

WATER ORM

A reptilian head on a serpentine neck slowly surfaces. Shadows beneath the water hint at a body of considerable size.

WATER ORM

CR 10



XP 9,600

N Huge magical beast (aquatic)

Init +7; **Senses** darkvision 120 ft., low-light vision; Perception +11

DEFENSE

AC 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, -2 size)

hp 136 (13d10+65)

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

Defensive Abilities elusive; **Immune** cold; **Resist** fire 20

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +19 (4d6+8/19-20 plus grab), tail slap +14 (2d8+4)

Space 15 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks swallow whole (3d6+12 bludgeoning damage, AC 16, 13 hp)

STATISTICS

Str 26, **Dex** 16, **Con** 21, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +13; **CMB** +23 (+27 grapple); **CMD** 36 (40 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved

Iron Will, Iron Will, Lightning Reflexes,

Power Attack, Skill

Focus (Stealth)

Skills Perception +11, Stealth +14,

Swim +16; **Racial Modifiers**

+4 Perception

Languages Aquan (cannot speak)

SQ water travel

ECOLOGY

Environment any lakes

Organization solitary

Treasure none

SPECIAL ABILITIES

Elusive (Su) Water orms are rarely discovered except by their own choice. As a full-round action while in water, a water orm can move up to its run speed (200 ft.) without leaving any trace of its passage (identical in effect to *pass without trace*). An elusive water orm gains a +40 circumstance bonus to its Stealth check. In addition, when not in combat, a water orm is considered to be under the effects of a *nondetection* spell. These effects function at caster level 20th and cannot be dispelled.

Water Travel (Su) As a full-round action once per day, a water orm can dissolve into water, appearing only as a long, dark, serpentine stretch of water that looks similar to the passage of a school of fish when viewed from above the water. While in this form, the water orm swims at a speed of 600 feet per round (60 mph) and gains a +40 bonus on all

Swim checks. It cannot attack or take any action other than swimming in this form, and can remain in this form for up to 8 hours at a time. A water orm can revert to its solid form from this state as a free action. Water orms are unable to pass into or through salt water when using this ability.

Just as sailors tell stories of sea serpents, so do denizens on the shores of remote lakes whisper of strange, secretive monsters lurking in the depths of these large bodies of water. Like sea serpents, proof of their existence is as elusive as the beasts themselves. Known as water orms and believed by some to be a strange link between linnorms and sea serpents, most locals refer to any such local monster (real or imagined) by a pet name or the name of the lake it calls home. Water orms are craftier than sea serpents, and generally inclined toward curiosity rather than violence. Nevertheless, a water orm does not hesitate to attack any creature it views as a threat to itself or its lake.

Water orms are extremely long-lived. Several different variants have been reported. With sightings rare and unverifiable, it is unclear whether these are variations within a single species, or several unrelated creatures. Some are described as long-necked aquatic reptiles, some as fresh-water sea serpents, others as bizarrely elongated seals or whales, and still others as impossibly large sea horses. Most are 40 to 45 feet in length, and weigh 2,000 to 3,000 pounds.



WENDIGO

This hideous shape has the head of a feral elk with jagged teeth and sharp antlers. Its humanoid legs end in blackened, burnt stumps.

WENDIGO

CR 17



XP 102,400

CE Large outsider (cold, native)

Init +13; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; **Perception** +26

DEFENSE

AC 32, touch 18, flat-footed 23 (+9 Dex, +14 natural, -1 size)

hp 279 (18d10+180); regeneration 15 (fire)

Fort +21, **Ref** +22, **Will** +11

DR 15/cold iron and magic; **Immune** cold, fear; **SR** 28

Weaknesses vulnerability to fire

OFFENSE

Speed fly 120 ft. (perfect)

Melee bite +26 (2d8+9/19-20 plus 4d6 cold and grab), 2 claws +26 (2d6+9/19-20 plus 4d6 cold)

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

Special Attacks dream haunting, howl, rend (2 claws, 1d8+13 plus 4d6 cold plus 1d4 Cha damage), wendigo psychosis

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

At will—*wind walk* (DC 23; see below)

1/day—*control weather* (as druid), *nightmare* (DC 22)

STATISTICS

Str 29, **Dex** 29, **Con** 31, **Int** 26, **Wis** 20, **Cha** 24

Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 47

Feats Ability Focus (howl), Critical Focus, Flyby Attack, Improved Critical (bite, claws), Improved Initiative, Lightning Reflexes, Persuasive, Tiring Critical

Skills Acrobatics +30, Bluff +28, Diplomacy +9, Fly +36, Intimidate +32, Knowledge (arcana, geography, nature, religion) +26, Knowledge (planes) +29, Perception +26, Sense Motive +26, Spellcraft +29, Stealth +26, Survival +26

Languages Aklo, Common, Giant; telepathy 1 mile

SQ no breath

ECOLOGY

Environment any cold

Organization solitary

Treasure none

SPECIAL ABILITIES

Dream Haunting (Su) When a wendigo uses its *nightmare* spell-like ability, the victim is also exposed to wendigo psychosis.

