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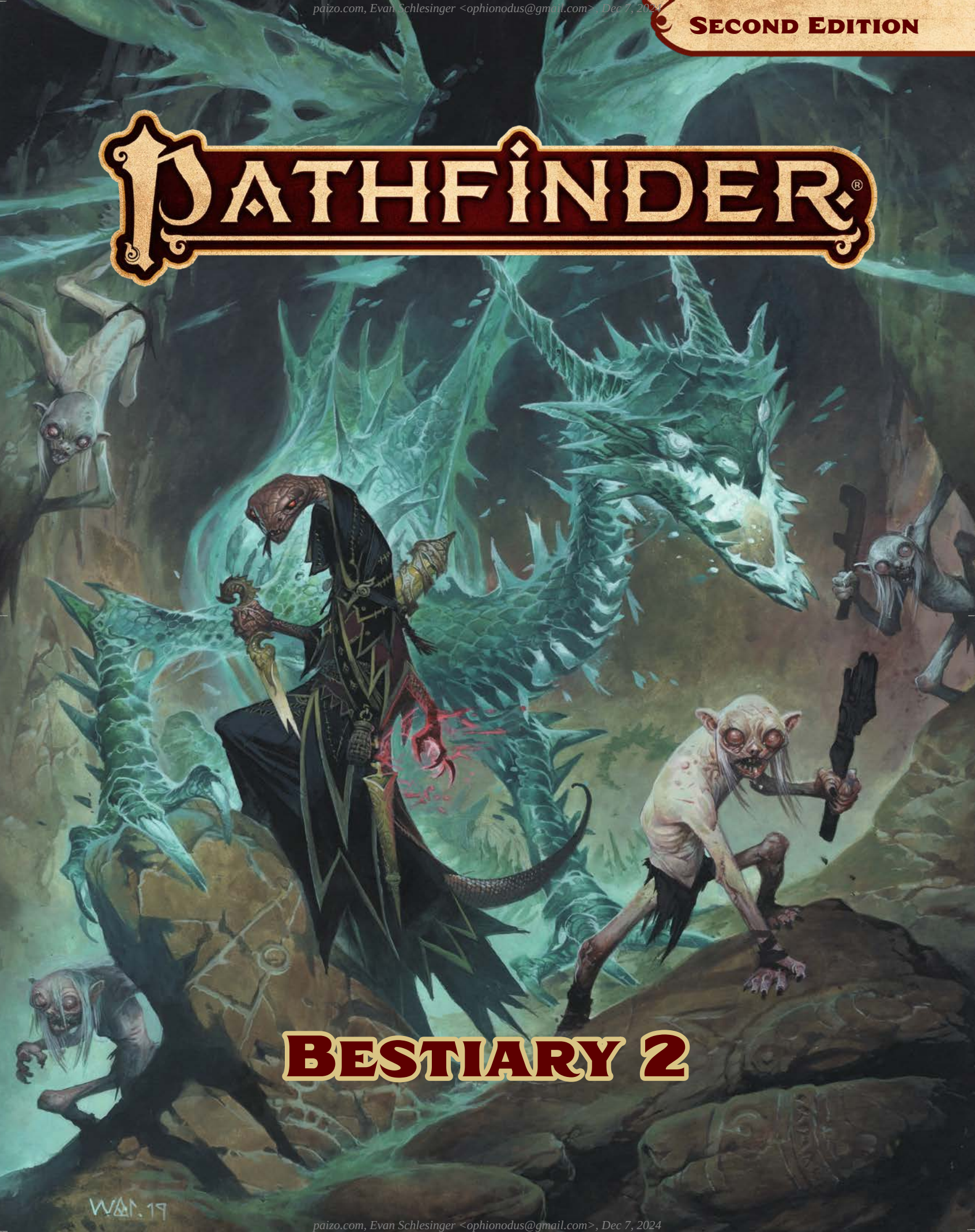
Second Edition

Pathfinder®



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Introduction

Welcome to *Pathfinder Bestiary 2*! Inside this tome of creatures, you'll find fickle fey and grotesque fiends, legendary beasts and powerful animals, new allies to interact with and horrid monsters to hunt down. This book details hundreds of new creatures, expanding upon the myriad monsters introduced in the first *Pathfinder Bestiary* volume.

To use this book, you need the *Pathfinder Core Rulebook,* which contains the rules of the game and gives you further understanding of each creature's rules and its place in the world. Using both of these books allows you as the Game Master (or GM) to create stories of grand adventure and populate them with fearsome foes, possible allies, and friendly guides.

Most of the sections of this book describe a creature or a group of related creatures, present their game statistics, illustrate their place within the game world, and provide details about their behavior or society.

In this introduction, you can find advice on how to play these creatures in the game, including how to read and use their statistics, advice on roleplaying their interactions with player characters, and guidance on adjusting creature statistics to fit the needs of your setting.

Lastly, the appendix in the back of the book contains sections that provide information about frequently used monster abilities, creature traits, new rituals, uncommon languages, and lists of monsters sorted by type and level.

Playing Creatures

While the other players portray their characters, you as the Game Master get to play everyone else. This section provides the basics for using the creatures in this book. It guides you through the process of reading and understanding the creatures' statistics so the creature can either provide a threat or serve as an ally in and out of combat. It also provides general advice for roleplaying creatures to help provide more depth to the creatures in your game's world.

Reading Creature Statistics

Each creature's rules appear in a stat block, with a structure similar to those of feats, spells, and magic items. Because creatures have more abilities than those game elements, however, their statistics include more entries, many of which have special formats.

A creature's traits line sometimes begins with a rarity; if the creature's rarity is common, no rarity is listed. The next entry is its alignment, which is given as a one- or two-letter abbreviation (LG for lawful good, N for neutral, CE for chaotic evil, and so on); these abbreviations are listed comprehensively on page 307. Next is the creature's size (Tiny, Small, Medium, Large, Huge, or Gargantuan). Any other traits are then listed. The traits appearing in this book, including some traits from the *Pathfinder Core Rulebook*, can be found in Creature Traits on page 304.

Actions and activities the creature can use have the appropriate icons next to those abilities' names noting how many actions they require. A creature always has the requisite proficiency ranks or other abilities required to use what's listed in its stat block. For instance, a spellcasting creature can perform the Cast a Spell activity, and a creature is never untrained with any of its items.

Some abilities are abbreviated in stat blocks and described in full in the Ability Glossary on pages 304–306.

CREATURE NAME **LEVEL**

RARITY TRAIT | ALIGNMENT ABBREVIATION | SIZE | OTHER TRAITS

Perception The creature's Perception modifier is listed here, followed by any special senses.

Languages The languages for a typical creature of that kind are listed here, followed by any special communication abilities. If a creature lacks this entry, it cannot communicate with or understand another creature through language.

Skills The creature is trained or better in these skills. For untrained skills, use the corresponding ability modifier.

Ability Modifiers The creature's ability modifiers are listed here.

Items Any significant gear the creature carries is listed here.

Interaction Abilities Special abilities that affect how a creature perceives and interacts with the world are listed here.

AC, followed by any special bonuses to AC; **Saving Throws** A special bonus to a specific save appears in parentheses after that save's bonus. Any special bonuses to all three saving throws against particular types of effects are listed after the three saves.

HP, followed by automatic abilities that affect the creature's Hit Points or healing; **Immunities**; **Weaknesses**; **Resistances** Any immunities, weaknesses, or resistances the creature has are listed here.

Automatic Abilities The creature's auras, any abilities that automatically affect its defenses, and the like are listed here.

Reactive Abilities Free actions or reactions that are usually triggered when it's not the creature's turn are listed here.

Speed, followed by any other Speeds or movement abilities.

Melee ❖ (traits; some weapon traits, such as deadly, include their calculations for convenience) The name of the weapon or unarmed attack the creature uses for a melee Strike, followed by the attack modifier and traits in parentheses. If a creature has any abilities or gear that would affect its attack modifier, such as a weapon with a *+1 weapon potency* rune, those calculations are already included, **Damage** amount and damage type, plus any additional effects (this entry is **Effect** if the Strike doesn't deal damage).

Ranged ❖ As Melee, but also lists range or range increment with traits, **Damage** as Melee.

Spells The entry starts with the magical tradition and whether the spells are prepared or spontaneous, followed

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by the DC (and attack modifier if any spells require spell attack rolls). Spells are listed by level, followed by cantrips. A spell prepared multiple times lists the number of times in parentheses—for example, "(×2)." Spontaneous spells list the number of spell slots after the spell level.

Innate Spells These are listed like other spells, but can also include constant, at-will, and focus spells. If the creature has a focus spell as an innate spell, it works like other innate spells with listed uses, rather than costing Focus Points. Spells that can be used an unlimited number of times list "(at will)" after the spell's name. Constant spells appear at the end, separated by level. Rules for constant and at-will spells appear on page 342 in the Ability Glossary.

Focus Spells If a creature has focus spells, this entry lists the spells' level, the Focus Points in the creature's focus pool, the DC, and those spells.

Rituals Any rituals the creature can cast appear here.

Offensive or Proactive Abilities Any actions, activities, or abilities that automatically affect the creature's offense, as well as free actions or reactions that are usually triggered on the creature's turn, appear here in alphabetical order.

Roleplaying Creatures

Whether it's an adversary or a potential ally, a creature might have a very different worldview than the PCs. When roleplaying creatures, think about how they experience the world differently due to their senses, physiology, and habitat. Each creature entry in this book gives you some context about the creature's worldview, motivations, ecology, and societies. Many sections have sidebars that provide relevant facts about creatures (labeled with the icons listed in the Sidebar Icons section on page 7). You can use the information in each creature entry as cues on how to roleplaying the creature in and out of combat. These cues can be as simple as a difference in idioms (perhaps saying "in the other tentacle" rather than "on the other hand") and as complex as determining motivations, hopes, and dreams for an individual creature. Understanding a creature you're playing also informs what tactics they'll use, as well as whether they are willing to surrender or flee when things don't go their way.

Adjusting Creatures

Sometimes you might need to customize a creature based on the needs of your story or the narrative circumstances as your story unfolds. This section guides you through some basic strategies you can use to adjust creatures. It includes quick adjustments you can make to a creature to alter its level. You might also need to adjust a creature's languages or gear, or know its proficiency ranks in skills or Perception.

Combat Power

The creatures presented in this book have appropriate statistics for their levels. In many cases, you can make relatively minor adjustments, called elite and weak adjustments, to their statistics to make them function 1 level higher or lower than presented.

Elite and weak adjustments work best with creatures that focus on physical combat. These adjustments overstate the normal numerical gains the creature would make from increasing its level to make up for the lack of new special abilities. As such, when applied multiple times to the same creature, these adjustments cause its statistics to become less accurate for the creature's level. These adjustments have a greater effect on the power level of low-level creatures; applying elite adjustments to a level –1 creature gives you one closer to 1st level, and applying weak adjustments to a 1st-level creature gives you one whose level is closer to –1.

Creatures that cast spells or rely on noncombat abilities typically need specific adjustments to those spells or abilities.

Elite Adjustments

Sometimes you'll want a creature that's just a bit more powerful than normal so that you can present a challenge that would otherwise be trivial, or show that one enemy is stronger than its kin. To do this quickly and easily, apply the elite adjustments to its statistics as follows:

- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

Weak Adjustments

Sometimes you'll want a creature that's weaker than normal so you can use a creature that would otherwise be too challenging, or show that one enemy is weaker than its kin. To do this quickly and easily, apply the weak adjustments to its statistics as follows.

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level.

Starting Level	HP Decrease
1–2	–10
3–5	–15
6–20	–20
21+	–30

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LANGUAGES

The languages listed in a creature's entry are what a typical creature of that type knows. However, you might want to vary these based on the specific creature. For instance, if a creature is interested in speaking with or understanding the people in its region, it would most likely know the language those people speak. This language is most often Common, but you can give it a more appropriate language depending on what region the creature lives in (such as Undercommon if the creature lives in the Darklands).

Beings from other planes are unlikely to know any languages from the Material Plane unless they frequently travel there. If such a creature knows a mortal language, then that creature likely is interested in communicating with mortals. This language is most often Common, although keep in mind that such a creature should speak Common only if it specifically travels to or studies your campaign's world and region above others.

The languages in Pathfinder can be found on page 65 of the *Pathfinder Core Rulebook* and in the New Languages section of this book (page 348).

GEAR

Some creatures rely on gear, like armor and weapons. You might need statistics for such a creature that doesn't have its gear. For example, a creature could be Disarmed, it might be ambushed while it's out of its armor, or one of its worn magic items could be disabled with *dispel magic*. In most cases, you can simply improvise, but if you want to be more exacting, use these guidelines for weapons and armor.

