



Alebrije018- Pelagornis Chilensis © deivantArt user DsJumi, accessed at his page [here](#)

[The combination of low HD and high Con scores is a reference on my part to the original 1e Hit Dice for these monsters, which were 6+6 for the varath and 8+8 for the carcene. If you're worried that your players might break the game calling varaths with lesser planar binding, consider giving them a "hard to call" trait, the opposite of the sahkils, where they count as having more HD for calling spells.]

Diakk, Varath

CR 6 NE Outsider

This creature appears to be a vaguely humanoid bird, with small delicate arms in place of wings. Its head is enormous with a jagged, toothed beak. Its feathers are a variety of garish colors.

The diakka are horrific bird-like creatures native to the wasted lands of Abaddon. The varath are also known as "tall diakka", as they are the larger of the two species. Varaths are dim-witted and weaker than their carcene cousins, but are much faster. The two different diakka live in mixed-species flocks, making the distinction between them primarily academic (although varaths usually have subordinate positions in these groups).

A varath's feathers are typically in a variety of garish hues, ranging from purples and oranges to yellows and greens. Their avian features cause them to resemble cranes, herons, storks, ibis and combinations thereof. Their beaks have tooth-like, jagged structures and can spread supernaturally intense pain. They have relatively few magical talents, but use them in combat appropriately—using *ray of enfeeblement* to weaken heavily armored foes and *ghost sound* as a distraction are favorite tactics. Varaths are faster than a horse and are exceptional acrobats, and gladly use hit and run

tactics to wear foes down before finishing them off. They are likely to use their dance of weakness only if in a protected position where enemies have a hard time reaching them.

Most varaths are dim-witted creatures that have few intellectual pursuits beyond the infliction of pain and suffering. They are somewhat gullible creatures with an inflated opinion of their own savviness—many are the varaths that serve as guards or mercenaries for a daemon or night hag, only to be murdered by their master when it has no further use for them. They are clannish among their groups of diakka—when two flocks meet, they typically exchange threats and insults at a distance.

A varath stands about eight feet tall and weighs three hundred pounds.

Varath CR 6

XP 2,400

NE Large outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., Perception +9

Defense

AC 19, touch 13, flat-footed 16 (-1 size, +4 Dex, +6 natural)

hp 69 (6d10+36)

Fort +8, **Ref** +9, **Will** +5

Immune curses, disease, poison; **Resist** acid 10, cold 10, electricity 10; **SR** 17

Offense

Speed 60 ft.

Melee bite +11 (1d12+7 plus pain)

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

Special Attacks dance of weakness

Spell-like Abilities CL 6th, concentration +83/day—*chill touch* (DC 13), *ghost sound* (DC 12), *ray of enfeeblement* (DC 13)

Statistics

Str 20, **Dex** 19, **Con** 22, **Int** 8, **Wis** 11, **Cha** 15

Base Atk +6; **CMB** +12; **CMD** 26

Feats Combat Reflexes, Stand Still, Weapon Focus (bite)

Skills Acrobatics +23 (+35 when jumping), Climb +14, Intimidate +11, Perception +9, Stealth +9;

Racial Modifiers +10 Acrobatics

Languages Abyssal, Infernal

Ecology

Environment any land or underground (Abaddon)

Organization solitary, flock (2-8 mixed varath and carcene) or clan (9-24 mixed varath and carcene)

Treasure incidental

Special Abilities

Dance of Weakness (Su) A varath can dance and chant as a full-round action—at the end of three rounds, a wave of enervating energy is emitted, dealing one negative level to all non-diakka in a 30 foot radius (Fortitude DC 15 negates). For each additional diakk that joins the dance, the save DC increases by 1 and the number of negative levels increases by one, to a maximum of four negative levels when four or more diakka are dancing (the save DC continues to increase for additional diakka). The dance immediately ends and must be started anew if any participating diakk is slain, stunned or otherwise prevented from dancing. The save DC is Charisma based.

Pain (Su) A creature bitten by a varath must succeed a DC 19 Fortitude save or take a -4 penalty to all attack rolls, damage rolls, skill and ability checks for 1 round. This is a pain effect, and the

save DC is Constitution based.