Howl (Ex) Three times per day as a standard action, a wendigo

can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 28 Will save to avoid becoming shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cover with fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wendigo Psychosis (Su) Curse—*Nightmare* or *wind walk*; save Will DC 26; onset 1 minute; frequency 1/day; effect 1d4 Wis drain (minimum Wis 1); cure 3 consecutive saves.

When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing

this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim *wind walks* across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo.

True resurrection, *miracle*, or *wish* can restore such a victim to life, yet doing so does not harm the new wendigo. The save is Charisma-based.

Wind Walk (Sp) If a wendigo pins a grappled foe, it can attempt to *wind walk* with the target by using its spell-like ability—it automatically succeeds on all concentration checks made to use *wind walk*. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new DC 23 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that *wind walks* with a wendigo is exposed to wendigo psychosis. The save DC is Charisma-based.

Beings of ancient evil, wendigos haunt the minds of mortals, driving them to desperation and, ultimately, cannibalistic madness. They enjoy whittling down prey before they strike, trailing victims for days, even weeks, while plaguing their journeys with nightmares and foul weather.

Tribal humanoids sometimes worship wendigos as gods, bringing them live sacrifices or attempting to appease the creatures by engaging in ritual cannibalism. They mark a wendigo's territory with fetishes and dress in the furs and hides of whatever animal it most closely resembles. Wendigos take little interest in the practices of their worshipers, and view them only as an ample supply of victims.



Illustration by Tyler Walpole

WHALE

This immense whale moves slowly through the water with a grace that seems incongruous, given its immense size.

WHALE CR 10 

XP 9,600

N Gargantuan animal

Init +2; **Senses** blindsight 120 ft., low-light vision; **Perception** +23

DEFENSE

AC 22, touch 4, flat-footed 22 (-2 Dex, +18 natural, -4 size)

hp 157 (15d8+90)

Fort +17, **Ref** +7, **Will** +7

OFFENSE

Speed swim 40 ft.

Melee tail slap +21 (4d6+21) or bite +21 (4d6+21)

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

Special Attacks capsizes

STATISTICS

Str 38, **Dex** 6, **Con** 23,

Int 2, **Wis** 11,

Cha 5

Base Atk +11;

CMB +29;

CMD 37 (can't be tripped)

Feats Diehard,

Endurance, Great Fortitude, Improved Bull Rush, Improved

Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +23, Swim +30; **Racial Modifiers** +4 Perception

SQ hold breath

ECOLOGY

Environment any oceans

Organization solitary, pair, or pod (3–16)

Treasure none

SPECIAL ABILITIES

Capsize (Ex) A whale can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check.

The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the whale's size, the whale takes a cumulative -10 penalty on this CMB check.

Whales are frequently hunted for their meat and the valuable oil in their blubber. Baleen whales have no teeth and attack with a tail slap; toothed whales like sperm whales instead attack with a bite. Whale companions are smaller species—rules for such companions are the same as those for orcas (see page 88 of the *Pathfinder RPG Bestiary*).

WHALE, GREAT WHITE

This immense whale has an enormous, box-shaped head over a massive, toothy maw. Its rough white hide is laced with scars.

GREAT WHITE WHALE CR 14 

XP 38,400

N Colossal animal

Init -2; **Senses** blindsight 120 ft., low-light vision; **Perception** +13

DEFENSE

AC 28, touch 0, flat-footed 28 (-2

Dex, +28 natural, -8 size)

hp 225 (18d8+144)

Fort +21, **Ref** +9, **Will** +8

OFFENSE

Speed swim 40 ft.

Melee bite +25 (6d6+20/19–20), tail slap +20 (3d6+10)

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

Special Attacks capsizes, smashing breach

STATISTICS

Str 50, **Dex** 6,

Con 27, **Int** 2,

Wis 11, **Cha** 5

Base Atk +13;

CMB +41; **CMD** 49

(can't be tripped)

Feats Critical Focus, Diehard, Endurance, Great

Fortitude, Improved Bull Rush,

Improved Critical (bite), Iron Will, Power Attack,

Staggering Critical

Skills Perception +13, Swim +39

SQ hold breath

ECOLOGY

Environment any oceans

Organization solitary, pair, or pod (3–16)

Treasure none

SPECIAL ABILITIES

Smashing Breach (Ex) As a full-round action, a great white whale can make a special charge attack against creatures on the surface of the water. At the end of its charge, the whale breaches, then slams down onto the target with incredible force. Any Huge or smaller creatures in the whale's space must make a DC 27 Reflex save or take 4d8+30 points of bludgeoning damage and be forced into the nearest square that is adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area. The save DC is Constitution-based.

Legendary in size and temper, great white whales are far more aggressive than their smaller kin.