If a creature loses its weapon, it might draw another weapon or use an unarmed attack. If it uses a Strike it doesn't have listed in its stat block, find a Strike entry for the creature that most closely matches the substitute, reduce the attack modifier by 2, and use the damage dice for the new Strike. If the creature needs to make an unarmed attack and doesn't have one listed in its stat block, it uses the statistics for a fist (*Core Rulebook* 280). If the creature loses a weapon with a *weapon potency* rune, you usually should reduce the attack modifier by 2 plus the bonus granted by the weapon's *potency* rune for the new weapon. For example, if the creature is Disarmed of its *+1 mace*, then you would reduce the attack modifier by 3 instead of 2 for the new Strike.

If a creature doesn't have its armor, find the armor in its Items entry and reduce the creature's AC by that armor's item bonus (*Core Rulebook* 275). If the armor has a *potency* rune, increase the reduction as appropriate; for example, if the creature has a suit of *+2 chain mail* in its statistics, and the characters catch the creature without its armor, you would reduce the creature's AC by 6 instead of 4. If the armor has a *resilient* rune, reduce the creature's saves based on the rune's type (1 for *resilient*, 2 for *greater resilient,* or 3 for *major resilient*).

SKILLS, PERCEPTION, AND PROFICIENCY

In some situations, such as when a creature is trying to Disable a PC's snare, you need to know the creature's proficiency rank. Creatures are trained in the skills listed in their stat blocks. Because monsters aren't created using the same rules as PCs, they are untrained in skills that aren't listed. A creature usually has expert proficiency in its listed skills around 5th level, master proficiency around 9th level, and legendary proficiency around 17th level. A creature might need a certain proficiency rank in Perception to detect certain things. Many creatures have expert proficiency in Perception, and improve to master proficiency around 7th level and legendary proficiency around 13th level.

At your discretion, creatures with world-class aptitude for a particular skill or in Perception, such as a doppelganger with Deception, might have a higher rank in that skill or Perception.

Sidebar Icons

Each sidebar in a creature section is marked with an icon identifying the type of information it contains.

Advice and Rules

Related Creatures

Additional Lore

Treasure and Rewards

Locations

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MAINTAINING THE BALANCE

Theletoses care little for the individuals and societies they manipulate, only that balance between freedom and fate is maintained. A theletos might help a creature who has lost their freedom escape, but it may also force those who swore to perform an unjust duty to stick to their word. If its plans are thwarted, a theletos doesn't seek revenge, but instead looks for other ways to redress the balance.

Aeon

Aeons are paragons of law above all else. True aeons embody opposing concepts or forces and are tasked with maintaining balance between those two things, while inevitables are living constructs that enforce laws both mortal and divine.

THELETOS

Theletoses maintain the balance between fate and free will. A theletos is a roughly spherical mass of crystals from which emerge four limbs, each split at the elbow and ending in three-fingered hands. A pair of crystalline tentacles also emerges from its body. Those who have been damaged by a theletos's tentacles describe a disorienting dilemma as they simultaneously feel forced to make a single choice while also being overwhelmed by the endless options available to choose from. Theletoses are more likely than most aeons to interfere in non-aeon societies, particularly in regions with draconian laws. Their involvement is twofold; a theletos concerns itself with both the freedom of individuals and the laws that restrict these individuals, even (or especially) when the two are in opposition.

THELETOS **CREATURE 7**

LN MEDIUM AEON MONITOR

Perception +18; darkvision

Languages envisioning

Skills Arcana +16, Intimidation +16, Religion +18, Stealth +15

Str +4, **Dex** +4, **Con** +3, **Int** +3, **Wis** +5, **Cha** +3

Envisioning When a theletos conveys information, it does so wordlessly through psychic projections. This acts as telepathy with a range of 100 feet but is understandable to all creatures regardless of whether they have a language. The meaning to non-aeons can be vague and is often mysterious. A theletos can use this ability to communicate flawlessly with any other aeon on the same plane.

AC 25; **Fort** +16, **Ref** +13, **Will** +18; +1 status to all saves vs. magic

HP 125; **Weaknesses** chaotic 5

Speed 25 feet, fly 25 feet

Melee ❖ fist +17 (lawful, magical), **Damage** 2d10+4 bludgeoning plus 1d6 lawful

Melee ❖ tentacle +17 (agile, lawful, magical), **Damage** 2d8+4 slashing plus 1d6 lawful and fate drain

Divine Innate Spells DC 25, attack +17; **4th** *augury* (at will), *charm*, *dispel magic*, *enthrall*, *outcast's curse*, *remove curse*, *suggestion*, *touch of idiocy*

Rituals DC 25; *geas*

Fate Drain (curse, divine, mental) A creature damaged by the theletos's tentacle must succeed at a DC 22 Will save or become stupefied 1. As long as the creature is stupefied, it can no longer benefit from fortune effects. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

Wrath of Fate ❖❖ (curse, divine, mental, misfortune) The theletos releases a 60-foot cone of energy from its center. Creatures in the cone become overwhelmed with the knowledge of various fates that destiny has in store for them and lack of clear pathways to these potential futures. They must succeed at

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a DC 26 Will save or be slowed 1 indefinitely. An affected creature can choose to roll twice when it attempts an attack, saving throw, or skill check and take the lower result. Regardless of the outcome, that creature is no longer slowed after that roll. The theletos can't use Wrath of Fate again for 1d4 rounds.

ZELEKHUT

A zelekhut is a bounty hunter and executioner. The zelekhut resembles a mechanical centaur crafted from silvery metal with golden clockwork wings adorning its back. Instead of hands, the zelekhut's arms end in long, barbed chains that crackle with electricity. Whether sent by the powers of Axis or summoned by mortal authorities, the zelekhut seeks out those who continually evade justice—either through active flight, or by abusing their power and station—so as to bring justice to the multiverse's most notorious fugitives and criminals. Indeed, many a zelekhut's quarry are as famous for their ability to evade capture as for the crimes they commit.

Though the zelekhut is implacable and unrelenting in enforcing sentences, it does not pass judgments of its own or take the initiative in pursuing targets of opportunity. While hunting a condemned serial killer or notorious thief across half a dozen planes, the zelekhut wouldn't shift a single hoof to capture a corrupt ruler whose offenses are far greater. All zelekhuts understand that laws can and must differ from place to place, and it is not the zelekhut's job to moralize, merely to obey its rightful assignments and track down those who seek to flee their punishment.

PARADOX AND UNITY

To mortals, aeons sometimes seem to combine elements that are fundamentally incompatible, whether it's an aeon combining opposing concepts, or axiomites and inevitables mixing the organic with the mathematical or mechanical. Aeons see no paradox in this, but rather claim it is an expression of the underlying unity of all things.

ZELEKHUT — CREATURE 9

LN | LARGE | AEON | INEVITABLE | MONITOR

Perception +21; darkvision, *true seeing*

Languages Celestial, Infernal, Utopian; truespeech

Skills Acrobatics +18, Athletics +21, Axis Lore +15, Diplomacy +16, Survival +21 (+23 when tracking)

Str +6, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3

Truespeech A zelekhut can speak with and understand any creature with a language.

AC 28; **Fort** +17, **Ref** +20, **Will** +18; +1 status to all saves vs. magic

HP 160; **Immunities** death effects, disease, emotion, poison, unconscious; **Weaknesses** chaotic 10

Attack of Opportunity ↻

Speed 40 feet, fly 40 feet

Melee ❖ chain +21 (lawful, magical, reach 10 feet), **Damage** 2d10+6 slashing plus 2d6 electricity and 1d6 lawful plus Knockdown

Divine Innate Spells DC 28; **5th** *locate*; **4th** *clairaudience, clairvoyance, dimensional anchor, dispel magic, paralyze* (×3); **Constant** (6th) *true seeing*

Rituals DC 32; *geas*

Double Attack ❖❖ The zelekhut makes two chain Strikes, each targeting a different creature. Each Strike counts toward the zelekhut's multiple attack penalty, but the penalty doesn't increase until after it has made both attacks. If the zelekhut subsequently uses the Knockdown action, it affects all creatures it hit with Double Attack.

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PSYCHOPOMP ALLIES

The mandate of marut inevitables is similar to that of psychopomps. Generally, the practical psychopomps are content to let an unyielding marut complete its mission and swoop in afterward to ensure the work has been done, but occasionally, they may work together.

MARUT

A marut is tasked with hunting mortals who cheat death by artificially extending their lifespans. This includes those who seek undeath, such as liches and vampires, but also includes those who use powerful magic to cling to their youth, use divination to discover and avoid an appointed death, or call too often on the power of resurrection. Once the marut has selected its target, the inevitable pursues its quarry without surcease or deviation until either it or the target is dead.

Maruts seem to be carved from stone and clad in golden armor, yet they move with the deliberate grace of a creature made of flesh and bone. A marut never rushes, but its thunderous footfalls are relentless as it pursues its target. Though able to speak any language, the marut is taciturn even among inevitables.

MARUT **CREATURE 15**

LN | LARGE | AEON | INEVITABLE | MONITOR

Perception +26; darkvision, *true seeing*

Languages Celestial, Infernal, Utopian; truespeech

Skills Athletics +31, Axis Lore +22, Diplomacy +27, Intimidation +29, Religion +26, Survival +28

Str +8, **Dex** +4, **Con** +6, **Int** +1, **Wis** +5, **Cha** +6

Truespeech As zelekhut.

AC 37; **Fort** +27, **Ref** +25, **Will** +26; +2 status to all saves vs. magic

HP 230, regeneration 15 (deactivated by chaotic); **Immunities** death effects, disease, emotion, poison, unconscious; **Weaknesses** chaotic 15

Attack of Opportunity ↩

Speed 25 feet; *air walk*

Melee ❖ fist +30 (lawful, magical, reach 10 feet), **Damage** 3d8+11 bludgeoning plus 1d6 lawful and fists of thunder and lightning

Divine Innate Spells DC 37; **8th** *chain lightning*, *dispel magic*, *earthquake*, *harm*; **7th** *fear*, *plane shift*, *wall of force*; **5th** *command*, *locate*; **4th** *dimension door* (at will); **Constant (8th)** *air walk*, *true seeing*

Rituals DC 36; *geas*

Final End The marut is anathema to beings that unnaturally extend their existence, including undead. Its fists bypass such creatures' resistances to damage and apply the creatures' highest weakness to damage. If a marut kills a creature that rejuvenates, like a lich or ghost, it always knows that the creature isn't fully defeated.

Fists of Thunder and Lightning (divine, evocation, incapacitation) Each time the marut makes a fist Strike, it chooses either lightning or thunder. If it chooses lightning, the attack deals an additional 2d12 electricity damage and the target must succeed at a DC 33 Fortitude save or be blinded for 1 minute. If it chooses thunder, the attack deals an additional 3d8 sonic damage and the target must succeed at a DC 36 Fortitude save or be deafened for 1 minute.

BYTHOS

The bythos is a guardian of space and time, and at all times seeks out those who misuse planar and temporal magic. A bythos is a roughly humanoid creature with four arms and a body made of swirling clouds and mist. Despite its appearance, its body feels like dry stone. A bythos seeks out paradoxes caused by irresponsible planar or dimensional travelers and repairs breaches where the barriers between planes have become thin or damaged. If the mortals responsible remain in the area and cannot be convinced to cease their activities, the bythos has no qualms about removing them. Using its ability to manipulate time, a bythos might cause an opponent to quickly die of old age as time speeds up around them, or cause a target to disappear from time and space.

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BYTHOS

CREATURE 16

UNCOMMON | LN | LARGE | AEON | MONITOR

Perception +30; darkvision

Languages envisioning

Skills Athletics +32, Arcana +29, Deception +25, Intimidation+25, Nature +30, Occultism +29, Religion +30, Stealth +26

Str +8, **Dex** +4, **Con** +5, **Int** +7, **Wis** +8, **Cha** +5

Envisioning As theletos.

AC 39; **Fort** +25, **Ref** +26, **Will** +30; +1 status to all saves vs. magic

HP 245, regeneration 15 (deactivated by chaotic); **Weaknesses** chaotic 15

Confusing Gaze (aura, divine, enchantment, emotion, incapacitation, mental, visual) 30 feet. A creature that ends its turn in the aura must attempt a DC 34 Will save. If it fails, it's confused for 1 round (or 1d4 rounds on a critical failure).

Temporal Reversion ◆ (fortune) **Trigger** The bythos fails or critically fails a check; **Frequency** once per day; **Effect** The bythos rerolls the triggering check and takes the better result.

