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[Commissioned by [@justicegundam82](#), this was one of the last original monsters to appear in the Paizo run of Dragon Magazine, appearing in issue 357 (of 360). A creation of James Jacobs, it seems to have been reworked into Pathfinder as the [vavakia demon](#), which has a similar dinosaur centaur appearance, a breath weapon that deals ability damage, and a stunning ability. So I had to make reference to that in my flavor text. My version tones down the 3.5 version considerably—in that, the horrific appearance equivalent drove victims into violent insanity permanently, mentioning that they keep wandering and killing until they die of dehydration. A little much for a CR 14 as an area of effect usable at will.]

Qlippoth, Verakia

CR 14 CE Outsider (extraplanar)

This creature resembles a monstrous saurian centaur. It has four clawed legs and one pair of arms, the arms featuring a pair of scythe-like talons. Its head has four eyes and a lashing tongue, as well as three horns, one curving back from the brow and two curving forward from its cheeks.

Verakia qlipthoths are the embodiment of the feeding frenzy, the uncontrolled bloodlust that accompanies the hunt. They are found in the deepest jungles and swamps of the Abyss. Verakias are smart enough to enjoy the fear and pain of their prey, but dumb enough to view themselves as the mightiest creatures in the Abyss. The exception to this is the vavakia demon, which they keep a wide berth from. Since the two have similar shapes and even abilities, some sages believe that vavakias were originally created from verakias that embraced the influx of souls into the Abyss and became true demons. Vavakias for their part hunt verakias as trophies.

A verakia may stalk its prey for long distances, waiting until they are hindered by underbrush before striking. A verakia usually opens combat with its horrific appearance, forcing allies to turn on each other in a state of slashing frenzy. Their strength is often overwhelming, and the fire that burns in their bellies leaves grotesque mental and physical scars. They rarely retreat from fights once they have tasted blood.

A verakia is about fifty feet long and weighs around eight tons.

Verakia CR 14

XP 38,400

CE Gargantuan outsider (chaos, evil, extraplanar, qlipthoth)

Init +6; **Senses** darkvision 60 ft., Perception +21, scent, *true seeing*

Defense

AC 28, touch 8, flat-footed 26 (-4 size, +2 Dex, +20 natural)

hp 200 (16d10+112)

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

DR 15/lawful; **Immune** cold, mind-influencing effects, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 25

Offense

Speed 50 ft., swim 30 ft.

Melee bite +21 (2d6+9), 2 talons +21 (2d8+9), gore +21 (1d8+9), tail slap +16 (2d6+4)

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

Special Attacks breath weapon (60 ft. cone, 1d4 rounds, 8d6 fire and 8d6 typeless, DC 25), horrific appearance (DC 21), stunning rend, trample (2d8+13, DC 27)

Spell-like Abilities CL 14th, concentration +17

Constant—*true seeing*

3/day—*dimension door*, *dispel law* (DC 18)

1/day—*power word: stun*

Statistics

Str 28, **Dex** 15, **Con** 25, **Int** 6, **Wis** 14, **Cha** 17

Base Atk +16; **CMB** +29 (+31 bull rush; **CMD** 41 (43 vs. bull rush, 45 vs. trip)

Feats Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack

Skills Acrobatics +21 (29 when jumping), Climb +20, Perception +21, Stealth +9 (+19 in undergrowth), Swim +28; **Racial Modifiers** Stealth +10 in undergrowth

Languages Abyssal, telepathy 100 ft.

SQ woodland stride

Ecology

Environment any forests or marshes (the Abyss)

Organization solitary, pair or pack (3-8)

Treasure none

Special Abilities

Breath Weapon (Su) Any creature that takes damage from a verakia's breath weapon must succeed a DC 25 Fortitude save or take 1d6 points of Charisma damage. The save DC is Constitution based.

Horrific Appearance (Su) Creatures that succumb to a verakia's horrific appearance become obsessed with cutting other creatures or themselves. For the next minute, the creature must attack the nearest creature with a slashing or piercing weapon. It attacks that creature until it is slain, and then moves onto the next creature, until the duration runs out or the effect is removed with a *break enchantment* or similar magic. If the creature does not have a slashing or piercing weapon, it tears at itself with nails and teeth, dealing 1d8 slashing damage to itself plus its Strength modifier. The save DC is Charisma based.

Stunning Rend (Ex) A creature struck by three or more of a verakia's natural attacks in a single round must succeed a DC 27 Fortitude save or be stunned for 1 round. The save DC is Strength based.

Woodland Stride (Ex) A verakia ignores difficult terrain created by mundane vegetation.