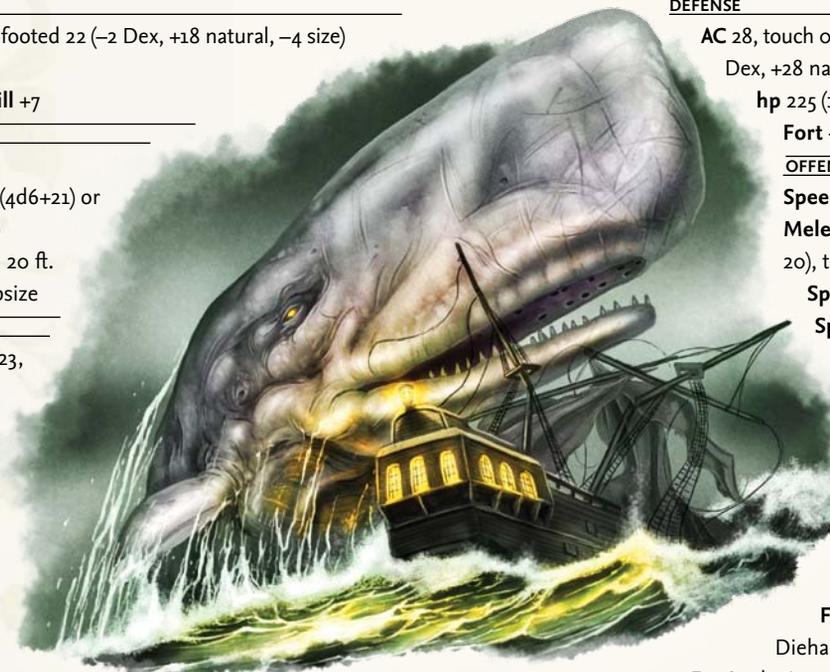


Illustration by Dean Spencer

WINTERWIGHT

Human-sized and of a deathly blue color, this long-taloned skeletal creature is partially encased in jagged sheets of ice.

WINTERWIGHT

CR 17



XP 102,400

CE Medium undead (cold)

Init +10; Senses darkvision 60 ft.; Perception +27

Aura cold (10 ft.)

DEFENSE

AC 32, touch 16, flat-footed 26 (+6 Dex, +16 natural)

hp 270 (20d8+180); fast healing 10

Fort +15, Ref +14, Will +16

Defensive Abilities channel resistance +4; DR 15/bludgeoning and good; Immune cold, undead traits; SR 28

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee bite +30 (2d8+15 plus blightfire), 2 claws +30 (2d6+15 plus blightfire)

Special Attacks rend (2 claws 2d8+22)

Spell-Like Abilities (CL 17th; concentration +26)

Constant—*air walk*

At will—*cone of cold* (DC 24), *dimension door*, *greater dispel magic*, *sleet storm*, *wall of ice*

3/day—*polar ray*

1/day—*control weather*

STATISTICS

Str 40, Dex 23, Con —, Int 11, Wis 18, Cha 29

Base Atk +15; CMB +30; CMD 46

Feats Blind-Fight, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Acrobatics +26, Intimidate +32, Perception +27, Stealth +29

Languages Common

ECOLOGY

Environment any cold land

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

Treasure standard

SPECIAL ABILITIES

Aura of Cold (Su) Winterwights are surrounded by a 10-foot radius of deathly chill. Any creatures within this area during the winterwight's turn takes 2d10 points of cold damage. All creatures of the cold subtype within this area (including the winterwight) are treated as having fast healing 10.

Blightfire (Su) Whenever a winterwight damages a creature with a bite or claw, the wound erupts with tongues of black fire. For the next 5 rounds, the victim must make a DC 29 Fortitude saving throw at the start of its turn or take 1d6 points of Constitution

drain. The winterwight gains 10 temporary hit points each time the creature fails a saving throw against blightfire. A creature cannot be affected by more than one instance of blightfire at a time. The save DC is Charisma-based.

The winterwight is an undead horror born from the coldest depths of the negative energy plane. Infused with the dark, cold magic that permeates this realm of death, the winterwight takes the form of a skeleton coated in armor of jagged ice.

Though it resembles an ordinary skeleton from a distance, the winterwight's frame is much sturdier than the average humanoid's, its frozen armor intertwining with its bone structure to form an incredibly hardy chassis. Sometimes called hatewraiths because of their insatiable lust for suffering, these frozen horrors are often found in areas that suffer from magical cold or frozen climates.

Winterwights are 7 feet tall and weigh 250 pounds.



Illustration by Alberto Dal Lago

WITCHFIRE

Bathed in sickly green flames, this insubstantial specter of a beautiful young woman floats just off the ground.

WITCHFIRE

CR 9



XP 6,400

CE Medium undead (incorporeal)

Init +10; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 24, touch 24, flat-footed 17 (+7 deflection, +6 Dex, +1 dodge)

hp 115 (10d8+70)

Fort +10, **Ref** +11, **Will** +10

Defensive Abilities incorporeal, witchflame; **Immune** fire, undead traits

OFFENSE

Speed fly 50 ft. (perfect)

Melee incorporeal touch +13 (8d6 fire plus witchflame)

Ranged witchflame bolt +13 (8d6 fire plus witchflame)

Spell-Like Abilities (CL 9th; concentration +16)

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 17), *invisibility*, *pyrotechnics* (DC 19), *ray of enfeeblement* (DC 18)

1/day—*summon* (level 4, 2 will-o'-wisps 50%)

STATISTICS

Str —, **Dex** 22, **Con** —, **Int** 17,

Wis 16, **Cha** 25

Base Atk +7; **CMB** +13; **CMD** 31

Feats Combat Reflexes,

Dodge, Improved

Initiative, Lightning

Reflexes, Mobility

Skills Bluff +17, Fly +14,

Intimidate +20,

Knowledge (any

two) +13, Perception +16,

Sense Motive +16, Stealth +19

Languages Auran, Common, Giant

SQ sound mimicry (animal noises)

ECOLOGY

Environment any swamps or woodlands

Organization solitary or coven

(3 witchfires and hags; see below)

Treasure standard

SPECIAL ABILITIES

Witchflame (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per *faerie fire* and becomes sickened. While under the effects of the witchflame, the victim

gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the witchflame is equal to the witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.