Speed fly 35 feet

Melee ◆ fist +32 (lawful, magical, reach 10 feet), **Damage** 2d8+16 bludgeoning plus 2d8 cold and 2d8 lawful

Divine Innate Spells DC 37; **8th** *augury* (at will), *teleport*; **7th** *dimensional anchor*, *dimensional lock*, *haste*, *plane shift*; **6th** *slow*; **4th** *dimensional anchor* (at will)

Rituals DC 37; *imprisonment* (temporal stasis only)

Aging Strikes ◆◆ (divine, necromancy) The bythos make two fist Strikes against a single target. If both Strikes hit, the target attempts a DC 37 Fortitude save. Creatures that don't get weaker with age or don't age are immune (GM's discretion). If a creature becomes clumsy 4, drained 4, and enfeebled 4 due to Aging Strikes, it dies of old age.

Success The creature is unaffected.

Failure The creature becomes clumsy 1, drained 1, and enfeebled 1, or increases each of these conditions by 1. This effect is cumulative with other aging strikes from bythoses, to a maximum of clumsy 4, drained 4, and enfeebled 4.

Critical Failure As failure, but the creature becomes clumsy 2, drained 2, and enfeebled 2, or increases these conditions by 2.

Focused Gaze ◆ (concentrate) The bythos focuses its gaze on a creature it can see within 30 feet. The target must attempt a save against the bythos's confusing gaze. A bythos can't use this ability against the same creature more than once per turn.

Temporal Flurry ◆◆ The bythos makes four fist Strikes. Its multiple attack penalty increases normally with each attack.

Temporal Strike ◆◆ (divine, conjuration, incapacitation, teleportation) The bythos touches a creature or object to displace it from time. The target attempts a DC 37 Fortitude save.

Critical Success The target is unaffected.

Success Time flows around the target; the target is slowed 1 for 1 round.

Failure The target disappears from the present moment and reappears in the same location 1d4 rounds later as if no time had passed for it. If a creature or object occupies that space when the target returns, the target appears in the closest available space to its original location.

Critical Failure As failure, but the target is slowed 1 for an extra 1d4 rounds after it returns.

GUARDIANS OF TIME

Bythos aeons have no innate ability to directly enter the mysterious Dimension of Time, but many know of the hidden routes in the Great Beyond one can use to travel to this strange realm. A bythos prefers to destroy those who seek entrance to the Dimension of Time rather than risk the knowledge of how to reach it spreading too far.

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AHUIZOTL ALLIES

An ahuizotl is unexpectedly canny in how it handles potential competitors in its territory, and when presented with fellow predators capable of conversation, it sometimes brokers alliances. Will-o'-wisps are particular favorites as allies, as they can lure prey into the ahuizotl's clutches and feast on the anguish later when the mutilated corpse is discovered.

AHUIZOTL

The ahuizotl is a vicious, semi-aquatic predator that resembles a hideous cross between a badger and an otter, with disturbingly web-fingered paws supplemented by a fifth hand at the end of a long, serpentine tail. A clever and stealthy hunter, the ahuizotl lures unwary prey to their doom by mimicking the cries of people in distress. The ahuizotl's macabre habit of feeding on a victim's eyes, fingernails, and teeth leaves the corpses of its kills uniquely mutilated. Some say the creatures consider these body parts delicacies, while others insist ahuizotls collect them as tribute to a powerful but unknown entity. The fact that an ahuizotl does not eat the actual flesh of its victims, instead depositing their savaged and waterlogged corpses in locations where the remains are sure to be found by friends or family, points to a third and perhaps more likely possibility—the ahuizotl simply enjoys using its violent dietary quirks to spread fear and despair.

An ahuizotl walks on all fours, but its hands are capable of manipulating simple tools and other objects. Ahuizotls have roughly mustelid features and an extra membrane covering their eyes, giving their eyes a dull color suggestive of cataracts and somewhat blunting the creature's vision. Yet despite their bestial appearance, ahuizotls are nearly as intelligent as the average human, and wiser than most. Although they don't form societies of their own, they have been known to ally with violent cults or conclaves of monsters, and even to found small shrines and temples to sinister deities. The cult of Charon, the horseman of Death, is particularly popular among certain ahuizotls, who look forward to an afterlife spent wallowing in the waters of the River Styx.

AHUIZOTL — CREATURE 6

UNCOMMON | NE | LARGE | AMPHIBIOUS | BEAST

Perception +13; darkvision

Languages Aklo, Common

Skills Athletics +15, Deception +15 (+19 when using Voice Imitation), Stealth +15

Str +5, **Dex** +3, **Con** +5, **Int** –1, **Wis** +3, **Cha** +3

Voice Imitation An ahuizotl can mimic the sounds of a person in distress by attempting a Deception check to Lie. The ahuizotl has a +4 circumstance bonus to this check.

AC 23; **Fort** +17, **Ref** +13, **Will** +13

HP 105

Speed 25 feet, swim 35 feet

Melee ◆ jaws +17, **Damage** 2d8+8 piercing

Melee ◆ claw +17 (agile), **Damage** 2d6+8 slashing

Melee ◆ tail claw +17 (agile, reach 10 feet), **Damage** 2d4+8 slashing plus Improved Grab

Tail Drag ◆ **Requirements** The ahuizotl has a Medium or smaller creature grabbed with its tail claw; **Effect** The ahuizotl attempts an Athletics check against the creature's Fortitude DC.

Critical Success If the creature is 10 feet away from the ahuizotl, it is dragged into a square adjacent to the ahuizotl. The ahuizotl can make a jaws Strike against the creature.

Success If the creature is 10 feet away from the ahuizotl, it is dragged into a square adjacent to the ahuizotl.

Failure The creature is not dragged.

Critical Failure The creature is not dragged and the ahuizotl no longer has the creature grabbed.

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Akata

An akata is a hairless, blue-skinned quadruped with fearsome jaws, glowing eyes, a pair of thin tails, and a mane of writhing tentacles. It is a strangely silent beast, as it lacks the lungs and vocal chords necessary to vocalize. It also lacks ears, but it has heightened visual and olfactory senses.

When food is scarce, an akata secretes a resin from its pores that forms into a sturdy cocoon of pale green crystal—the skymetal noqual. An akata can hibernate in this cocoon without needing to eat or drink for centuries, though it retains a rudimentary sense of its surroundings and can break out in only a few minutes' time. These cocoons allow the creatures to travel through the void of space, seeking new worlds where they can infect suitable humanoid hosts with their larval young. Once a victim succumbs to this infection, the offspring fight among themselves until one proves the strongest. The surviving akata then animates the corpse—now a void zombie (page 288)—which shambles about of its own accord.

NOQUAL COCOONS

An akata's noqual cocoon, despite its crystalline appearance, is in fact made of a rare skymetal with a glassy green sheen. Noqual is as easy to work as iron but much lighter, and it is valued for its magic-resistant qualities, but the noqual from an akata's cocoon is very low quality and can't be used as a crafting material.

AKATA — CREATURE 1

RARE | N | MEDIUM | ABERRATION

Perception +6; darkvision, no hearing, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +7, Stealth +7
Str +4, **Dex** +2, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

Hibernation After 3 or more days without eating, an akata can secrete resin that encases it in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a Broken Threshold of 18. It has resistance 5 to damage from magical sources. As long as the cocoon remains intact, the akata can't be harmed, and it doesn't need to eat or drink. While inside the cocoon, the akata gains lifesense 30 feet. The akata remains in a state of hibernation until it is exposed to extreme heat or senses a living creature, at which point it can burst free of its cocoon in 1d4 minutes.

No Hearing An akata has no auditory senses. It is immune to auditory effects, automatically critically fails Perception checks that require it to hear, and takes a –2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on other senses.

AC 16; **Fort** +9, **Ref** +5, **Will** +6
HP 15; **Immunities** disease; **Weaknesses** salt water 5; **Resistances** fire 5, poison 5

No Breath An akata doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Salt Water Vulnerability Salt water acts as an extremely strong acid to an akata. Full immersion in salt water deals 4d6 acid damage per round.

Speed 30 feet, climb 15 feet
Melee ❖ jaws +9 (agile), **Damage** 1d6+4 piercing plus void death

Void Death (disease) An akata implants its parasitic larval young into any creature it bites, but only Medium or Small humanoids make suitable hosts; all other creatures are immune to this disease; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day); **Stage 2** drained 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** drained 2 and fatigued (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead and corpse rises as a void zombie (page 288) in 2d4 hours

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THE GIFT OF SAPIENCE

When a movanic deva awakens an animal, the animal becomes neutral good and is well-disposed toward the deva, but the deva understands that free will is an important part of life. While the deva provides enough support and guidance to the animal to help it adjust to its newly sapient world view, not all animals awakened in this way remain on the path of good.

Angel

Angels are benevolent messengers who aid good forces in the fight against evil. Each angel has a special aura that assists in their individual tasks, and each angel delivers certain types of messages and performs other duties for the angelic hosts. While most angels live in the enlightened realm of Nirvana, some serve the forces of Heaven and Elysium, especially in the case of the angel empyreal lords within those two realms. Angels organize themselves into choirs depending on their ranks and roles.

MOVANIC DEVA (GUARDIAN ANGEL)

Movanic devas are stewards of the flow of good creatures' souls through the cycle of life and death, from the point a creature is born to the day it dies. These angels arise from the souls of stalwart nurturers and protectors, and share a specific connection with a creature's vital essence—its life force. Movanic devas are most concerned with guiding and protecting good creatures during their mortal lives, so once a soul has passed into the River of Souls, the movanic deva leaves its protection to the soul angels, or monadic devas. As part of their stewardship over good creatures, movanic devas can waken within animals a level of sapience to allow them to become kindly and benevolent as well, thus increasing the flow of goodness into the afterlife. They also spend time patrolling the Positive Energy Plane and Negative Energy Plane, seeking to contain significant threats to life.

MOVANIC DEVA **CREATURE 10**

NG | MEDIUM | ANGEL | CELESTIAL

Perception +22; darkvision

Skills Athletics +20, Diplomacy +22, Intimidation +22, Nature +22, Religion +19, Stealth +17, Survival +17

Languages Celestial, Draconic, Infernal; *tongues*

Str +6, **Dex** +4, **Con** +4, **Int** +4, **Wis** +5, **Cha** +5

Items *+1 striking bastard sword*

AC 30; **Fort** +21, **Ref** +17, **Will** +19; +1 to all saves vs. magic

HP 195; **Immunities** negative; **Weaknesses** evil 10

Aura of Vitality (abjuration, aura, divine) 20 feet. Allies in the movanic deva's aura gain a +1 status bonus to all saving throws, resistance 10 to positive and negative damage, and are unharmed by the effects of a plane's positive and negative traits. Animals in the aura of 12th level or lower don't attack the movanic deva or the deva's allies unless they are controlled or otherwise forced to attack.

Speed 30 feet, fly 40 feet

Melee ❖ *flaming bastard sword* +23 (good, magical, two-hand d12), **Damage** 2d8+9 slashing plus 1d6 fire and 1d6 good

Divine Innate Spells DC 29; **5th** *divine wrath*, *remove curse*, *remove disease*, *remove fear*; **4th** *create food*, *heal* (×3); **2nd** *invisibility* (at will, self only); **1st** *detect alignment* (at will, evil only); **Constant (5th)** *tongues*

Rituals DC 29; *angelic messenger*, *awaken animal*

Dispelling Field ❖❖ (divine, transmutation) **Frequency** once per day; **Effect** The movanic deva attempts to unravel unwelcome magic effects on allies within its aura of vitality to protect them from malevolent forces. The movanic deva attempts a counteract check against as many spell effects affecting allies in the area as it wishes with a +19 counteract modifier and a counteract level of 4, rolling once for the selected effects.

Flaming Armaments (divine, transmutation) When a movanic deva wields a weapon, that weapon gains the effect of a *flaming* rune.

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MONADIC DEVA (SOUL ANGEL)

Monadic devas stand vigil along the River of Souls as it passes from the mortal realm into the Ethereal Plane. Those who seek to fish souls out for their own use stalk this metaphysical river, and it is against these predators that monadic devas fight. At other times, monadic devas work to guide newcomers to the River of Souls who might be in danger of drifting from the current and lingering as ghosts. Monadic devas often find their tasks place them in alliances with psychopomps, and they work well with the monitors despite the philosophical divide between their views on a soul's inherent goodness. A monadic deva is 7 feet tall and weighs 220 pounds.

MONADIC DEVA — CREATURE 12

NG | MEDIUM | ANGEL | CELESTIAL

Perception +25; darkvision

Skills Arcana +25, Diplomacy +24, Intimidation +22, Occultism +20, Religion +25, Survival +22

Languages Celestial, Draconic, Infernal; *tongues*

Str +7, **Dex** +4, **Con** +5, **Int** +4, **Wis** +4, **Cha** +5

Items *+1 striking mace*

AC 33; **Fort** +24, **Ref** +21, **Will** +20; +1 to all saves vs. magic

HP 245; **Immunities** death effects; **Weaknesses** evil 10

Spiritual Warden (abjuration, aura, divine) 20 feet. Allies in the aura gain a +2 status bonus to saving throws against death effects and effects that target or manipulate their souls.

