampire gains the following special qualities.

Possess Object (Su): As a full-round action, a psychic vampire can possess an object and animate it, as per *object possession*^{OA}, except the psychic vampire's body vanishes while it's possessing an object, as per *greater possession*^{OA}. The psychic vampire can remain in control of an object indefinitely. The vampire's presence in an object can be determined via divination spells such as *detect evil* and *detect undead*.

Psychic Magic (Su): A psychic vampire gains the psychic magic universal monster rule (see page 2). The psychic vampire has a cumulative number of spells it can cast determined by its HD, with a CL equal to the psychic vampire's HD. The psychic vampire's PE pool is equal to its HD.



HD	Spells
5-8	<i>Burst of adrenaline</i> ^{OA} (1 PE), <i>haste</i> (3 PE), <i>mental block</i> ^{OA} (2 PE), <i>spider climb</i> (2 PE)
9-12	<i>Emotive block</i> ^{OA} (3 PE), <i>mind thrust IV</i> ^{OA} (4 PE), <i>riding possession</i> ^{OA} (4 PE), <i>synaptic scramble</i> ^{OA} (4 PE)
13-16	<i>Synapse overload</i> ^{OA} (5 PE), <i>telepathy</i> ^{OA} (5 PE)
17-20	<i>Ego whip IV</i> ^{OA} (6 PE), <i>mass inflict pain</i> ^{OA} (6 PE)

Ability Scores: Str +2, Dex +2, Int +4, Wis +4, Cha +6. As an undead creature, a psychic vampire has no Constitution score.

Feats: Psychic vampires gain Alertness, Combat Expertise, Dodge, Improved Initiative, and Iron Will as bonus feats.

Skills: Psychic vampires gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Xill Matriarch

This flame-red, four-armed creature has large mandibles and numerous hornlike projections spike from its head.

XILL MATRIARCH

CR 9



XP 6,400

LE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +7 natural, +2 shield)**hp** 123 (13d10+52)**Fort** +12, **Ref** +10, **Will** +12

OFFENSE

Speed 40 ft.

Melee mwk short sword +19/+14/+9 (1d6+5/19-20),
 mwk short sword +19/+14 (1d6+5/19-20), claw +18
 (1d4+5 plus grab), bite +13 (1d3+2 plus paralysis) or
 4 claws +18 (1d4+5 plus grab), bite +18 (1d3+5 plus paralysis)

Ranged mwk composite longbow +18/+13/+8 (1d8+5/×3),
 mwk composite longbow +18/+13 (1d8+5/×3)

Special Attacks implant, paralysis (1d4 hours, DC 20)

STATISTICS

Str 21, **Dex** 18, **Con** 18, **Int** 15, **Wis** 18, **Cha** 19**Base Atk** +13; **CMB** +18 (+22 grapple); **CMD** 32

Feats Combat Reflexes, Improved Initiative, Improved
 Two-Weapon Fighting, Lightning Reflexes, Power Attack,
 Psychic Sensitivity^{OA}, Two-Weapon Rend

Skills Acrobatics +19 (+23 when jumping), Bluff +20,
 Intimidate +20, Knowledge (arcana) +18, Knowledge
 (planes) +18, Perception +20, Sense Motive +20, Stealth +19

Languages Common, Infernal**SQ** matriarch weapon mastery, swift planewalk

ECOLOGY

Environment any (Ethereal Plane)**Organization** solitary or gang (1 plus 2–6 xills)

Treasure standard (mwk heavy steel shield, 2 mwk short
 swords, 2 mwk composite longbows with 40 arrows,
 other treasure)

SPECIAL ABILITIES

Implant (Ex) As a standard action, a xill matriarch can lay 4d6 eggs in a helpless creature. These eggs hatch in 24 hours, at which point the young consume the host from within, dealing 1 point of Constitution damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with successful DC 25 Heal checks (each attempt takes 10 minutes). If the healer fails the check, he can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient. Xill matriarchs can take mental control of creatures in which they have implanted eggs as a full-round action. This functions as *dominate monster* (CL 13th) and works at any distance, even between the