When an exceptionally vile hag or witch dies with some malicious plot left incomplete, or proves too horridly tenacious to succumb to the call of death, the foul energies

of these wicked old crones sometimes spawn incorporeal undead known as witchfires. These ghostly creatures appear much as they did in life, although the grotesque undead energy that births them makes them appear young and attractive and wreathes their insubstantial bodies in a powerful aura of sickly green flame, a ghostly fire referred to as "witchflame" in local legends.

Strings of will-o'-wisps are often found in the immediate vicinity of witchfires and are typically led by the undead, leading scholars to speculate that the creatures feed off of a witchfire's flames and fury.

WITCHFIRE COVENS

Witchfires occasionally join or subjugate existing hag covens (see page 167 of the *Pathfinder RPG Bestiary*). A hag coven that includes a witchfire gains the following additional coven spell-like abilities: 3/day—*blight*, *create undead*, *fire storm* (DC 21), *nightmare* (DC 18), *waves of exhaustion* (DC 20). All abilities function at CL 9th, and save DCs are based on a Charisma score of 16. The use of these abilities functions identically to other coven abilities. Such covens must have at least one living hag, as covens of three witchfires gain no coven-related abilities.



WITCHWYRD

This gray-skinned humanoid wears fine red robes. The being has four arms, each ending in a three-fingered hand.

WITCHWYRD

CR 6



XP 2,400

LN Medium monstrous humanoid

Init +6; Senses darkvision 60 ft., detect magic; Perception +8

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural)

hp 68 (8d10+24)

Fort +7, Ref +8, Will +9

Defensive Abilities absorb force; DR 5/magic

OFFENSE

Speed 30 ft.

Melee ranseur +11/+6 (2d4+4/x3), 2 slams
+6 (1d4+1 plus grab) or
4 slams +11 (1d4+3 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft.
with ranseur)

Special Attacks force bolt

Spell-Like Abilities (CL 8th;
concentration +13)

Constant—*detect magic*, *floating disk*, *mage armor*, *resist energy*
(one at a time), *unseen servant*

3/day—*dispel magic*, *displacement*,
suggestion (DC 18)

1/day—*dimension door*, *resilient sphere* (DC 19)

STATISTICS

Str 16, Dex 15, Con 17, Int 18, Wis 13, Cha 20

Base Atk +8; CMB +11 (+15 grapple);

CMD 23

Feats Deflect Arrows^B, Great

Fortitude, Improved Initiative, Iron Will, Persuasive

Skills Appraise +12, Bluff +13, Diplomacy +11, Intimidate +18,
Knowledge (arcana) +12, Knowledge (geography) +12,
Knowledge (planes) +12, Perception +8, Sense Motive +5,
Use Magic Device +9

Languages Common, Draconic, one or more planar
languages; *tongues*

ECOLOGY

Environment any land

Organization solitary, entourage (1 witchwyrd and 2–5 humanoid
guards), or enclave (2–5 witchwyrds and 11–20 humanoid guards)

Treasure double

SPECIAL ABILITIES

Absorb Force (Su) Once per round, a witchwyrd can use a
free hand to “catch” a *magic missile* fired at it. This
absorbs the missile and manifests as a glowing

nimbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create a force bolt. To use this ability, the witchwyrd must be aware of the incoming *magic missile* and cannot be flat-footed.

Force Bolt (Su) A witchwyrd can “throw” a *magic missile* (1d4+1 damage) from each free hand as a free action (maximum of two per round). If it has absorbed a *magic missile*, it can throw an additional force bolt that round, expending the absorbed energy (maximum of two additional bolts per round).

Alien merchants that travel between planets and planes, witchwyrds stand 7 feet tall, weigh 300 pounds, and are covered in hairless blue-gray skin. Witchwyrds new to a market or eager to avoid identification during an important business deal fold their second sets of flexible arms behind their backs and dress in robes, the better to pass as a less-infamous humanoid race. Witchwyrds tend to prefer the driest, warmest regions of the areas they visit—perhaps an indicator of their mysterious home world.



Illustration by Christopher Burdett

WORM THAT WALKS

Although this robed wizard stands and moves like a man, his body is a writhing mass of squirming, slippery worms.

WORM THAT WALKS

CR 14

XP 38,400

Human worm that walks conjurer 13

NE Medium vermin (augmented human)

Init +8; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +22

DEFENSE

AC 23, touch 17, flat-footed 18 (+6 armor, +4 Dex, +1 dodge, +2 insight)

hp 113 (13d6+65); fast healing 14

Fort +11, **Ref** +12, **Will** +13

Defensive Abilities worm that walks traits; **DR** 15/—; **Immune** critical hits, disease, paralysis, poison, sleep

OFFENSE

Speed 30 ft.