Speed 30 feet, fly 60 feet

Melee ❖ *holy mace* +28 (good, magical, shove), **Damage** 2d6+15 bludgeoning plus 1d6 force and 1d6 good plus solid blow

Divine Innate Spells DC 31; **6th** *divine wrath*, *heal*, *paralyze*, *remove curse*, *remove disease*; **5th** *creation*, *remove fear*; **4th** *charm*; **2nd** *invisibility* (at will, self only); **1st** *detect alignment* (at will, evil only); **Constant (5th)** *tongues*

Rituals DC 32; *angelic messenger*

Holy Armaments (divine, evocation) Any weapon gains the effect of a *holy* property rune while a monadic deva wields it.

Rebuke Soul ❖ (auditory, divine, enchantment, good, incapacitation) The monadic deva speaks a word to cause a creature's soul to recoil at its sins or an undead creature to recoil at its lack of a soul. One non-good living or undead target within 40 feet takes 5d10 good damage and must attempt a DC 32 Fortitude save. Regardless of the outcome, the target is then temporarily immune for 10 minutes.

Critical Success The target is unaffected.

Success The target takes half damage and is stunned 1.

Failure The target takes full damage and is stunned 2.

Critical Failure The target takes double damage and is stunned 4.

Solid Blow (divine, evocation, force) When a monadic deva hits a target for the second time during its turn with its mace, it deals an additional 2d12 force damage as its weapon shimmers with ripples of power.

WHAT IS A DEVA?

Three types of devas exist among the angelic host, all of which serve as angelic "field agents." Of the types of angels, devas are the ones most likely to be encountered dwelling somewhere other than Nirvana, as these angels focus their work on cultivating and protecting goodness in mortal souls, be they living or dead.

PLANETAR (JUSTICE ANGEL)

The beings of righteous fury known as planetars are known to be the least patient of angels. They exist to destroy evil that cannot be redeemed, and they often leave prolonged dialogue to other angels. Of course, no planetar ignores the importance of diplomacy, but they know that others among the angelic hosts are better suited to that task, while they focus on the larger picture. In angelic armies, planetars serve as commanders or generals. They stand at least 9 feet tall and weigh over 500 pounds.

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PLANETAR JUSTICE

Planetars know pathways to travel between many planes of existence, and they use these frequently to deliver messages, warnings, and ultimatums to those whose actions have attracted angelic concern. If a situation can be resolved with swift on-the-spot justice, a planetar takes that route in hopes of staving off an escalation of violence.

PLANETAR — CREATURE 16

UNCOMMON | NG | LARGE | ANGEL | CELESTIAL

Perception +28 (+32 to detect illusions); darkvision, *true seeing*
Skills Athletics +32, Intimidation +32, Religion +32
Languages Celestial, Draconic, Infernal; *tongues*
Str +8, **Dex** +3, **Con** +6, **Int** +5, **Wis** +6, **Cha** +6
Items *+2 greater striking greatsword*

AC 39; **Fort** +28, **Ref** +25, **Will** +28; +1 status to all saves vs. magic
HP 300, regeneration 15 (deactivated by evil); **Weaknesses** evil 15
Aura of Righteousness (aura, divine, evocation) 20 feet. Allies in the planetar's aura gain a +2 status bonus to AC against evil creatures and a +2 status bonus to damage rolls against evil creatures. The area in the aura is difficult terrain for evil creatures.

Speed 25 feet, fly 60 feet
Melee ❖ *holy greatsword* +32 (good, magical, versatile P), **Damage** 3d12+16 slashing plus 1d6 good
Divine Innate Spells DC 37, attack +29; **8th** *dispel magic*, *divine wrath*, *earthquake*, *heal*, *power word stun*, *sunburst*; **7th** *charm*, *plane shift*, *power word blind*, *remove fear* (at will); **6th** *blade barrier*, *dispel magic* (at will); **5th** *breath of life*, *death ward*, *freedom of movement*, *restoration* (×3); **2nd** *invisibility* (at will, self only), *remove paralysis*; **Constant (5th)** *detect alignment* (evil only), *tongues*, *true seeing*
Rituals DC 37; *angelic messenger*, *call spirit*, *resurrect*
Blade of Justice ❖❖ The planetar makes a greatsword Strike against a target it detects as evil. If the target is evil, the Strike deals three extra weapon damage dice and deals 1d6 persistent good damage to the target. The planetar can convert all the physical damage from the attack into good damage.
Change Shape ❖ (concentrate, divine, polymorph, transmutation) The planetar can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or Strikes.
Holy Armaments (divine, evocation) Any weapon gains the effect of a *holy* property rune while a planetar wields it.

SOLAR (ARCHANGEL)

Solars are among the greatest of all angels, ranking just below empyreal lords. Many solars serve at the right hand of a deity or champion a cause that benefits an entire world. Most archangels resemble humanoids, but not all—they can adopt more unusual forms as needed. A typical solar is about 9 feet tall and weighs about 500 pounds, with a commanding voice that is impossible to ignore. Most have silvery or golden skin.

Solars are legendary trackers; the most masterful of them are said to be able to follow the centuries-old passage of a pit fiend flying through the Astral Plane.

SOLAR — CREATURE 23

RARE | NG | LARGE | ANGEL | CELESTIAL

Perception +40; darkvision, *true seeing*
Skills Arcana +38, Athletics +43, Diplomacy +43, Religion +43, Stealth +36, Survival +46

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Languages Celestial, Draconic, Infernal; *tongues*
Str +10, **Dex** +6, **Con** +8, **Int** +5, **Wis** +9, **Cha** +10
Items *+3 major striking greatsword*, *+3 major striking longbow*

AC 49; **Fort** +40, **Ref** +34, **Will** +37; +1 status to all saves vs. magic
HP 500, regeneration 20 (deactivated by evil); **Weaknesses** evil 25
Aura of Protection (abjuration, aura, divine) 20 feet. Allies in the solar's aura gain a +2 status bonus to AC against evil creatures and a +2 status bonus to saves against effects from evil creatures. The bonus increases to +4 against control by evil creatures and attacks by evil summoned creatures. When the solar or an ally is hit by an attack from a creature in the aura, that foe must succeed at a DC 43 Will save or be blinded for 1 minute (this is an incapacitation effect). It's then temporarily immune for 1 minute.

Speed 35 feet, fly 100 feet
Melee ❖ *holy greatsword* +44 (good, magical, versatile P), **Damage** 4d12+22 slashing plus 2d6 good
Ranged ❖ *holy longbow* +40 (deadly d10, good, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 4d8+17 piercing plus 2d6 good and arrow of mortality
Divine Innate Spells DC 46, spell attack +38; **10th** *charm*, *power word stun*, *remove curse*, *remove disease*, *revival*; **9th** *dispel magic* (at will), *heal*, *overwhelming presence*, *power word blind*, *power word kill*, *sunburst*; **7th** *plane shift*, *remove fear* (at will); **6th** *restoration* (at will); **5th** *breath of life*, *death ward*; **4th** *dimensional anchor* (at will); **2nd** *invisibility* (at will, self only); **Constant (10th)** *detect alignment* (evil only), *tongues*, *true seeing*
Rituals DC 46; *angelic messenger*, *animate objects*, *call spirit*, *freedom*, *imprisonment*, *resurrect*
Animate Weapon ↻ **Trigger** The solar hits with a melee weapon Strike while Animate Weapon is not already in effect; **Effect** The solar's weapon leaps into the air and moves with the solar as if held with both hands. The weapon gains the effects of the *dancing* weapon rune for 1 minute.
Arrow of Mortality The solar doesn't need to provide ammunition for their bow. When they draw their bow, they create a magical arrow of light that sheds bright light in a 20-foot radius until the end of the solar's next turn. On a critical hit with the arrow, if the target has 75 or fewer Hit Points after taking the damage, it drops to 0 Hit Points and becomes dying 1 (or, if it was already dying, increases its dying value by 3).
Change Shape ❖ (concentrate, divine, polymorph, transmutation) The solar can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or Strikes.
Holy Armaments (divine, evocation) Any weapon gains the effect of a *holy* property rune while a solar wields it.

SOLAR GENESIS

Unlike most angels, solars are created from divine energy, sometimes blended with good souls. They are joined in this distinction by the ancient empyrean angels.

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ENSLAVED DREAMS

Night hags have been known to enslave animate dreams, forcing them to feed upon themselves. These captives break down into a fearful essence used for the hag's rituals, such as the crafting of *heartstones*.

Animate Dream

An animate dream coalesces from centuries of stray fragments of reverie and dream left behind as slumbering minds drift through the Dimension of Dreams. In most cases, these fragments simply disperse on their own, but when dreamers flee from nightmares back to the waking world, these fragments can take on a supernatural life of their own. They have little reasoning and intent except to seek similar fragments, absorb them, and grow. When enough of them gather together, they merge into a horrific form as an animate dream.

Individually, animate dreams can hold a wide range of appearances, but most take on rudimentary shapes akin to the living forms of the minds that spawned them. Animate dreams that rise from slumbering humanoids, the most commonly encountered, thus appear humanoid, but with distorted, nightmarish shapes that incorporate additional twisted limbs and frightening features. In these forms, animate dreams find their way out of the Dreamlands and into the waking world, only to discover they have no way of returning and suffer a relentless hunger that only new nightmares can sate.

An animate dream thrives on the terror fueled by nightmares and fear and uses its supernatural abilities to invoke such feelings in the minds of its victims, cursing its prey by creating a permanent link to that individual's dreams. Thereafter, the victim is subjected to all manner of reoccurring nightmares. As the nightmares continue, the victim finds it more and more difficult to remain awake. In the end, the victim plunges into an accursed slumber from which it cannot return. These victims provide the animate dream with the purest form of fear and are its preferred sustenance.

An animate dream can subsist on the ambient fear generated by regular nightmares, but these lesser fears aren't as satisfying, often driving the animate dream to seek out new victims. Left without a source of fear, an animate dream won't starve to death, but it will grow increasingly violent and desperate. Famished animate dreams are the ones most often encountered, as they have been forced to abandon subtlety to pursue more blatant methods of harvesting fear. Yet such animate dreams also tend to be the least powerful of their kind. Those who have grown metaphysically fat on fear have generally done so by adopting a specific nightmare theme, such as being buried alive, being swept away by ocean waves, or being consumed by wild beasts. Such animate dreams often have similarly themed innate spells to augment their powers.

ANIMATE DREAM — CREATURE 8

UNCOMMON | NE | MEDIUM | DREAM | INCORPOREAL

Perception +14, darkvision

Languages telepathy 100 feet

Skills Acrobatics +14, Deception +18, Intimidation +18, Occultism +12, Stealth +18

Str −5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 24; **Fort** +15, **Ref** +18, **Will** +14; +1 status to all saves vs. magic

HP 110; **Immunities** disease, paralyzed, poison, precision, sleep; **Resistances** all 5 (except force, *ghost touch*, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ❖ nightmare tendril +20 (agile, finesse), **Damage** 4d8 negative plus endless nightmare

Occult Innate Spells DC 26; **4th** *confusion*, *dimension door* (at will), *nightmare*, *phantasmal killer*, *sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 26 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day).

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Ankou

Ankous are shadowy killers who serve powerful fey creatures, or even the Eldest—the demigods of the First World. Amid the courts of the Eldest or of powerful fey rulers, these sinister assassins lurk overhead as they await the call to action—implied threats akin to deadly weapons hung as decor in a royal hall. Ankous never speak aloud; when they feel the need to communicate at all, they do so in a telepathic whisper directly into a victim's mind. While an ankou's body is made of strange, fleshy material, their claws and the cruel hooks on their wings are made of razor-sharp cold iron, a quality that makes them much feared among other fey. A typical ankou is 10 feet tall and has an 8-foot wingspan but weighs less than 80 pounds.

While most ankous serve powerful masters, some of these murderous fey are left to their own devices and serve none but their own capricious, cruel whims. In some cases, their master may have been slain, while in others the ankou may have been released from service for any number of reasons. An ankou left to indulge their own whims unrestrained is often the most dangerous ankou of them all!

Ankou Guilds

The most dangerous ankous are those who have rebelled against their masters. Ankous of this nature are more powerful, gathering others to form deadly "guilds" of assassins that pursue common goals in the most dangerous parts of the First World.

