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[Commissioned by @tar-baphon. Weirdly, Wizards of the Coast has removed some of its 3.x era products from its Art Gallery Archive, but not all of them. *Elder Evils*, which this monster originates in, is one of the lost art galleries. Fortunately, I had this saved from when the book first came out, more than a decade ago at this point.]

Qlippoth, Golothoma

CR 17 CE Outsider (extraplanar)

This creature resembles a bulbous serpent, its body studded with horns and nodules. Its face is little more than a single serpentine eye, with five spindly limbs, each tipped with claws, protruding radially around it. A steaming black liquid drips from its raised tail, and its shadow writhes with a mind of its own.

A golothoma is a hideous qlippoth, the primeval embodiment of ambush and predation. They are bestial, ravenous creatures, feeding not out of a need for nourishment but out of a desire to undo the physical bodies of others. They have no mouths—on the rare occasions they speak, they do so by pushing air through spiracles in whistling tones. They feed using their shadows, which are animate and change shape unsettlingly as the creature moves.

A golothoma lives for combat, and parley with these creatures is all but impossible. Their claws can tear through the boundaries of the planes, allowing them to attack at remarkable distances, and their tail oozes a shadowy acid that causes flesh to melt into liquid darkness. They do not attack other golothomas, but are not especially cooperative with them, either. In a battle featuring multiple of these horrors, they do not cooperate, and may even attack each other as a warning if one attempts to finish off another's prey.

Unlike other qlippoth, golothomas are not confined to the deepest layers of the Abyss. At some point during the clash between demons and qlippoth, they escaped, burrowing through the planes and taking refuge in the Plane of Shadow. There, they continue to devour others much as they always have done. Some kyttons view them as pests to be exterminated, whereas others appreciate their bizarre biology and incorporate it into their murderous arts.

Golothoma CR 17

XP 102,400

CE Huge outsider (chaos, evil, extraplanar, qliploth)

Init +12; **Senses** darkvision 60 ft., Perception +20, *true seeing*

Defense

AC 31, touch 16, flat-footed 23 (-2 size, +8 Dex, +15 natural)

hp 261 (18d10+162); fast healing 10

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

DR 15/lawful and cold iron; **Immune** acid, cold, mind-influencing effects, poison; **Resist** electricity 10, fire 10; **SR** 28

Offense

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

Melee 5 claws +25 (1d8+9/19-20), tail +23 touch (8d6 acid), shadow +23 touch (1d12 Con drain)

Ranged 5 claws +24 (1d8+9)

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

Special Attacks acid, dimensional claws, horrific appearance, ravenous shadow

Spell-like Abilities CL 18th, concentration +24

Constant—*true seeing*

Statistics

Str 28, **Dex** 27, **Con** 27, **Int** 4, **Wis** 17, **Cha** 22

Base Atk +18; **CMB** +29; **CMD** 47 (cannot be tripped)

Feats Combat Reflexes, Great Fortitude, Improved Critical (claw), Improved Initiative, Iron Will, Multiattack, Point Blank Shot, Precise Shot, Toughness

Skills Acrobatics +25, Climb +25, Perception +20, Swim +33

Languages Abyssal, telepathy 100 ft.

SQ no breath

Ecology

Environment any (The Abyss or Plane of Shadow)

Organization solitary, pair or infestation (3-8)

Treasure incidental

Special Abilities

Acid (Ex) A golothoma's tail deals 8d6 points of acid damage on a touch attack. A creature struck by its tail must succeed a DC 27 Reflex save or take an additional 4d6 acid damage at the start of its next turn. The save DC is Constitution based.

Dimensional Claws (Su) A golothoma can reach its claws through the fabric of reality, allowing it to make ranged attacks with its claws. Treat these as thrown weapon attacks with a range increment of 50 feet. A golothoma can divide its claws between melee and ranged attacks as it wills, and does not provoke attacks of opportunity when using its claws as ranged attacks. It cannot use this ability when under the effects of a *dimensional anchor* spell, or in any other spell or effect that blocks dimensional travel.

Horrific Appearance (Su) A creature exposed to a golothoma's horrific appearance must succeed a DC 25 Will save or become obsessed with shadows. In bright light or darkness, the creature is sickened, and it takes a -2 penalty on all saving throws and Armor Class made against spells of the shadow subschool, or creatures native to the Plane of Shadow. This effect is permanent until removed with a *heal*, *greater restoration* or any spell or effect that removes madness effects. The save DC is Charisma based.

Ravenous Shadow (Su) A golothoma's shadow can be used to make touch attacks as a secondary natural weapon. A creature struck by its shadow must succeed a DC 25 Fortitude save or take 1d12 points of Constitution drain. The save DC is Charisma based.