Melee slam +10 (1d4–1 plus grab)

Special Attacks disincorporate, grab (Large), squirming embrace

Arcane School Spell-Like Abilities (CL 13th; concentration +18)

At will—dimensional steps (390 feet/day)

8/day—acid dart (1d6+6 acid)

Conjurer Spells Prepared (CL 13th; concentration +18)

 7th—*plane shift* (DC 22), *project image*

 6th—*acid fog*, *disintegrate* (DC 21), *summon monster VI*

 5th—*cloudkill* (DC 20), *dismissal* (DC 20), *shadow evocation* (DC 20), *telekinesis* (DC 20), *teleport*

 4th—*black tentacles*, *confusion* (DC 19), *dimension door* (2), *phantasmal killer* (DC 19), *summon monster IV*

 3rd—*dispel magic*, *fly*, *protection from energy*, *slow* (DC 18), *stinking cloud* (DC 18), *summon monster III*

 2nd—*acid arrow*, *detect thoughts* (DC 17), *fog cloud*, *glitterdust* (DC 17), *invisibility*, *summon swarm*

 1st—*charm person* (DC 16), *feather fall*, *grease* (DC 16), *obscuring mist*, *protection from good*, *reduce person* (DC 16), *shield*

 o (at will)—*detect magic*, *mage hand*, *prestidigitation*, *read magic*
Opposition Schools Evocation, Necromancy

STATISTICS

Str 8, **Dex** 18, **Con** 17, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +5 (+13 grapple); **CMD** 26

Feats Arcane Armor Training, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard[®], Dodge, Improved Initiative, Light Armor Proficiency, Scribe Scroll, Toughness, Weapon Finesse

Skills Craft (alchemy) +21, Fly +20, Intimidate +13, Knowledge (arcana, dungeoneering, planes) +21, Perception +22, Sense Motive +9, Spellcraft +21, Stealth +12; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Common, Infernal

SQ arcane bond (staff), summoner's charm (6 rounds)

ECOLOGY

Environment any

Organization solitary

Treasure NPC Gear (+4 leather armor, cloak of resistance +4, staff of charming)

When a powerful spellcaster with a strong personality, a lust for life, and a remorselessly evil soul dies and is buried in a graveyard infused with eldritch magic, a strange phenomenon sometimes occurs. The flesh of the decaying body fats and instructs the very worms that gnaw, and these graveworms quicken not only on corruption but upon the spellcaster's memories and magical power. The spellcaster's very soul is consumed in this vile process, only to be split apart to inhabit each of the individual chewing worms in so many fragments. The result is a hideous hive mind of slithering life known as a worm that walks—a mass of worms that clings to the vague shape of the body that granted it this new existence, and can wield the powers and magic the spellcaster had in life. A worm that walks retains memories of its life as a spellcaster before its death, but is not undead—it is a hideous new form of undulant life.

CREATING A WORM THAT WALKS

“Worm that walks” is a template that can be added to any evil spellcasting creature. A worm that walks retains all the base creature's statistics and abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Type: The base creature's type changes to vermin. It gains the augmented subtype. Do not recalculate BAB, saves, or skill ranks. Worms that walk are intelligent and do not possess the standard mindless trait of most vermin. Note that while a worm that walks has the ability to disincorporate into a swarm, and while its body is made up of countless wriggling worms, it does not itself gain the swarm subtype.

Size: Although the worms that make up the worm that walks's body are Fine creatures, the worm that walks is treated as a creature the same size as the base creature.

Senses: As the base creature, plus darkvision 60 feet and blindsight 30 feet.

AC: The worm that walks loses any natural armor bonus the base creature may have had, but gains an insight bonus to its AC equal to its Wisdom bonus (minimum of +2).

Hit Dice: Change the base creature's racial HD to d8s. All HD derived from class levels remain unchanged.

Defensive Abilities: A worm that walks retains all of the base creature's defensive abilities and special qualities. It also gains the following additional defensive abilities.

Worm that Walks Traits: A worm that walks has no discernible anatomy, and is not subject to critical hits or flanking.

Reducing a worm that walks to 0 hit points causes it to disincorporate (see below)—a worm that walks at 0 hit points is staggered, and one at negative hit points is dying. Worms that walk are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of such spells and effects generated by the worm that walks itself, which treat the worm that walks as one single creature if it so chooses. Mind-affecting effects that target single creatures function normally against a worm that walks, since the creature's individual components share a hive mind. A worm that walks takes half again as much damage (+50%) from damaging area effects, such as *fireball* and splash weapons. Worms that walk are susceptible to high winds—treat a worm that walks as a Fine creature for the purposes of determining wind effects.

Damage Reduction: A worm that walks loses any damage reduction possessed by the base creature and gains damage reduction 15/—.

Fast Healing: A worm that walks gains fast healing equal to its CR.

Immunities: Worms that walk are immune to disease, paralysis, poison, and sleep effects.