Ethereal Plane and Material Plane. The host takes a –4 penalty on the saving throw to resist the matriarch's control. While dominated, the victim is immune to xills' paralysis ability. The matriarch can use *greater scrying* on the dominated victim at will (no saving throw). A matriarch can maintain one such link at a time; if she wants to use *dominate monster* or *greater scrying* on a different creature implanted with her eggs, she must end the effects on her current victim (though she can switch back later).

Matriarch Weapon Mastery (Ex) A xill matriarch never takes penalties on attack rolls when fighting with multiple weapons, adds her full Strength modifier on damage rolls with off-hand attacks, and treats her claws as primary attacks even when also wielding weapons. She is considered to have the Two-Weapon Fighting and Double Slice feats for the purpose of fulfilling prerequisites.

Swift Planewalk (Su) A xill matriarch can shift between the Ethereal Plane and the Material Plane, and vice versa, as a move action, and can take a single willing or helpless creature with her if she chooses.

Xill matriarchs are paragons of their kind, having undergone a ritualistic metamorphosis involving the consumption of brain matter from xill egg hosts. The matriarchs possess powerful mental abilities, which they use to protect the young of their race.





Xulgath

A rigid crest runs from the head of this bipedal lizard to the tip of its long tail, and oil glistens on its scales.

XULGATH

CR 4


XP 1,200

CE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 90 ft.; Perception +11

Aura stench (DC 16, 10 rounds)

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 45 (6d8+18)

Fort +8, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft.

Melee spear +8 (1d8+6/×3), bite +3 (1d6+2) or
2 claws +8 (1d4+4), bite +8 (1d6+4)

Ranged spear +7 (1d8+4/×3)

Special Attacks psychogenic secretions

Psychic Magic (CL 6th; concentration +7)

5 PE—*mindlink*^{OA} (1 PE, DC 12), *silent image* (1 PE, DC 12),
suggestion (2 PE, DC 13)

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 13, **Wis** 15, **Cha** 12

Base Atk +4; **CMB** +8; **CMD** 21

Feats Animal Affinity, Iron Will, Skill Focus (Perception)

Skills Handle Animal +12, Perception +11, Ride +5, Stealth +13
(+17 in rocky areas); **Racial Modifiers** +4 Stealth (+8 in
rocky areas)

Languages Draconic, Undercommon; telepathy 30 ft. (see
Psychogenic Secretions below)

ECOLOGY

Environment any underground (Deep Tolguth)

Organization solitary, pair, or clutch (3–6)

Treasure standard

SPECIAL ABILITIES

Psychogenic Secretions (Su) A xulgath's stench is far more potent than that of its troglodyte cousins. Although a xulgath's oily secretions are completely odorless, they cause any creatures (other than xulgaths) that come within 30 feet of a xulgath to immediately recall the most repugnant odor they have ever smelled. This is a mind-affecting effect, but it bypasses a vermin's immunity to mind-affecting effects. The stench assaults the mind of its victims; even if a creature succeeds at its saving throw to resist being sickened by the xulgath's stench, it takes a –4 penalty on Will saving throws to resist the xulgath's psychic magic.

A xulgath's nonhostile psychic powers, including its *mindlink* spell and ability to communicate telepathically, are also limited by the range of its stench, as its strange

secretions are what allows it to form a bond between its own mind and the minds of others.

Xulgaths are the proud remnants of Golarion's once-mighty troglodyte empires. While their kin have become degenerate cave dwellers, xulgaths live in cities along the lakes of Deep Tolguth. Though not the original inhabitants of these strange cities, the xulgaths zealously guard their homes from intruders. They are particularly fanatical in the defense of their central temple, a 900-foot-tall ziggurat built upon an island directly beneath Deep Tolguth's false sun. Outsiders claim that a connection exists between the sun and the temple, and attribute the xulgaths' intelligence and powers to this mysterious link.

