



“Orgesh” © Paizo Publishing, by Miguel Regodon Harkness. Accessed at his ArtStation page [here](#)

[Commissioned by @tar-baphon. Orgesh is a Great Old One first mentioned before Pathfinder RPG even existed, having been developed for the back-matter of the *Second Darkness* AP. They got an illustration in *Black Stars Beckon* as a possible foe to be fought as a follow up to the *Strange Aeons* AP. And yet, they never got an official stat block.]

Great Old One, Orgesh
CR 28 CE Aberration

This bloated figure is humanoid in form, with clawed arms and legs that bend like the haunches of a dog. Its head is split by a slavering maw with multiple rows of shark-like teeth, but bearing no

other facial features.

Orgesh, the Faceless God

CE genderless Great Old One of alchemy, hunger and subterranean waters

Domains Chaos, Earth, Evil, Water

Subdomains Caves, Ice, Metal, Oceans

Favored Weapon spear

Unholy Symbol An open fanged maw with a rune in the center

Worshippers charda, maniacs, those seeking transformation

Minions [black-blooded creatures](#), [metamorphs](#), winterwights

Orgesh the Faceless God is the physical embodiment of the black blood of the earth, a thick substance infused with supernatural cold and empowering to the undead. Orgesh once created the charda as a race to serve and amuse it, but grew bored and abandoned its spawn. Orgesh now roams the Darklands of Golarion, searching for a worthy opponent to either challenge its skills or put it out of its misery and allow it to escape the planet. If Orgesh is slain, the black blood of the earth will drain through the fabric of space and time, seeping into a new planet and granting Orgesh the opportunity to explore and predate upon a new world.

Orgesh is an explorer and experimenter by nature, and sees combat as the perfect opportunity to try out new battle tactics and forms. Orgesh's body is semi-fluid, and it can shape its form into new ways to augment its abilities. Orgesh is naturally blind, but can grow eyes if it requires sight—such eyes form all over its body except on its face. Orgesh typically enters combat by spraying foes with a cone of black blood, then rushes forward to devour survivors. Any creature that succumbs to the energy drain Orgesh inflicts rises as a winterwight; much to Orgesh's disappointment, most creatures die of wounds long before they reach that point.

Orgesh's cult is small and nearly forgotten. Its doctrine states that its worshipers must try to kill and eat each other in order to concentrate their power. This doctrine was designed by Orgesh in order to create a possible rival, in the hope of being slain by their last follower in order to escape to another planet. The charda it created in the distant past still revere Orgesh loosely, but true clerics of Orgesh are few and far between. It is occasionally venerated by alchemists and necromancers who seek to tap into the potential of the black blood of the earth. Metamorphs see Orgesh as a kindred spirit, combining an ever shifting body with a keen intellect, and those of a more religious bent view Orgesh as their patron.

Orgesh CR 28

XP 4,915,200

CE Gargantuan aberration (chaos, cold, earth, evil, Great Old One, water)

Init +23; **Senses** blind, blindsense 240 ft., lifesense 120 ft., Perception +47

Aura aberrant prayer (40 ft.), unspeakable (300 ft., DC 37)

Defense

AC 45, touch 26, flat-footed 45 (-4 size, +9 Dex, +1 dodge, +10 insight, +19 natural)

hp 666 (36d8+504); regeneration 25 (positive energy)

Fort +28, **Ref** +23, **Will** +33

DR 20/lawful and epic; **Immune** ability damage, ability drain, aging, cold, curse effect, death effects, disease, energy drain, gaze attacks, mind-affecting effects, paralysis, petrification, visual spells and effects; **Resist** acid 20, electricity 20; **SR** 39

Defensive Abilities *freedom of movement*, immortality, insanity (Will DC 37), negative energy affinity, uncanny dodge

Offense

Speed 50 ft., burrow 30 ft., climb 30 ft., swim 50 ft.