Melee Attacks: A worm that walks loses any natural attacks the base creature had, but gains a slam attack that deals damage based on its size (see Table 3–1: Natural Attacks by Size, on page 299). This slam has the grab ability and affects creatures up to one size larger than the worm that walks. A worm that walks retains any weapon proficiencies the base creature had.

Special Attacks: A worm that walks retains all of the base creature's special attacks. It also gains the following additional special attacks.

Disincorporate (Su) A worm that walks can collapse into a shapeless swarm of worms as a free action. All held, worn, and carried items fall and its Strength score drops to 1. The worm that walks functions as a true swarm while disincorporated, with a reach of 0 feet (its space remains unchanged). While disincorporated, the worm that walks loses all of its

defensive abilities and gains all of the standard swarm traits. It loses its slam attacks and all special abilities and special attacks, but can make a swarm attack that deals damage equal to its engulf attack. A worm that walks can reform into its true form (including equipping all gear in reach) as a full-round action as long as it has at least 1 hit point.

Squirming Embrace (Ex) If a worm that walks grapples a foe, as a swift action, it can cause a swarm of worms to squirm over the grappled creature. These worms deal automatic swarm damage with no attack roll needed (see the table below). If a creature takes damage from the swarm, it is also subject to the swarm's distraction ability, and must make a Fortitude save or be nauseated for 1 round. The save DC equals 10 + 1/2 the worm that walks's HD + its Con modifier).

A worm that walks can only have one embraced target at a time, but it does not have to continue grappling in order to maintain the embrace. If the worm that walks moves more than 5 feet from the swarm or dismisses the swarm (a free action), the swarm dies. Any area attack that damages the swarm or any severe or stronger wind effect that affects the swarm's target kills it.

Tenacious (Ex) A worm that walks gains a +4 racial bonus on CMB checks made to grapple and a +4 racial bonus to its CMD.

Abilities: Dex +4, Con +4.

Skills: Worms that walk gain a +8 racial bonus on Perception, Sense Motive, and Stealth checks.

Feats: Worms that walk gain Diehard as a bonus feat.



ENGULF DAMAGE

HD	Engulf Damage
1–5	1d6 + 1.5 Str bonus
6–10	2d6 + 1.5 Str bonus
11–15	3d6 + 1.5 Str bonus
16–20	4d6 + 1.5 Str bonus
21 or more	5d6 + 1.5 Str bonus

XACARBA

This towering, three-tailed, six-eyed beast seems like three rune-backed serpents partially melded together into one body.

XACARBA

CR 15



XP 51,200

CE Gargantuan outsider (chaotic, evil, extraplanar)

Init +9; **Senses** *arcane sight*, darkvision 120 ft., *detect good*, low-light vision, scent, *true seeing*; Perception +29

DEFENSE

AC 31, touch 12, flat-footed 25 (+5 Dex, +1 dodge, +19 natural, -4 size)

hp 210 (20d10+100)

Fort +17, **Ref** +13, **Will** +20

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

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +25 (3d8+9 plus poison), 3 tail slaps +20 (2d8+4 plus grab)

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

Special Attacks constrict (2d6+9), redirect spell

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

Constant—*arcane sight*, *detect good*, *true seeing*

At will—*detect thoughts* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *suggestion* (DC 20)

3/day—*charm monster* (DC 21), *mass suggestion* (DC 23),

scrying (DC 21), *symbol of pain* (DC 22), *touch of idiocy*, *vision*

1/day—*summon* (level 5, 1 hezrou or 1d4 succubi, 50%)

STATISTICS

Str 29, **Dex** 21, **Con** 21, **Int** 26, **Wis** 22, **Cha** 24

Base Atk +20; **CMB** +33 (+37 grapple); **CMD** 49 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Vital Strike

Skills Acrobatics +25 (+29 jump), Bluff +30, Climb +17, Diplomacy +27, Disguise +27, Intimidate +27, Knowledge (arcana) +31, Knowledge (any two) +31, Linguistics +28, Perception +29, Sense Motive +29, Spellcraft +31, Stealth +16, Use Magic Device +27

Languages Abyssal, Common, Draconic; telepathy 100 ft.

SQ change shape (any humanoid as a swift action, but always retains one serpentine trait that negates the bonus to Disguise checks; *alter self*)

ECOLOGY

Environment any land (Abyss)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Poison (Su) Bite—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* one chosen by the xacarba from three options; *cure* 2 consecutive saves. The save DC is Constitution-based.

Fiendish Bile: *effect* 1d4 Str damage (good-aligned creatures also take 2d8 points of damage).

Mysterious Blood: *effect* 1d4 Dex and 1d4 Wis damage plus confusion for 1 round.

Vile Disjunction: *effect* targeted *greater dispel magic* (CL 18th) on the creature.

Redirect Spell (Su) Any creature that attempts to cast a spell within 30 feet of a xacarba must cast the spell defensively. If the caster fails the concentration check to do so (or if the caster opts to not cast defensively), the xacarba can choose the target of the spell as a immediate action. The new target must be a legal target—if there's no legal alternative target to choose from, this ability cannot be used.