Ankou — Creature 14

LE | Large | Fey

Perception +25; lifesense 120 feet, low-light vision

Languages Aklo, Common, Sylvan (can't speak any language); telepathy 100 feet

Skills Acrobatics +28, Bluff +25, Intimidation +27, Nature +22, Stealth +28

Str +7, **Dex** +8, **Con** +4, **Int** +2, **Wis** +2, **Cha** +5

AC 36; **Fort** +23, **Ref** +28, **Will** +24

HP 280; **Weaknesses** cold iron 10

Speed fly 75 feet

Melee ◆ claw +29 (agile, cold iron), **Damage** 3d6+15 slashing

Melee ◆ wing +29 (cold iron, reach 10 feet), **Damage** 2d6+15 piercing plus 2d6 persistent bleed

Primal Innate Spells DC 34, attack +26; **8th** *discern location*; **7th** *prismatic spray*, *teleport*; **6th** *true seeing*; **4th** *darkness* (at will), *dimensional anchor*; **2nd** *silence*; **1st** *ray of enfeeblement*

Shadow Doubles ◆ to ◆◆◆ (illusion, occult, shadow) **Frequency** once per day; **Effect** For each action spent to use this ability, the ankou creates one shadowy duplicate of themself anywhere within 60 feet of themself. Shadow doubles have the same statistics as an ankou, but they have the summoned trait, have 84 Hit Points, can't use Shadow Doubles or innate spells, and have an attack bonus of +25 for their Strikes. A shadow double that attempts a saving throw against a light effect can't get a result better than failure. Each double remains for 1 round, until it's reduced to 0 Hit Points, or until it moves further than 120 feet from the ankou, whichever comes first. Each round thereafter, the ankou can spend a single action that has the concentrate trait to extend the duration of surviving duplicates by 1 round, to a maximum duration of 1 minute. The ankou can see through the eyes of all of the shadow doubles at once. A character who Seeks can identify an ankou as real or a shadow double with a successful DC 39 Perception check.

Sneak Attack An ankou's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

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ANT HIVES

Giant ants form vast underground colonies, excavating deep burrows or infesting existing caverns. Ants are omnivorous and cultivate fungus farms, but they are happy to eat whatever presents itself. Humanoids and their domesticated animals are easy fuel for the insectile machinery of their hives. Worker ants lack the sting of their warrior cousins, while elite drones fly on gossamer wings (fly Speed of 30 feet) to seek new food sources for their queen.

ANT

Ants are industrious insects that aid the natural processes of decay and renewal.

GIANT ANT

Giant ants are much like their smaller kin in their industrious habits, though growing to the size of ponies makes them much deadlier.

GIANT ANT — CREATURE 2

N | MEDIUM | ANIMAL

Perception +7; darkvision, scent (imprecise) 30 feet
Skills Athletics +8, Survival +7
Str +4, **Dex** +1, **Con** +4, **Int** –5, **Wis** +1, **Cha** –4

AC 18; **Fort** +10, **Ref** +7, **Will** +5
HP 30

Speed 40 feet, climb 20 feet
Melee ❖ mandibles +11, **Damage** 1d8+4 slashing plus Grab
Melee ❖ stinger +11 (agile), **Damage** 1d6+4 piercing plus giant ant venom
Giant Ant Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 1d10 poison and enfeebled 2 (1 round); **Stage 3** 1d12 poison and enfeebled 3 (1 round)
Haul Away ❖ **Requirements** The giant ant has a Large or smaller creature grabbed; **Effect** The giant ant Strides up to its full Speed, carrying the grabbed creature with it. It is encumbered if the grabbed creature is Medium or larger.

ARMY ANT SWARM

An army ant swarm is a terrifying carpet of stinging insects that devours all in its path.

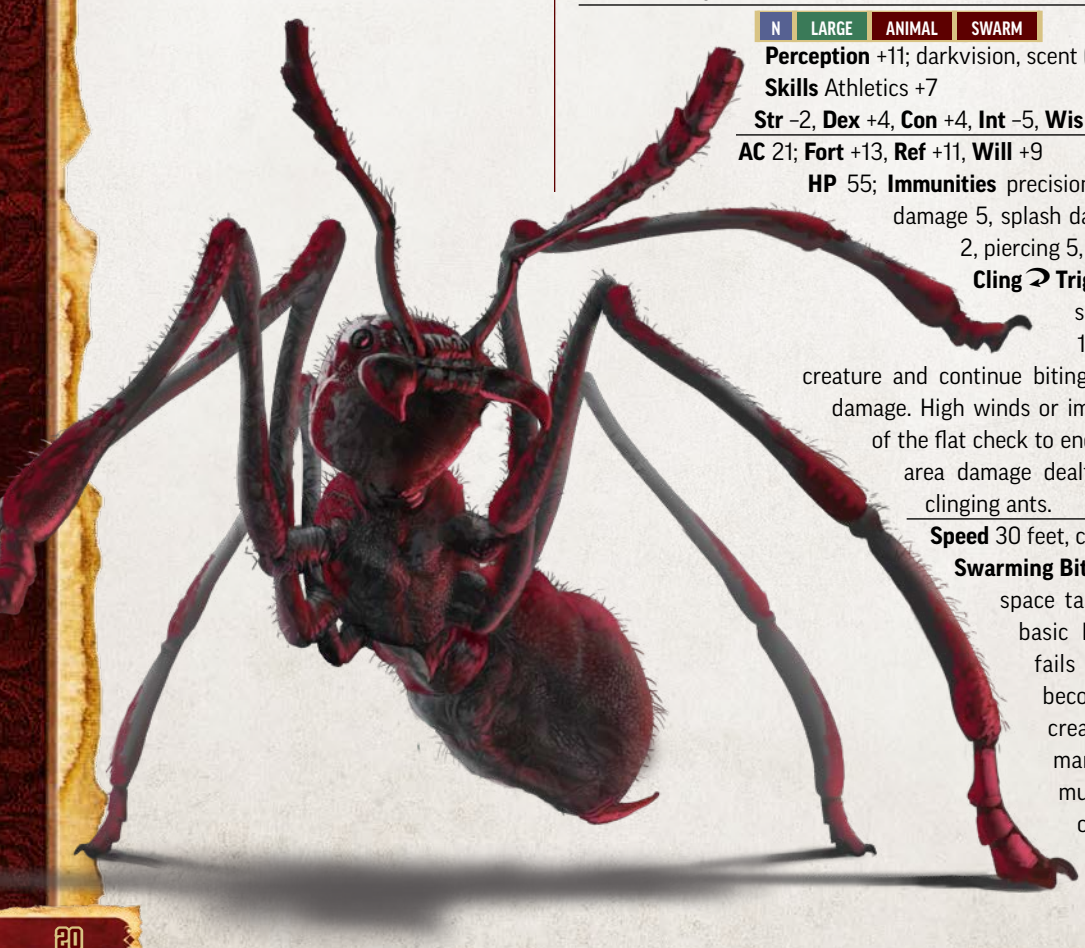
ARMY ANT SWARM — CREATURE 5

N | LARGE | ANIMAL | SWARM

Perception +11; darkvision, scent (imprecise) 30 feet
Skills Athletics +7
Str –2, **Dex** +4, **Con** +4, **Int** –5, **Wis** +2, **Cha** –4

AC 21; **Fort** +13, **Ref** +11, **Will** +9
HP 55; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5
Cling ↻ **Trigger** A creature leaves the swarm's space; **Effect** The swarm takes 1d6 damage as ants cling to the creature and continue biting, dealing 3d6 persistent piercing damage. High winds or immersion in water reduces the DC of the flat check to end this persistent damage to 5. Any area damage dealt to the creature destroys these clinging ants.

Speed 30 feet, climb 30 feet
Swarming Bites ❖ Each enemy in the swarm's space takes 3d6 piercing damage (DC 21 basic Fortitude save). A creature that fails its save against Swarming Bites becomes clumsy 1 for 1 round. If the creature attempts a concentrate or manipulate action while affected, it must succeed at a DC 5 flat check or the action is lost; roll the check after spending the action, but before any effects are applied.



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Aolaz

Aolazes are great beasts carved from stone and metal and magically imbued with the essence of life. The exact means of their creation is a long-lost secret, and they are so rare that scholars have little opportunity to study active specimens. The best-known aolazes are museum pieces or battlefield relics destroyed or deactivated centuries ago, though fragmented records suggest that many more were made and might remain, yet to be unearthed.

Most aolazes are built in the shape of great land-bound beasts, such as elephants, rhinoceroses, or dinosaurs. Regardless of the specific creature an aolaz has been constructed to resemble, it is not bound to walk the earth like its inspirations are—it's imbued with the magical ability to pursue across water and even through the air. Few can escape an aolaz's wrath once it is earned.

AOLAZ — CREATURE 18

RARE | N | GARGANTUAN | CONSTRUCT

Perception +33; low-light vision, flawless hearing

Skills Athletics +35

Str +9, **Dex** +4, **Con** +8, **Int** –4, **Wis** +6, **Cha** +3

Flawless Hearing An aolaz has an incredible sense of hearing. It can hear any sound made within 1,000 feet as though it were only 5 feet away from the source of the sound, and any sound within 1 mile as though it were only 30 feet away from the source of the sound. An aolaz's hearing is a precise sense.

AC 42; **Fort** +35, **Ref** +27, **Will** +31

HP 255; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, sonic, unconscious; **Resistances** physical 15 (except adamantine)

Speed 50 feet, *air walk*, *water walk*

Melee ❖ trunk +35 (magical, reach 20 feet, sweep, trip), **Damage** 5d10+17 bludgeoning plus Grab

Melee ❖ foot +33 (magical, reach 10 feet), **Damage** 5d8+15 bludgeoning

Arcane Innate Spells DC 40; **Constant (9th)** *air walk*, *water walk*

Roll ❖ The aolaz tucks its head down and rolls up into an armored sphere. While Rolling, an aolaz has AC 44, Fort +37, Ref +29, Will +33, and Speed 100 feet, but it can't use its trunk Strikes or its Ultrasonic Blast. It can make foot Strikes while rolling, but only as part of a Trample. The aolaz can use this action again to unroll and resume its standing form.

Trample ❖❖ Huge or smaller, foot, DC 40

Ultrasonic Blast ❖ (arcane, evocation, sonic) The aolaz releases a tremendous blast of sonic energy from its trunk in a 150-foot line, dealing 12d10 sonic damage. The frequency of this sound is such that it is completely imperceptible to humanoids, but the damage it wreaks is all too evident. Each creature in the area must attempt a DC 40 Fortitude save. The aolaz can't use Ultrasonic Blast again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stunned 1.

Failure The creature takes full damage and is stunned 2.

Critical Failure The creature takes double damage and is stunned 3.

JISTKAN BEHEMOTHS

Thousands of years ago, the Jistka Imperium mastered the art of construct creation, and the aolaz represents the height of its craft. The Jistkans used primal magic to imbue their constructs with spirits of nature. However, when Jistkan creators turned to the outer planes, and to fiends in particular, as a source to power even greater constructs, they unknowingly orchestrated their own doom.

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ARCHON EVOLUTIONS

When a spirit becomes an archon, they usually start as a lantern archon, the lowliest of archonkind. As they perform noble deeds and bolster their pureness of heart, an archon evolves into greater forms, possibly skipping stages or remaining in others for long spans of time, depending on their particular strengths and personality.

ARCHON

Tireless agents of Heaven, archons embody virtues and strive to guide mortals while battling the evil forces of the fiendish realms. Heaven's seven-tiered mountain is generally known as a place of contemplation and philosophy, as exemplified by the fifth level, Illumis. But the archon denizens of Heaven's threshold and the second level, Proelera, concern themselves with defense and mustering armies for the endless battles against Hell and the Abyss. However, whereas devils and demons take pleasure in harming the innocent, Heaven's wardens reserve their blades for only the truly wicked and irredeemable. Among mortals, they prefer to guide and nurture a rule of law that looks out for the weak and powerless, leading mortal agents to overcome mortal threats rather than solving those threats themselves.

HOUND ARCHON

Among the rank-and-file soldiers of Heaven's armies, few individuals are more dependable and truer to the cause than the noble hound archons, embodiments of the virtue of diligence. Unlike horned archons, who perform at a similar level along Heaven's grand hierarchy, hound archons do not scout ahead for evil or perform reconnaissance missions in hostile territory. A hound archon's role is as a soldier in the heart of battle or, occasionally, as a sentinel tasked with protecting a particular strategic location or holy site.

HOUND ARCHON — CREATURE 4

LG | MEDIUM | ARCHON | CELESTIAL

Perception +13; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Athletics +12, Intimidation +10, Religion +9, Stealth +10

Str +4, **Dex** +2, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Items greatsword, full plate

AC 22; **Fort** +14, **Ref** +8, **Will** +11; +1 status to all saves vs. magic

HP 70; **Weaknesses** evil 5

Retributive Strike ↻

Speed 35 feet

Melee ◆ greatsword +14 (good, magical, versatile P), **Damage** 1d12+6 slashing plus 1d6 good

Melee ◆ jaws +14 (agile, good, magical), **Damage** 1d6+6 piercing plus 1d6 good

Divine Innate Spells DC 19; **4th** *dimension door*; **Cantrips (2nd)** *message*; **Constant (5th)** *tongues*

Archon's Door Once per day, if an archon sees another creature cast *dimension door*, the archon can use *dimension door* (heightened to 5th level) within 1 round to attempt to follow that creature to the maximum distance of the archon's *dimension door*. If the archon's *dimension door* has enough distance, the archon appears the same distance and direction from the creature as before either creature used *dimension door*.