Xulgaths use the great beasts of Deep Tolguth as mounts and guardians, and the surrounding tribes of primitive humanoids as a source of food and slaves. Xulgaths never take troglodyte slaves, preferring instead to slaughter their miserable kin on sight. They are patient and cruel, and believe it is only a matter of time before their dark gods arise and help them reclaim their fallen empire.

A typical xulgath stands nearly 6 feet tall and weighs about 200 pounds.



Introduction

A - D

E - N

O - S

T - Y

Yithian Elder

This creature's conical body bears four rubbery appendages: two end in strong pincers, another ends in a cluster of four trumpetlike organs, and yet another is attached to a round head with three eyes that glow with ancient, forbidden power.

YITHIAN ELDER

CR 13



XP 25,600

LN Large aberration

Init +3; **Senses** all-around vision, blindsense 60 ft., darkvision 60 ft.; Perception +32

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)

hp 180 (19d8+95); fast healing 5

Fort +13, **Ref** +9, **Will** +19

DR 10/magic; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 pincers +21 (2d8+12/x3)

Ranged *lightning gun* +16 touch (10d12 electricity)

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

Special Attacks amnesia, deadly pincers

Psychic Magic (CL 19th; concentration +27)

22 PE—*hypercognition*^{OA} (2 PE), *intellect fortress III*^{OA} (6 PE), *major mind swap*^{OA} (9 PE, DC 29), *mental barrier V*^{OA} (6 PE), *mind probe*^{OA} (4 PE, DC 24), *remote viewing*^{OA} (5 PE), *thought shield V*^{OA} (6 PE)

Spell-Like Abilities (CL 19th; concentration +27)

At will—*astral projection* (self only), *detect thoughts* (DC 18), *hold monster* (DC 21), *modify memory* (DC 21)

STATISTICS

Str 26, **Dex** 17, **Con** 21, **Int** 28, **Wis** 23, **Cha** 22

Base Atk +14; **CMB** +23; **CMD** 36

Feats Alertness, Combat Expertise, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Spell Focus (abjuration, divination, enchantment), Vital Strike

Skills Climb +16, Craft (sculpture) +26, Diplomacy +25, Heal +25, Knowledge (arcana, dungeoneering, engineering, geography, history, planes) +31, Linguistics +28, Perception +32, Sense Motive +29, Use Magic Device +25

Languages Aklo, Common, Yithian, 26 other languages, telepathy 100 ft.

SQ mental projection

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard (*lightning gun* [see page 63], other treasure)

SPECIAL ABILITIES

Amnesia (Su) Once per day as a standard action, a yithian elder can attempt to inflict amnesia on a target it can communicate with telepathically. The target can resist this attack with a successful DC 25 Will saving throw. On a failed save, the target takes a permanent -4 penalty on Will saving throws and skill checks, and

loses all memories save for those the yithian chooses to leave intact. This effect can be cured by *heal*, *greater restoration*, or *psychic surgery*^{OA}. This is a mind-affecting insanity effect. The save DC is Charisma-based.

Deadly Pincers (Ex) A yithian elder always applies 1-1/2 times its Strength modifier to damage dealt by its pincer attacks and deals triple damage on a critical hit.

Mental Projection (Su) A yithian elder can cast *major mind swap*^{OA} on creatures in other times and places, even if the target creature is of a different race. Before using this ability, it must first spend a week building a special device—a collection of reflective surfaces held in position with a lattice of rods—and succeed at a DC 35 Craft (sculpture) check. A yithian elder can usually gather the necessary materials with ease. This device serves as a focus in place of the spell's normal material component.