Fiends hailing from the darkest reaches of the Abyss, xacarbas are manipulation and destruction intertwined. With their infamous ability to redirect spells, these serpentine goliaths wreak havoc on the mind as well as the body, turning allies against one another and reveling in the destruction doing so produces.



ХТАБАЙ

This patch of vines is ornamented with beautiful crimson and violet flowers, the petals of which seem to bear tiny faces.

ХТАБАЙ

CR 1/2



XP 200

N Small plant

Init +1; **Senses** low-light vision, tremorsense 30 ft.; **Perception** +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 size)**hp** 8 (1d8+4)**Fort** +6, **Ref** +1, **Will** +1**Immune** acid, plant traits

OFFENSE

Speed 5 ft.**Melee** 2 stings +0 (1d3–1 plus 1d2 acid)**Special Attacks** devour, soporific pollen

STATISTICS

Str 8, **Dex** 13, **Con** 19, **Int** —, **Wis** 12, **Cha** 11**Base Atk** +0; **CMB** –2; **CMD** 9 (can't be tripped)

ECOLOGY

Environment any land**Organization** solitary, pair, copse (3–5), or garden (6–12)**Treasure** none

SPECIAL ABILITIES

Devour (Ex) While a creature is under the effects of a xtabay's soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the affected creature must make a DC 14 Fortitude save or take 1d2 Con damage. This feeding is curiously painless, and normally isn't enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new DC 14 Will save to awaken. This save DC is Constitution-based.

Soporific Pollen (Ex) As a standard action, a xtabay can release sleep-inducing pollen into the air around it. Each creature within a 10-ft.-radius burst centered on the xtabay must make a DC 14 Will save or fall asleep for 1d3 minutes. A creature that succeeds on the Fortitude save cannot be affected by the same xtabay's soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect. The save DC is Constitution-based.

Known for their potent—and ultimately deadly—scent, xtabays are a floral hazard to the unwary. As fast-spreading as ivy, a xtabay's vines are sturdy and adaptive, making the plant a potential threat nearly everywhere—from gardens to wells to forest groves.

Attractive flowers blossom from the vines of xtabays, emitting the spores that mean a slow death for their victims. The strange, face-like patterns that grow on the petals are disturbing but seem to have no real function. Hermits or other reclusive types have been known to surround their territory with xtabays, warding off pesky creatures and adventurers alike. Instances of xtabays of larger-than-usual size have also been reported. These massive plants possess tendrils as thick as tree limbs and flowers that can fell even the hardest of warriors with their overwhelming perfume. Underground, xtabays thrive in the wet, dark environment, covering the walls and floors of entire caverns and anesthetizing whole dens of subterranean creatures.

Nomadic plants, xtabays traverse large expanses of land until they sense nearby life, at which point they lie dormant and take on the guise of harmless flowers while releasing their deceptive aroma. Once a creature is subdued, the beast-like plant wastes no time in devouring it, disregarding creatures unaffected by its aroma. Because of their carnivorous nature, xtabays only rarely run short on nutrients, consuming the entirety of a victim's body over the course of several days following the initial process of draining its blood. Xtabays are able to devour creatures thanks to their lengthy roots, which produce a corrosive acid that breaks down and absorbs flesh and bone.

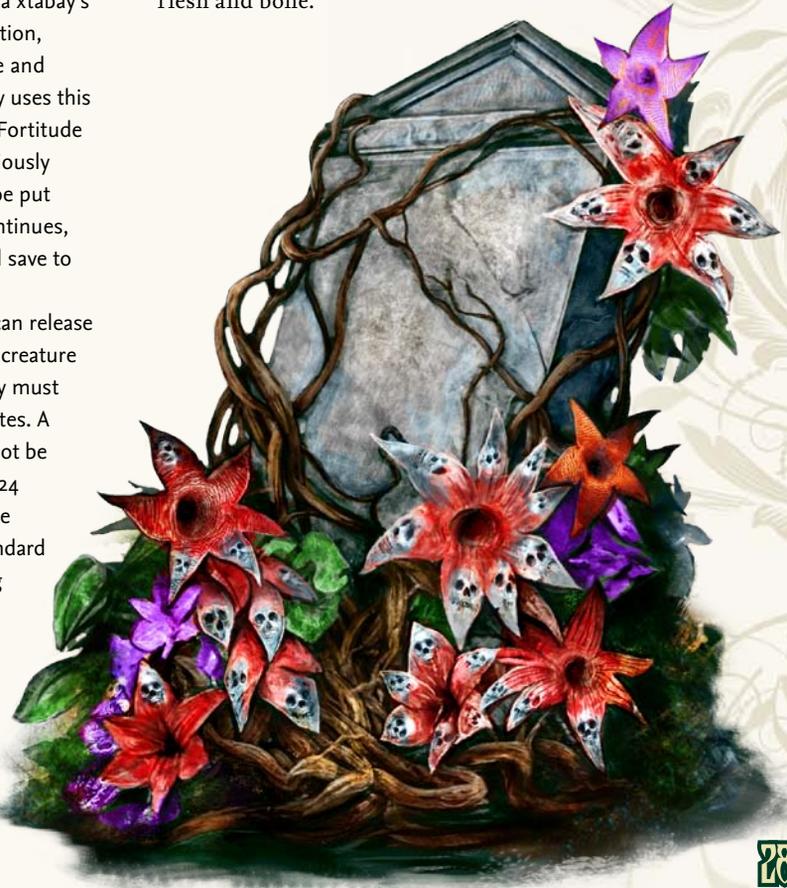


Illustration by Alberto Dal Lago

YRTHAK

This flying reptile has large, leathery wings and a vibrantly colored crest on its horned, narrow-snouted head.

