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[In the original legendry, seeing this monster was enough to cause a king's face to contort in horror for the rest of his life. So I knew that “qliphoth” was the category to put them in.]

Qliphoth, Muirdris

This abominable creature resembles a living set of bagpipes—a series of leathery bags expanding and contracting, with flippers and siphons protruding from its underside. Its body is covered with thorny tendrils that grow from it like brambles, twitching and thrashing.

The muirdris is among the foul and alien entities known as the qliphoth, and in the deepest layers of the Abyss they are the rulers of the seas. They are found in the Material Plane in dark and unforgiving waters, and claim vast stretches of the lightless depths as their personal fiefdoms. A muirdris considers itself a sculptor of flesh, and their horrible gaze causes bodies and minds to warp in revulsion. A muirdris' victims may find themselves with mouths on the wrong sides of their faces, arms and legs that bend the wrong way and internal organs and bones rearranged horrifically. A muirdris will frequently allow such deformed victims to live as a monument to its power, but if they are truly challenged, they will gladly warp it completely into a new form of life. Chaos beasts follow in the wakes of a muirdris, some formed from its victims and others simply attracted by the devastation a muirdris creates.

Muirdris **CR 15**

XP 51,200

CE Huge outsider (aquatic, chaos, evil, extraplanar, qliphoth)

Init +11; **Senses** darkvision 120 ft., Perception +27, *see invisibility*

Aura tangling tentacles (10 ft., DC 26)

Defense

AC 30, touch 15, flat-footed 23 (-2 size, +7 Dex, +15 natural)

hp 225 (18d10+126)

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

DR 15/good or lawful; **Immune** cold, mind-influencing effects, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 26

Defensive Abilities amorphous

Offense

Speed 30 ft., swim 60 ft.

Melee bite +27 (2d8+11 plus grab), 4 stings +27 (1d8+11 plus poison)**Ranged** 6 thorns +24 (1d6+11 plus poison)

Space 15 ft.; **Reach** 10 ft. (15 ft. with stings)

Special Attacks create spawn, horrific appearance (DC 24), swallow whole (AC 17, 22 hp, 2d8+16 bludgeoning and 6d6 acid)

Spell-like Abilities CL 15th, concentration +21

Constant—*see invisibility*

3/day—*dimension door*, *dispel law*, *fly*, [*wither limb*](#) (DC 21), *word of chaos* (DC 22)

1/day—*plane shift*, *polymorph any object* (DC 23), [*verminous transformation*](#) (DC 22)

Statistics

Str 32, **Dex** 24, **Con** 24, **Int** 11, **Wis** 23, **Cha** 21

Base Atk +18; **CMB** +31 (+35 grapple); **CMD** 48

Feats Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Improved Critical (sting), Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (thorn)

Skills Climb +32, Knowledge (planes) +21, Perception +27, Sense Motive +27, Stealth +20, Swim +40

Languages Abyssal, telepathy 100 ft.

SQ amphibious, compression, deep diver

Ecology

Environment any (Abyss)

Organization solitary or plague (2-6)

Treasure standard

Special Abilities

Create Spawn (Su) A creature reduced to 0 Con by a muirdris' poison is permanently and immediately transformed into a chaos beast with the aquatic subtype and amphibious special quality. This chaos beast is not under the control of the muirdris that created it, but is generally favorably disposed to it. A creature so transformed cannot be restored to life without killing the chaos beast, followed by a *true resurrection*, *wish* or *miracle* spell.

Deep Diver (Ex) A muirdris is immune to pressure damage from being underwater.

Horrific Appearance (Su) Creatures that succumb to a muirdris' horrific appearance are permanently disfigured, their bodies warping in strange ways. A creature that fails its save takes 1d4 points of Dexterity and Charisma drain. The save DC is Charisma based.

Poison (Ex) Sting or thorn—injury; *save* Fort DC 26; *frequency* 1/round for 4 rounds; *effect* 1d2 Con damage; *cure* 1 save. The save DC is Constitution based.

Tangling Tentacles (Ex) All creatures that approach within 10 feet of a muirdris must succeed a DC 26 Reflex save every round or be entangled and be unable to move from their current location. An entangled creature can escape with a successful DC 26 Escape Artist check, a DC 21 Strength check, or by dealing 10 points of damage to the tentacles with a slashing weapon. The save DC is Dexterity based.

Thorns (Ex) As a standard action, a muirdris can throw 6 thorns from its body. Treat these as ranged attacks with a range increment of 60 feet. A creature struck by one of these thorns takes 1d6

points of damage plus the muirdris' Strength modifier and is exposed to the muirdris' poison. A muirdris has an effectively infinite supply of thorns—it may use this attack at will.