Change Shape ◆ (concentrate, divine, polymorph, transmutation) A hound archon can take the appearance of any canid animal of Small to Large size. This doesn't change their Speed or the attack and damage bonuses for their Strikes, but if the canid's bite attack has the Knockdown ability, then the hound archon's bite attack gains that ability while they are in that form.

Diligent Assault ◆◆ The hound archon carefully makes one greatsword Strike and one jaws Strike in any order. These attacks count toward the hound archon's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

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TRUMPET ARCHON

Trumpet archons are messengers, emissaries, and storytellers—embodiments of the virtue of kindness. They use stories and allegories to prevent bloodshed, and among all archons they are the most likely to work together with angels, perhaps leading to the similarities in their forms. When diplomacy is impossible, trumpet archons rally the righteous to battle—one reassuring glance from a trumpet archon is often all it takes to instill a shaken ally with resounding courage once again.

TRUMPET ARCHON — CREATURE 14

LG | MEDIUM | ARCHON | CELESTIAL

Perception +26; darkvision
Languages Celestial, Draconic, Infernal; *tongues*
Skills Acrobatics +25, Diplomacy +29, Intimidation +28, Nature +23, Religion +23, Performance +31, Stealth +25
Str +7, **Dex** +5, **Con** +5, **Int** +3, **Wis** +6, **Cha** +8
Items *+2 striking bastard sword*, *+1 resilient full plate*, virtuoso trumpet

AC 36; **Fort** +24, **Ref** +24, **Will** +27; +1 status to all saves vs. magic
HP 285; **Resistances** sonic 15; **Weaknesses** evil 15
Retributive Strike ↻

Speed 35 feet, fly 60 feet
Melee ❖ *bastard sword* +29 (good, magical, versatile P), **Damage** 2d12+13 slashing plus 2d6 sonic and 1d6 good
Divine Innate Spells DC 34; **7th** *heal* (×2), *sound burst*; **6th** *heroism*, *zealous conviction*; **5th** *banishment*, *breath of life*; **4th** *dimension door* (at will); **3rd** *circle of protection* (against evil only; ×2); **Cantrips (6th)** *message*; **Constant (5th)** *tongues*
Archon's Door As hound archon.
Kind Word ❖ (auditory, divine, emotion, enchantment, linguistic, mental) The trumpet archon offers an ally praise or encouragement. The archon attempts to counteract one emotion effect on the ally (with a counteract modifier of +24), and the archon and the ally both gain a +1 status bonus to attack rolls and saving throws for 1 round.
Trumpet Blast ❖ (auditory, divine, emotion, enchantment, mental) The trumpet archon blows mightily on their horn, creating a tone of such beauty and grandeur those who hear it are paralyzed in awe. Non-archons within 100 feet must attempt a DC 34 Fortitude save. They are temporarily immune for 10 minutes.
- **Critical Success** The creature is unaffected.
- **Success** The creature is flat-footed.
- **Failure** The creature is stunned 1 and flat-footed as long as it's stunned.
- **Critical Failure** The creature is paralyzed for 1 round.

INSTRUMENTS OF WAR

A trumpet archon's magical instrument is no mere piece of brass; each of these immaculately crafted horns is said to be crafted in Heaven's blessed forges and infused with the voices of a thousand angels. Only archons can truly play such trumpets—mortals lack the power necessary to create trumpet archons' iconic clarion calls, but can still play them as virtuoso instruments.

STAR ARCHON

Embodiments of the virtue of prudence, star archons serve as philosophers and administrators, and in times of war as the tacticians, strategists, and generals of archon armies. Star archons burn with the glory and intensity of a sun, and their sense of duty and desire to defeat evil are as indefatigable as the light of the stars. While their dazzling intellects and unmatched strategic cunning make them most useful in war rooms rather than on battlefields, star archons are fierce opponents when motivated to enter

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HEAVENLY MOUNTAIN

Archons reside in Heaven, a plane that appears as a single massive mountain. Heaven is broken into seven tiers, with most archons occupying the second level and base of army operations, Proelera, or the sixth level, Iudica, the administrative heart of Heaven.

the fray. Those who witness the self-sacrifice of a star archon and live to tell the tale describe the experience in terms that might befit the sight of a supernova at the instant the star collapses in on itself.

STAR ARCHON — CREATURE 19

LG | MEDIUM | ARCHON | CELESTIAL

Perception +35; darkvision, *true seeing*

Languages Celestial, Draconic, Infernal; *tongues*

Skills Arcana +33, Athletics +37, Acrobatics +31, Diplomacy +33, Intimidation +33, Occultism +33, Religion +37, Society +33, Warfare Lore +39

Str +8, **Dex** +9, **Con** +6, **Int** +9, **Wis** +9, **Cha** +6

Items *+2 greater resilient full plate*, *+2 greater striking returning starknife*

AC 43; **Fort** +31, **Ref** +34, **Will** +34; +1 status to all saves vs. magic

HP 400; **Resistances** fire 15; **Weaknesses** evil 15

Blinding Soul (divine, evocation, light, visual) Whenever the star archon takes slashing damage, bright light pours from their wounds. Non-archons within 10 feet must attempt a DC 38 Fortitude save. On a failure, a creature is dazzled for 1 round. On a critical failure, the creature is blinded for 1d4 rounds instead. The creature is then temporarily immune for 1 round.

Explosive Rebirth (death, divine, evocation, fire, good) When killed, the star archon explodes in a blinding flash of holy energy that deals 12d6 fire damage and 12d6 good damage to anything in a 100-foot emanation, with a DC 40 basic Reflex save. A non-archon creature that sees the explosion and critically fails its save is permanently blinded as well. The slain star archon reincarnates 1d4 rounds later as a shield archon (*Bestiary* 29).

Retributive Strike ↻ A star archon can also make a Retributive Strike by throwing its starknife, and the enemy and ally can be within 60 feet instead of 15 feet.

Speed 35 feet, fly 75 feet

Melee ◆ *returning starknife* +38 (agile, deadly 1d8, finesse, good, magical, reach 10 feet, versatile S), **Damage** 3d4+16 piercing plus 2d6 good and 3d6 fire

Ranged ◆ *starknife* +38 (agile, deadly 1d8, good, magical, thrown 60 feet, versatile S), **Damage** 3d4+16 piercing plus 2d6 good and 3d6 fire

Divine Innate Spells DC 43; **9th** *blindness*, *implosion, sunburst*; **7th** *heal*, *prismatic spray*; **5th** *sending*; **4th** *dimension door* (at will); **Constant (6th)** *true seeing*; **(5th)** *tongues*

Archon's Door As hound archon.

Prudent Asterism ◆◆ The star archon calculates a celestial constellation and sends their starknife flying along that path from one foe to the next. It makes a starknife Strike against a target within 60 feet. If the Strike hits, it can make another Strike at a different target within 60 feet of the first target, and so on, until it misses with a Strike or runs out of targets it hasn't attacked within range of the most recent target. The star archon can attack a given target only once per use of this ability. These attacks don't apply any range increment penalty, and the star archon resolves all the attacks before increasing the multiple attack penalty.

BASTION ARCHON

The mightiest of archon-kind form in the heat of battle from incredibly uncommon circumstances. When a gathering of lantern archons converges into a gestalt in order to defend allies in a fight that seems all but lost, a fellow archon of significant strength—such as a star archon—can commit a brave act of self-sacrifice by dimensionally transposing itself with the gestalt. If the circumstances are just right and luck is with the archons, the result is not a glorious sacrifice, but instead the earth-rocking emergence of a bastion archon. In this way, the lowliest of archons—the lanterns—can, in an instant, become their kind's greatest hope.

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Bastion archons are massive beings made of the very stone of Heaven's Holy Mountain, with their visages obscured by a blinding light surrounding the gestalt that originally formed the bastion. Tireless in their embodiment of the virtue of sacrifice, a bastion archon almost always protects the area where they manifested, and even when they are destroyed they leave an indelible mark of righteousness upon the surrounding region.

BASTION ARCHON — CREATURE 20

RARE | LG | HUGE | ARCHON | CELESTIAL

Perception +37; darkvision, *true seeing*
Languages Celestial, Draconic, Infernal; *tongues*
Skills Athletics +38, Diplomacy +34, Intimidation +34, Religion +32
Str +10, **Dex** +7, **Con** +10, **Int** +6, **Wis** +8, **Cha** +6

AC 47; **Fort** +38, **Ref** +31, **Will** +34; +1 status to all saves vs. magic
HP 280, fast healing 30; **Weaknesses** evil 15

Bastion Aura (aura, divine, good, healing, necromancy) 50 feet. All good-aligned creatures in the aura have fast healing 30 for as long as they remain in range, and they gain a +2 status bonus to attack rolls and damage rolls.

Ultimate Sacrifice (divine, good, healing, necromancy) If the bastion archon is slain by an evil creature, it explodes in a geyser of holy light, restoring 140 HP to all good-aligned creatures in a 40-foot emanation. The ground in the affected area is also subjected to a level 10 *consecrate* ritual, and the ground is consecrated for 10 years (or only 24 hours if the ultimate sacrifice took place in Hell, Abaddon, or the Abyss).

Retributive Strike ↻

Speed 70 feet; *air walk*

Melee ◆ fist +40 (good, lawful, magical, reach 15 feet), **Damage** 4d8+20 bludgeoning plus 2d6 good

Divine Innate Spells DC 42, attack +34; **10th** *meteor swarm*, *polar ray*, *sunburst*; **7th** *prismatic spray*, *true target* (×3), *vibrant pattern*; **4th** *dimension door* (at will); **Constant (10th)** *air walk*, *true seeing*, *tongues*

Archon's Door As hound archon.

Blinding Beams ◇ **Trigger** The bastion archon hits a creature with two fist Strikes this turn and can use its Holy Beam; **Effect** The bastion archon fires its Holy Beam at only the creature it hit twice. The creature's save result is one degree of success worse than the result it rolled.

Entrench ◆ The bastion archon locks itself in place, becoming voluntarily immobilized. While Entrenched, the archon can't be forcibly moved or tripped, and it gains a +2 circumstance bonus to AC and Reflex saves. Entrench ends automatically as soon as the bastion archon uses another move action.

Holy Beam ◆◆ (divine, good, incapacitation, light) The bastion archon releases a blinding beam of holy light in a 500-foot line that deals 20d6 good damage to non-archons in the area, with a DC 38 Reflex save. The bastion archon can't use Holy Beam again for 1d4 rounds.

Critical Success The creature is unaffected.
Success The creature takes half damage.
Failure The creature takes full damage and is blinded for 1d4 rounds.
Critical Failure The creature takes double damage and is blinded permanently.

ARMORED ARCHONS

Always ready to defend others, most archons are never encountered out of their suits of armor. Even those who eschew armor, such as the bastion archon, tend to still appear as if they are wearing heavy protection against the scourge of battle.

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ASSASSIN WINE

The berries of an assassin vine are something of an acquired taste to most, but the process of aging the berries into wine can remove the unpleasant aftertaste—provided the berries are harvested from a living vine. After the vine's death, toxins in the plant quickly seep into its berries, making them unsuitable for harvest, and as a result, assassin vine wine is a dangerous delicacy to prepare. Those who master the art, though, find that the proceeds can more than cover the cost of having to periodically hire adventures to help curtail an unruly—and—hungry vineyard.

Assassin Vine

The assassin vine is a carnivorous plant with a voracious appetite. Rather than consuming creatures directly, it creates its own fertilizer by entangling prey and squeezing the life from it. Once the plant has killed a creature, it pulls the carcass over to its roots to feed from the decaying flesh. Although an assassin vine lacks eyes, it can detect and track prey through a combination of using its root systems to detect vibrations through topsoil and its leaves to detect heat changes in the vicinity. Although the assassin vine has no real intelligence, its learned behaviors mimic those of cunning ambush hunters.

As it is slow moving, the assassin vine typically remains rooted in a single area for as long as it has sufficient prey. Though most often found along woodland trails or swamps, these plants can also be encountered in more rural settlements, poorly tended fields, and vineyards. While assassin vines can't be trained in the classical sense, they can be used as defenses, and woodland-dwelling creatures like goblins and fey have been known to cultivate assassin vines as guardians for less-used routes into their lairs. In such cases, the tenders often seek to make the path more obvious than its disuse would otherwise suggest, while simultaneously working to ensure the bones of the vines' victims are removed to keep their presence a secret, resulting in what appears to be an easy approach to the den but is actually an organic ambush.