YRTHAK

CR 9



XP 6,400

N Huge magical beast

Init +6; Senses blindsight 120 ft.; Perception +18

DEFENSE

AC 23, touch 11, flat-footed 20 (+2 Dex, +1 dodge, +12 natural, -2 size)

hp 114 (12d10+48)

Fort +12, Ref +12, Will +8

Immune gaze attacks, visual effects and illusions, sight-based attacks, sonic

Weaknesses blind

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +17 (2d6+7), 2 claws +17 (1d8+7)

Ranged sonic lance +12 ranged touch (8d6 sonic)

Space 15 ft.; Reach 10 ft.

Special Attacks explosion

SPECIAL ABILITIES

Blind (Ex) A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Explosion (Ex) As a standard action, a yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 60 feet to create an explosion. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center.

Sonic Lance (Ex) Once per round, a yrthak can focus sonic energy in a 60-foot ray that deals 8d6 sonic damage to one target.

Swift, cunning, and perpetually ravenous, the yrthak terrorizes the barren wastelands in which it makes its home, swooping down from on high to blast prey with bursts of pure sound. Though technically blind, as its eyes are tiny and barely capable of vision beyond a few feet, the yrthak senses its surroundings via acute hearing and echolocation. While its powerful jaws and claws are equally capable of taking down opponents, the yrthak generally prefers to wheel through the sky on its membranous wings, firing bolt after bolt of sound into its prey, and exulting in the thrill of the hunt. An adult yrthak is 20 feet long and weighs 1,500 pounds.

Yrthaks spend most of their time aloft—a yrthak hunt often lasts several days, with the yrthak skimming roughly 100 feet over the ground in its wide-ranging search for live prey, only resorting to grazing on carrion in direst need. While they have near-human intelligence, yrthaks generally do not seem interested in forming societies of their own—although the sight of a clutch of yrthaks tormenting a captured morsel might seem to indicate otherwise.

STATISTICS

Str 24, Dex 14, Con 18, Int 7, Wis 15, Cha 11

Base Atk +12; CMB +21; CMD 34 (38 vs. trip)

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +7, Perception +18; Racial Modifiers +4 Perception

Languages Draconic

ECOLOGY

Environment temperate deserts, hills, or mountains

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

Treasure incidental



Illustration by Mike Corriero

ZOMBIE, JUJU

This wretched human figure has tight leathery skin, sunken eyes, and an emaciated frame, yet it moves with eerie alacrity.

HUMAN JUJU ZOMBIE CR 2   

XP 600

Human juju zombie rogue 2

NE Medium undead (augmented human)

Init +8; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 15 (2d8+3)

Fort +0, **Ref** +7, **Will** +1

Defensive Abilities channel resistance +4; evasion,

DR 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk short sword +6 (1d6+4/19–20) or slam +5 (1d6+6)

Special Attacks sneak attack +1d6

STATISTICS

Str 18, **Dex** 19, **Con** —, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative^B, Toughness^B, Weapon Finesse

Skills Acrobatics +8, Climb +16, Disable Device +8, Intimidate +5,

Perception +6, Sleight of Hand +9, Stealth +8, Survival +3,

Swim +8, Use Magic Device +5; **Racial Modifiers** +8 Climb

Languages Common

SQ rogue talents (combat trick), trapfinding +1

ECOLOGY

Environment any land

Organization solitary

Treasure NPC gear (masterwork short sword, other treasure)

A juju zombie is an animated corpse of a creature, created to serve as an undead minion, that retains the skills and abilities it possessed in life.

CREATING A JUJU ZOMBIE

“Juju zombie” is an acquired template that can be added to any living corporeal creature, referred to hereafter as the base creature.

CR: As base creature +1.

Alignment: Any evil.

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

Armor Class: A juju zombie gains a +3 bonus to its natural armor over the base creature’s natural armor bonus.

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

Defensive Abilities: Juju zombies gain channel resistance +4, DR 5/magic and slashing (or DR 10/magic and slashing if it has 11 HD or more), and fire resistance 10. They are immune to cold, electricity, and *magic missile*.

Speed: A winged juju zombie’s maneuverability drops to clumsy. If the base creature flew magically, its fly speed is unchanged. Retain all other movement types.

Attacks: A juju zombie 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 juju zombie’s size, but as if it were one size category larger than its actual size.

Abilities: Increase from the base creature as follows: Str +4, Dex +2. A juju zombie has no Con score; as an undead, it uses its Charisma in place of Constitution when calculating hit points, Fortitude saves, or any special ability that relies on Constitution.

Feats: A juju zombie gains Improved Initiative and Toughness as bonus feats.

Skills: A juju zombie gains a +8 racial bonus on all Climb checks.



Illustration by Scott Purdy