The yithian elder can focus on its device once per day, selecting a specific location and era before entering a trance and sending its mind through time. It can use *detect thoughts* to locate the minds of sentient creatures in this targeted time and place. Contacted creatures have a vague sense of an otherworldly presence in their minds, even if they succeed at the Will save, but don't know its source. If the yithian elder successfully detects a sentient mind and finds it acceptable, it can target that creature with *major mind swap*^{OA}. The target falls unconscious for 2d12 hours as both minds transition through space and time to their new bodies. A successful DC 29 Will saving throw prevents this unconsciousness and exchange.

Unless the yithian elder has swapped minds with another yithian, both creatures are initially unfamiliar with the bodies they inhabit. For the first 24 hours after regaining consciousness, both take a -4 penalty on attack rolls, damage rolls and all Strength- and Dexterity-based skill checks. The mental faculties of both creatures remain intact, but the yithian elder takes a -4 penalty on Charisma-based skill checks when interacting with members of its new body's race.

To reverse the process, the yithian elder must use its new body to create another mirror-and-rod device and return its mind to its own body. The other mind receives a new saving throw to resist the process. If either the yithian elder's body or that of its host is slain while the minds are swapped, the surviving mind remains trapped in its current body.

Scholar (Ex) Yithian elders treat all knowledge skills as class skills.

Yithians are beings from a galaxy far removed from Golarion across space and time. Their unusual biology is disturbing to behold. Their bodies are conical, roughly 10 feet tall and 10 feet wide at the base, and covered with a layer of rubbery flesh. Four thick appendages extend from a yithian elder's body, stretching to a length of



almost 10 feet or retracting until they nearly disappear. Two of these limbs end in pincers that serve both as hands and as a means of communication via a complex system of gestures, clicks, and scraping sounds. Another appendage ends in a grouping of four tapered organs, through which yithians consume liquefied vegetable and synthetic nourishment—yithians eat no meat in this form. The fourth appendage, atop the cone, bears the creature’s round head, which holds three large eyes spaced evenly around it. In addition to the eight tentacles that dangle from the bottom of all yithians’ heads, a yithian elder has a “crown” of five antennae sprouting from the top of its head.

In the distant past of their civilizations, yithians made such great advances in science and metaphysics that they learned to fling their minds across the vastness of the multiverse and inhabit the bodies of other beings, even those of creatures living millions of years in the past or future. While the yithian uses the displaced creature’s body to experience alien worlds and times, the displaced mind is held in the yithian’s body. Cooperative subjects who share what they know of their own worlds can move with a certain amount of freedom about the yithians’ cyclopean cities. Even those who are forced to exchange their minds with yithians can, if well-behaved, learn a great deal about their hosts’ culture, which is strictly organized, largely free of crime, and almost entirely focused on the exploration of science and art, though yithians possess a bizarre aesthetic in keeping with their alien natures and nearly unlimited knowledge.

In displaced creatures’ bodies, yithian elders gather information about other cultures and look for clues about what will become of their own race. Before the end of a yithian elder’s time in a distant body, another elder uses its amnesia ability on the captive mind, relegating knowledge of the time spent among the great race to half-memories and strikingly realistic but vaguely terrifying dreams.

Yithian metropolises rest atop sealed tunnels—closely guarded with powerful weapons—that contain dreaded enemies of which the yithians never speak. Yithians already know their enemies will one day burst forth from their sealed tunnels and destroy them. Before that happens, the yithians plan to send their minds forward and inhabit a new race of beings—avoiding their own destruction, even as they doom the race whose minds they displace.

A yithian elder weighs about 4,000 pounds and can live up to 5,000 years.

Magic Item

In addition to their strange mind-swapping mechanisms, yithian elders also construct

other devices alien to the inhabitants of Golarion, including their signature *lightning guns*.