Mature assassin vines grow to 20 feet long and have smaller vines extending off the main trunk that reach from to 5 to 10 feet in length. The smallest of these vines sprout every 6 inches or so; they tend to grow clusters of full leaves and occasionally bear small berries. A recently fed assassin vine can have bunches of plump, blood-red berries that are juicy and tart but leave a slightly unpleasant iron aftertaste, as if from the faint taste of blood from a bitten lip.

ASSASSIN VINE — CREATURE 3

N | LARGE | MINDLESS | PLANT

Perception +10; tremorsense 30 feet, low-light vision

Skills Athletics +9, Stealth +9 (+11 in forests or grasslands)

Str +4, **Dex** +0, **Con** +3, **Int** –5, **Wis** +3, **Cha** +0

Camouflage The assassin vine can Hide in natural environments even if it doesn't have cover.

AC 18; **Fort** +10, **Ref** +7, **Will** +8

HP 68; **Weaknesses** fire 5, slashing 5

Grasping Foliage ↻ (primal, transmutation) **Trigger** The assassin vine detects a creature within 20 feet via tremorsense; **Effect** The assassin vine causes vegetation within a 20-foot emanation to writhe for 1 round, turning this area into difficult terrain. When a creature starts its turn in this area, it must attempt a DC 20 Reflex save. On a failure, it takes a –10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure it is also immobilized for 1 round. A creature can attempt to Escape to remove these effects. Assassin vines are immune to Grasping Foliage.

Speed 5 feet

Melee ◆ vine +12 (reach 10 feet), **Damage** 1d8+6 bludgeoning plus Grab

Constrict ◆ 1d8+4 bludgeoning, DC 20

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Athach

The towering and brutish giants known as athaches are reviled for both their monstrosity and their cruelty. Beyond an athach's filthy habits, this giant is made stranger by the gangly third arm that protrudes from their torso and ends in a twitching, long-fingered claw. Huge, tusk-like fangs descend from an athach's upper jaw and prop their mouth open, leaking long strands of viscous drool that is itself is a toxic venom and coats the athach's fangs.

Athachs despise civilization almost as much as they despise their own kind, and they delight in committing sadistic acts and terrorizing victims. An athach does not keep a traditional territory of their own, but rather wanders the hinterlands of settled territories until they find a suitably easy settlement of smaller humanoids to target. Once the athach has chosen their target, the giant establishes a hidden lair in a location like an abandoned farmhouse or cave, and from there they launch their reign of torment. After a few weeks of harassing, capturing, and torturing victims, the athach bores of their games. The giant then goes on a final rampage, destroying every dwelling and eating every creature they can find. Sometimes, the giant allows a survivor or two to escape, forcing these terrified victims to spend the rest of their lives spreading word of the athach's fearsomeness.

Athach Treasure

Athachs are infamously greedy, but the distrustful creatures have a unique way of hiding gems and shiny metal. When an athach finds items such as coins and jewelry, they crush the valuable metal into a lumpy ball about the size of an apple and then swallow it. When not tormenting humans, the athach regurgitates these lumps and plays with them. Any of these lumps found lying about an athach's lair are likely coated in the giant's toxic drool.

ATHACH **CREATURE 12**

CE | HUGE | GIANT | HUMANOID

Perception +22; darkvision
Languages Jotun
Skills Athletics +25, Intimidation +21
Str +7, **Dex** +3, **Con** +7, **Int** –1, **Wis** +4, **Cha** +3

AC 33; **Fort** +25, **Ref** +20, **Will** +21
HP 250; **Weaknesses** cold iron 10
Attack of Opportunity ↻ An athach gains an extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with its claw. It can't use more than one Attack of Opportunity triggered by the same action.
Catch Rock ↻

Speed 40 feet
Melee ❖ fist +25 (reach 10 feet), **Damage** 3d12+13 bludgeoning
Melee ❖ jaws +25, **Damage** 3d8+13 piercing plus athach venom
Melee ❖ claw +25 (agile), **Damage** 3d8+13 slashing
Ranged ❖ rock +25 (brutal, range increment 120 feet), **Damage** 3d8+13 bludgeoning
Athach Venom (poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1; **Stage 2** 2d6 poison damage and enfeebled 2; **Stage 3** 2d6 poison damage and enfeebled 3
Swift Claw ↻ **Trigger** The athach hits a creature with two fist Strikes; **Effect** The athach makes a claw Strike with no multiple attack penalty against the creature it hit with its fist Strikes. This claw attack does not increase the athach's multiple attack penalty.
Throw Rock ❖

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Varisian Nursery Rhyme

Is the attic whispering?
Are we safe below?
Do you think he's listening?
Is that his shadow?

Do you hear him waking,
Up above the stairs?
Do you hear him weeping?
Is he really there?

Can you say "I'm speaking?"
Are you saying naught?
Is it you who's weeping?
Is it you he's caught?

Attic Whisperer

Beware the haunting sobs of the attic whisperer, for they carry the pained wrath of an abandoned child who perished due to the neglect or absence of their caretakers. Animated by loneliness, the embittered spirit binds itself to the material world in a body made of bits and oddments of a lost childhood—wooden blocks, scraps of blankets, ratty dolls, buttons, carved trinkets, and glass marbles. To give themselves the semblance of a head, they top their patchwork bodies with a small animal's skull.

Attic whisperers most frequently lurk in old infirmaries, orphanages, and other such institutions where children were forgotten, and they lay dormant for decades in hopes that they might one day find a playmate to ease their eternal loneliness. When they sense the living, attic whisperers attempt to lure them into their clutches by calling out to them using the voice of a small child. Though attic whisperers intend only to play with those they encounter, they drain the breath and voice from living creatures as their dark impulses take over.

Attic Whisperer — Creature 4

NE | Small | Undead

Perception +10; darkvision
Languages Common, Necril
Skills Deception +11, Society +10, Stealth +13
Str +0, Dex +5, **Con** +0, **Int** +2, **Wis** +4, **Cha** +3

AC 21; **Fort** +8, **Ref** +13, **Will** +12
HP 60, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Aura of Sobs (auditory, aura, emotion, enchantment, mental, occult) 10 feet. An attic whisperer enshrouds itself in a tapestry of stolen voices. Each living creature that enters or starts their turn in the aura must succeed at a DC 19 Will save or the unnerving, bitter sobs render them distraught and they become stupefied 1 for as long as they remain within the aura. A creature that succeeds is temporarily immune for 1 hour. The attic whisperer can activate or deactivate the aura with a single free action, which has the concentrate trait.

Whispered Despair ↻ **Trigger** A creature with an active emotion effect enters an attic whisperer's aura of sobs; **Effect** The attic whisperer attempts to counteract the emotion effect, with a counteract modifier of +13.

Speed 20 feet
Melee ❖ jaws +15 (agile, finesse), **Damage** 2d8 piercing plus steal breath
Melee ❖ bony hand (agile) +13, **Damage** 2d10 negative plus steal voice

Steal Breath (curse, incapacitation, necromancy, occult) The attic whisperer siphons the breath from living creatures, sapping their strength. A living creature hit by a jaws Strike must attempt a DC 21 Fortitude save.
- **Critical Success** The target is unaffected.
- **Success** The target is enfeebled 1 for 1 round.
- **Failure** The target is enfeebled 1 for 24 hours and fatigued.
- **Critical Failure** The target is enfeebled 1 for 24 hours, is fatigued, and falls unconscious.

Steal Voice (curse, necromancy, occult) When an attic whisperer hits a living creature with a bony hand Strike, it tries to pull the victim's voice into its aura. The victim must attempt a DC 21 Will save.
- **Critical Success** The target is unaffected.
- **Success** The target's voice is weak for 1 minute. Anytime it attempts an action with the auditory trait, it must succeed at a DC 5 flat check or the action is lost.
- **Failure** The target loses the ability to speak for 1 hour, until the curse is removed, or until the attic whisperer is destroyed, whichever comes first. During this time, the attic whisperer can perfectly mimic the target's voice, and the target takes a –2 circumstance penalty to saving throws against that attic whisperer's aura of sobs.
- **Critical Failure** As failure, but the effects lasts until the attic whisperer is destroyed or the curse is removed.

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Aurumvorax

Aurumvoraxes are highly aggressive and territorial predators that sprint on eight legs, using their terrific strength and iron-hard claws to dig through solid stone. A typical aurumvorax is only 3 feet long but weighs more than 200 pounds, for its thick, sturdy bones are densely packed with muscle, making the creature very strong but a notoriously poor swimmer. Its fur is golden, sometimes with a silvery or russet tone depending on the metals it has ingested, and its claws are always the shiny black of seasoned iron.

Aurumvorax adults claim hunting territories spanning a mile or more, driving out other predators and leading solitary lives except when they mate. They are irascible creatures, impossible to train as adults, but daring trainers can rear aurumvorax pups as deadly guard beasts, which they sell for hundreds of gold pieces to discriminating buyers. Aurumvorax pups are usually single births, and their mothers are fiercely protective, making their acquisition a dangerous proposition. Even when trained, the creatures are prone to dangerous bursts of rage.

AURUMVORAX — CREATURE 9

N | SMALL | ANIMAL

Perception +18; darkvision, scent (imprecise) 30 feet
Skills Athletics +20 (+6 to Swim), Stealth +18
Str +6, **Dex** +2, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

AC 28; **Fort** +19, **Ref** +17, **Will** +16
HP 170
Tenacious Stance An aurumvorax gains a +4 circumstance bonus to its Fortitude or Reflex DC against Shove and Trip attempts, and to its Athletics DC against attempts to escape its Grab.
Ferocity ↻

Speed 35 feet, burrow 10 feet
Melee ◆ jaws +21, **Damage** 2d10+12 piercing plus Grab
Melee ◆ claw +21 (agile), **Damage** 2d8+12 slashing plus Grab
Bleeding Critical When an aurumvorax scores a critical hit, the target takes 1d6 persistent bleed damage.
Gnaw Metal ◆ The aurumvorax makes a jaws Strike against a creature it has grabbed. If the attack hits, the target is knocked prone if it is Medium or smaller. In addition, if the target is wearing armor with Hardness 10 or lower, the armor becomes broken. If this Strike breaks a creature's armor or damages a creature that is unarmored or wearing broken armor, the target also takes 1d6 persistent bleed damage. This Strike doesn't further damage armor that's already broken.
Rapid Rake ◆◆ The aurumvorax makes four claw Strikes against a creature it has grabbed. Each attack counts toward the aurumvorax's multiple attack penalty, and the multiple attack penalty increases with each attack.

GOLDEN GUARDIAN

While wholly carnivorous, aurumvoraxes are known for gnawing on metals (particularly gold and copper), though whether they do this to sharpen their teeth or because of some nutritional need is unknown. Aurumvorax warrens can stretch for thousands of feet dug into the rock, often following veins of ores and winding deep into the earth. Mining dwarves love the creatures' fondness for eating rust monsters. Those who keep aurumvoraxes for protection call them golden guardians.

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BRALANI CONTESTS

Bralanis enjoy inventing games and contests and adding new twists to popular sports rather than following familiar rules. Speed often features somewhere in bralani games, whether it be physical speed or quickness of wit. It is not uncommon for bralanis to seek the input of young children, encouraging adults to draw inspiration from a child's creativity rather than allowing themselves to settle into comfortable and repetitive patterns.

AZATA

Azatas embrace the love of life and the fight to retain individuality and choice.

BRALANI (WIND AZATA)

Bralanis embody the freedom of fair competition, embracing opportunities to test their skills against worthy foes and bring mortals together with the thrill of good-natured sports and contests. Their interest in constructive conflict also extends to higher stakes, such as diplomatic negotiations. In these cases, bralanis ensure that neither side's desires are crushed by the other's and work as mediators when needed. They believe in friendly contests to diffuse tension. When discussions are going well, bralanis step back, allowing the participants to shape their own futures. They delight in sailing through violent storms as wind, basking in the raw energy.