Melee bite +45 (4d12+22/19-20 plus grab and 3d6 cold and energy drain), 2 claws +45 (4d6+22/19-20 plus 3d6 cold)

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

Special Attacks adamantine strikes, breath weapon (120 ft. cone, 20d6 cold, 20d6 negative energy and energy drain, Ref DC 42, 1d4 rounds), create spawn, energy drain (1d4 negative levels, Fort DC 37), fast swallow, form shift, freezing nightmares, mythic (10/day, 1d12), swallow whole (AC 19, 66 hp, 4d8+20 bludgeoning, 6d6 cold and energy drain), trample (4d8+30, Ref DC 48)

Spell-like Abilities CL 28th, concentration +37

Constant—*freedom of movement*

At will—*bestow curse* (DC 22), *deeper darkness*, *dimension door* ^M, *enervation* ^M, *greater dispel magic*, *harm* (DC 25) ^M, *nightmare* (DC 24), *wall of iron* ^M

3/day—*finger of death* (DC 26) ^M, *quicken fire shield* (cold only) ^M, *empowered polar ray* ^M, *polymorph any object* (DC 27), *word of chaos* (DC 26) ^M

1/day—*clashing rocks* (DC 28), *earthquake* (DC 27) ^M, *polar midnight* (DC 28), *power word kill* ^M

^M = Orgesh can use the mythic version of this spell-like ability

Statistics

Str 50, **Dex** 29, **Con** 39, **Int** 28, **Wis** 32, **Cha** 29

Base Atk +27; **CMB** +51 (+53 bull rush, +55 grappling and sunder); **CMD** 71 (71 vs. bull rush and sunder)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Dodge, Empower SLA (*polar ray*), Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite, claw), Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Quicken SLA (*fire shield*), Staggering Critical, Stunning Critical, Vital Strike

Skills Acrobatics +45 (+53 when jumping), Climb +64, Escape Artist +45, Fly +15, Intimidate +45, Knowledge (dungeoneering) +45, Knowledge (arcana, engineering, geography, religion, planes) +42, Perception +47, Sense Motive +44, Spellcraft +45, Survival +47, Swim +64

Languages Abyssal, Aklo, Aquan, Draconic, Protean, Terran, Undercommon, telepathy 100 ft.

SQ compression, otherworldly insight

Ecology

Environment underground

Organization solitary (unique)

Treasure double standard

Special Abilities

Aberrant Prayer (Su) Orgesh is surrounded by the effects of a *prayer* spell in a 40 foot radius, only the benefits or penalties are doubled for creatures of the aberration type. These benefits are incorporated into Orgesh's statistics above.

Adamantine Strikes (Ex) Orgesh's natural weapons are treated as being made of adamantine for the purposes of overcoming damage reduction and hardness. It may tunnel through metal and stone with his burrow speed, treating it as difficult terrain and leaving a tunnel behind it.

Blind (Ex) Orgesh is blind. It is immune to all gaze attacks, visual spells and abilities, but automatically fails Perception checks based on sight.

Create Spawn (Su) A creature slain by Orgesh's energy drain rises in 1d4 rounds as a winterwight under Orgesh's control. Orgesh may control as many winterwights as its Charisma modifier (9)—if it creates any more, it chooses which one becomes free willed.

Form Shift (Ex) As a move action, Orgesh can transform its body to better suit its needs. It gains one of the following enhancements:

- all-seeing: Orgesh gains all around vision and a +8 racial modifier on Perception checks. When it has eyes, it is treated as having darkvision 60 ft.
- armored: Orgesh gains a +6 enhancement bonus to its natural armor and fortification (75%)
- extra limbs: Orgesh grows two more arms, which grant it two more claw attacks and rend (4 claws, 4d6+30)
- lanky: Orgesh's reach with all of its natural attacks increases by +10 feet
- wings: Orgesh gains a fly speed of 100 ft. (good maneuverability)

Any enhancement granted by this ability lasts for 1 minute, or until Orgesh spends another move action to maintain it.

Freezing Nightmares (Su) Orgesh can use its *nightmare* spell-like ability on any creature that has been in contact with the black blood of the earth. When it does so, the affected creature must succeed a DC 37 Will save or gain vulnerability to cold. This is a curse effect. The save DC is Charisma based.

Immortality (Ex) If Orgesh is slain, all of the black blood of the earth on the planet it currently is drains away over the course of 1000 years, forming a new subterranean ocean on a distant planet somewhere else in the galaxy. Once the 1000 years have elapsed and the black blood has fully moved, Orgesh reforms in the deepest place of the new ocean.

Swallow Whole (Ex) If a creature cuts itself free of Orgesh, Orgesh can use its swallow whole ability the next round its regeneration is functioning.

Unspeakable Aura (Su) Any creature within 300 feet of Orgesh must succeed a DC 37 Will save or have its lowest ability score reduced by 8. This cannot reduce a creature's relevant ability score to 0. This is a curse effect. Regardless of whether a creature succeeds or fails this save, it cannot be affected by Orgesh's unspeakable aura for the next 24 hours. The save DC is Charisma based.