LIGHTNING GUN		PRICE
		95,000 GP
SLOT none	CL 17th	WEIGHT 15 lbs.
AURA strong evocation		

This device appears to be a box and frame made of a strange metallic alloy. A bellows or tapered accordion structure protrudes from the box, with handles and controls at the wide end and a bright metal disk or lens at the other. The controls are seemingly designed to be operated by large creatures with only two fingers, though humanoid hands can manipulate them after some practice.

As a standard action, the operator can hold the device in front of herself with two hands and use the controls to unleash a blast that deals 10d12 points of electricity damage on a successful ranged touch attack against a single target within 120 feet. The lightning blast sets fire to combustibles and damages objects that it strikes. It can melt metals that have a low melting point, such as lead, gold, copper, silver, or bronze.

CONSTRUCTION REQUIREMENTS	COST 47,500 GP
Craft Wondrous Item, <i>chain lightning</i>	



Introduction

A - D

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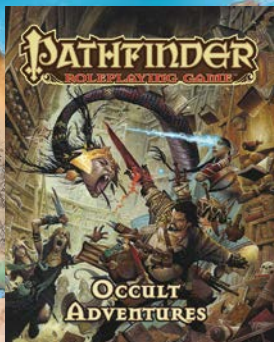
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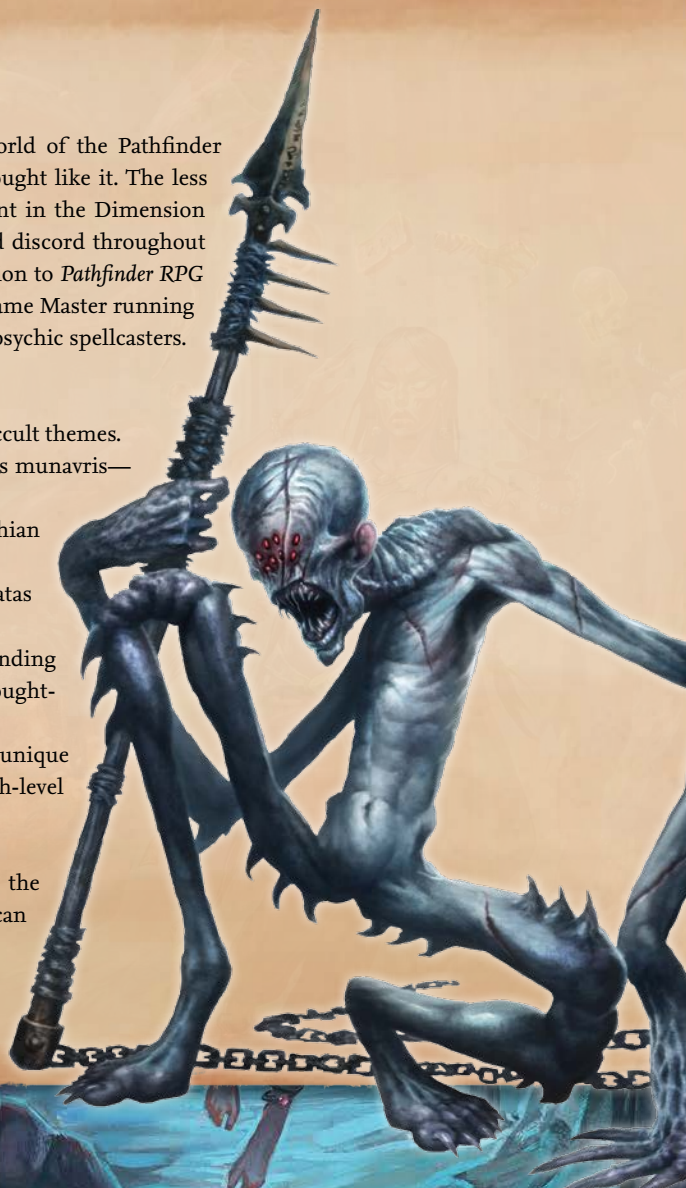


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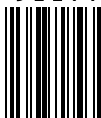
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