BRALANI **CREATURE 6**

CG | MEDIUM | AZATA | CELESTIAL

Perception +14; darkvision

Languages Celestial, Draconic, Infernal; *tongues*

Skills Acrobatics +13, Deception +15, Diplomacy +15, Games Lore +14, Stealth +15

Str +5, **Dex** +5, **Con** +3, **Int** +2, **Wis** +4, **Cha** +5

Items *+1 composite longbow*, scimitar

AC 24; **Fort** +13, **Ref** +17, **Will** +12

HP 120; **Weaknesses** cold iron 5, evil 5; **Resistances** electricity 10

Speed 30 feet, fly 80 feet

Melee ❖ scimitar +16 (forceful, sweep), **Damage** 1d6+8 slashing plus 2d6 electricity and 1d6 good

Ranged ❖ *composite longbow* +18 (deadly 1d10, reload 0, volley 30 feet), **Damage** 1d8+6 plus 1d6 electricity and 1d6 good

Divine Innate Spells DC 24; **4th** *gaseous form* (at will); **3rd** *heal*, *lightning bolt*, *wall of wind*; **2nd** *calm emotions;* **1st** *gust of wind* (at will); **Constant (5th)** *tongues*

Fair Competition (divine, enchantment, mental) Once per day, a bralani can spend 1 minute to bless willing creatures within 100 feet who are about to participate in a contest. This blessing lasts 24 hours. If a blessed creature cheats or uses the contest to harm another, the creature grows visibly ill, becoming sickened 1 and unable to remove this condition for the duration or until they withdraw from the competition. At the end of the contest, participants who competed fairly find it easier to negotiate and understand their opponent's perspective. For 1 hour, they gain a +2 status bonus to Diplomacy checks and Recall Knowledge checks that directly pertain to their opponents.

Whirlwind Blast ❖❖ (air, divine, evocation) The bralani generates a 20-foot line of scouring wind that deals 7d6 bludgeoning damage (DC 24 basic Reflex save). It can't use this ability again for 1d4 rounds.

Wind Form A bralani flies at full Speed in *gaseous form*.

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VERANALLIA (REBIRTH AZATA)

Veranallias represent the freedom of life to grow, change, and adapt. They rarely interact directly with non-azatas, as most other beings find their nature hard to comprehend, but those who secure their aid find them powerful allies. The lower half of a veranallia's body is made of vegetation that constantly repeats a dizzying cycle of sprouting, blooming, thriving, and wilting. The upper half of their body appears as that of a humanoid of any gender—it is rare for a veranallia to remain consistent in their gender for more than a few seasons at a time.

Veranallias transform the landscape in their wake, bringing creation and destruction alike. The world around them overflows with an abundance of vegetation, with plenty of food for nearby animals, and when they bring destruction, they do so without cruelty, as it is sometimes necessary to make room for new life. They trigger forest fires in woodlands before dry brush piles up to dangerous levels, and bring bitter winters to areas plagued with parasites that thrive in hot weather.

PRIMORDIAL VERANALLIA

In the deepest reaches of Elysium, the eldest of veranallias roam. These beings concern themselves with transformations that take place over the course of millennia, as well as changes in the climates of entire worlds. Primordial veranallias have an array of unique powers that can affect the area for many miles around them, from turning deserts into glass to triggering earthquakes.

VERANALLIA — CREATURE 20

CG | MEDIUM | AZATA | CELESTIAL

Perception +38; darkvision, tremorsense (imprecise) 120 feet

Languages Celestial, Draconic, Infernal; *speak with animals*, *speak with plants*, *tongues*

Skills Athletics +34, Deception +36, Diplomacy +38, Elysium Lore +36, Intimidation +36, Medicine +36, Nature +34, Survival +38

Str +8, **Dex** +6, **Con** +8, **Int** +6, **Wis** +10, **Cha** +8

Items *+3 greater striking sickle*

AC 45; **Fort** +36, **Ref** +34, **Will** +38

HP 475; **Weaknesses** cold iron 20, evil 20; **Resistances** fire 20, cold 20

Speed 40 feet, fly 40 feet

Melee ❖ *sickle* +39 (agile, finesse, trip), **Damage** 3d4+16 slashing plus 4d6 cold and 1d6 good

Melee ❖ vine +39 (reach 20 feet) **Damage** 4d12+16 bludgeoning plus 1d6 good and Improved Grab

Divine Innate Spells DC 42, attack +32; **10th** *cataclysm*, *primal phenomenon* (once per year), *revival*, **9th** *nature's enmity*, *regenerate* (×3), *storm of vengeance*, *tree stride* (at will); **8th** *polar ray* (at will), *sunburst* (at will), **6th** *baleful polymorph* (at will), *tangling creepers* (at will); **Constant (9th)** *endure elements*, *speak with animals*, *speak with plants*, *tongues*

Rituals DC 42; *awaken animal*, *blight*, *commune with nature*, *consecrate*, *plant growth*, *primal call*, *reincarnate*

Alter Weather ❖❖❖ **Frequency** three times per day; **Effect** The veranallia dramatically alters weather patterns in the surrounding area, producing any of the results of a successful 9th-level *control weather* ritual.

Rebirth (divine, necromancy) **Frequency** once per day; **Effect** The veranallia spends a minute to encase a creature that has been dead for no more than a year in a cocoon. After 24 hours, the creature is restored to life, and the cocoon explodes in a shower of colorful blossoms. If the veranallia's chooses, Rebirth can change the creature's ancestry or heritage, typically into an aasimar.

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TRAINED DIGGERS

Kobolds and others who dwell in underground warrens know the value of having a few trained giant badgers in their lair, since when their digging habits are supervised and directed, they can excavate new tunnels and chambers with ease. Of course, the fact that giant badgers find kobolds and others who dwell in underground warrens delicious means that relying on such trained diggers can be a risky endeavor. A giant badger trained for use as a digger or a guardian tends to only obey the commands of one master, and even then they can be prone to unpredictable outbursts for no reason other than pique.

Badger

The burrowing badger is plentiful in most temperate forests. All badgers are naturally fierce and tenacious, and their squat stature belies their strength and speed.

BADGER

The typical badger has dark, brownish-gray fur highlighted with white markings, particularly on the head, giving it a striped mask of fur around its eyes. A threatened badger can swiftly become a ferocious combatant that typically fights until slain.

BADGER — CREATURE 0

N | SMALL | ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Athletics +4, Stealth +6
Str +0, **Dex** +1, **Con** +2, **Int** –5, **Wis** +2, **Cha** –2

AC 16; **Fort** +8, **Ref** +5, **Will** +6
HP 15
Ferocity ↻

Speed 25 feet, burrow 10 feet
Melee ◆ jaws +8, **Damage** 1d8 piercing
Melee ◆ claw +8 (agile), **Damage** 1d6 slashing

GIANT BADGER

The violent, territorial giant badger is a relentless predator. An obligate carnivore, its prey ranges from rabbits to deer, livestock, and even the occasional traveler or adventurer. A giant badger's claws are sharp and strong enough to carve tunnels from solid rock. They typically stand 4 feet tall at the shoulder and weigh 500 pounds.

GIANT BADGER — CREATURE 2

N | MEDIUM | ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Athletics +8, Stealth +7
Str +4, **Dex** +1, **Con** +3, **Int** –4, **Wis** +3, **Cha** –1

AC 18; **Fort** +10, **Ref** +6, **Will** +8
HP 30
Ferocity ↻

Speed 25 feet, burrow 10 feet
Melee ◆ jaws +11, **Damage** 1d8+4 piercing
Melee ◆ claw +11 (agile), **Damage** 1d6+4 slashing
Badger Rage ◆ (concentrate, emotion, mental) The giant badger enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. While raging, the giant badger has AC 17, its jaws Strike deals 1d8+8 damage, and its claw Strike deals 1d6+6 damage. While raging, the giant badger also can't use actions that have the concentrate trait except for Seek. After it has stopped raging, a giant badger can't use Badger Rage again for 1 minute.

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Baobhan Sith

Undeath is rare in the fey realm of the First World, for that plane's infusion with the raw power of life makes undead uncomfortable at best. Yet a few fey have adopted the vile practices and habits of notorious undead while still being living themselves, as seen in the blood-drinking habits of the murderous baobhan sith.

A baobhan sith avoids confrontations when outnumbered, and although territorial, they won't reveal their true nature to larger groups. They prefer to drink blood from victims they find attractive, and they avoid drinking blood from animals and beasts entirely, as they consider such activities to be uncultured.

HAUNTING LAIRS

A baobhan sith adores the aesthetics of abandoned homes, desolate burial grounds, and crumbling ruins. They strive to give their lairs a gothic beauty rather than allowing them to get run down and filthy.

BAOBHAN SITH — CREATURE 6

UNCOMMON | CE | MEDIUM | FEY

Perception +12; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +15, Deception +15, Nature +12, Performance +15 (+17 when dancing), Stealth +15

Str +3, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +5

AC 24; **Fort** +12, **Ref** +17, **Will** +14

HP 105; **Weaknesses** cold iron 5

Speed 25 feet

Melee ❖ claw +17 (agile, finesse), **Damage** 2d6+6 slashing and 1d6 persistent bleed

Primal Innate Spells DC 24; **3rd** *mind reading* (at will)

Captivating Dance ❖❖ (enchantment, incapacitation, mental, primal, visual) The baobhan sith sways rhythmically and Strides up to their Speed. Each creature within 30 feet of the baobhan sith at the end of their movement must attempt a DC 25 Will save.

- **Critical Success** The creature is unaffected and is temporarily immune to Captivating Dance for 24 hours.
- **Success** The creature is slowed 1 for 1 round and is temporarily immune to Captivating Dance for 24 hours.
- **Failure** The creature is fascinated, and it must spend at least 1 of its actions on each of its turns to move closer to the baobhan sith as expediently as possible, while avoiding obvious dangers. If the creature ends its movement or turn adjacent to the fey, it is slowed 1 until the end of its next turn.
- **Critical Failure** As failure, but the creature must spend each of its actions moving closer to the baobhan sith, and if it ends its movement or turn adjacent to the fey, it is paralyzed until the end of its next turn.

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The baobhan sith can transform into a large raven, with the effects from the bird option in the *aerial form* spell (*Core Rulebook* 316).

Drink Blood ❖ **Requirements** A bleeding creature is within the baobhan sith's reach; **Effect** The baobhan sith tries to Drink the Blood from the bleeding creature's wounds. The baobhan sith attempts an Athletics check against the victim's Fortitude DC. On a success, the victim becomes drained 1 and the baobhan sith regains 10 HP, gaining any Hit Points in excess of their maximum Hit Points as temporary Hit Points. Drinking Blood from a victim that's already drained doesn't restore any Hit Points to the baobhan sith but increases the victim's drained value by 1. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires 10 minutes, a successful DC 20 Medicine check, and sufficient blood or a blood donor, reduces the drained value by 1.

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HARVESTING SPORES

The psychotropic spores of the basidirond can be harvested with a successful DC 20 Herbalism Lore or Nature check, yielding 1 dose of spores (1d4 doses on a critical success); on a critical failure, the basidirond creates a 10-foot-radius hallucinogenic cloud. Each dose is worth 10 gp for use in Crafting poisons, or 20 gp if the poison causes the confused or stupefied condition.

Basidirond

The basidirond, also called a mindfrond, is a fungal creature that crawls about on woody tendrils. The large, bowl-shaped pod atop its body collects mineral-rich moisture—whether runoff from cave walls or fresh blood—for sustenance. It uses hallucinogenic spores to incapacitate prey long enough for it to beat its prey to a bloody pulp, then deposits the deliciously tenderized remains into this pod for consumption. A basidirond is over 6 feet tall and 3 to 4 feet wide, and weighs nearly 300 pounds when saturated.

BASIDIROND — CREATURE 5

N | MEDIUM | MINDLESS | FUNGUS

Perception +8; low-light vision, tremorsense (imprecise) 30 feet

Skills Athletics +13, Stealth +13

Str +4, **Dex** +4, **Con** +4, **Int** –5, **Wis** +1, **Cha** –3

AC 22; **Fort** +13, **Ref** +11, **Will** +12

HP 80; **Immunities** cold, mental; **Weaknesses** slashing 5

Cold Lethargy Although a basidirond is immune to cold damage, any effect that deals cold damage causes it to become slowed 1 for 1d4 rounds. During this time, it cannot use its Hallucinogenic Cloud or basidirond spores.

Speed 20 feet

Melee ❖ frond +15, **Damage** 2d8+6 bludgeoning plus basidirond spores

Basidirond Spores (disease) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round); **Stage 2** 1d10 poison damage and enfeebled 1 (1 round); **Stage 3** 1d12 poison damage and enfeebled 2 (1 round)

Hallucinogenic Cloud ❖❖ The basidirond releases a cloud of invisible spores in a 20-foot emanation. Each creature in the area must succeed at a DC 22 Fortitude save or experience powerful hallucinations as long as it remains in the cloud, plus an additional 1d4 rounds after leaving the area. A creature must attempt a new save each round it remains within the area. The cloud persists for 5 rounds unless dispersed before then by a strong wind. Each hallucinating creature rolls 1d6 each round to determine what it hallucinates that round.

1 The target is sinking in quicksand. It falls prone and spends 1 action on its next turn flailing its limbs as if attempting to swim.

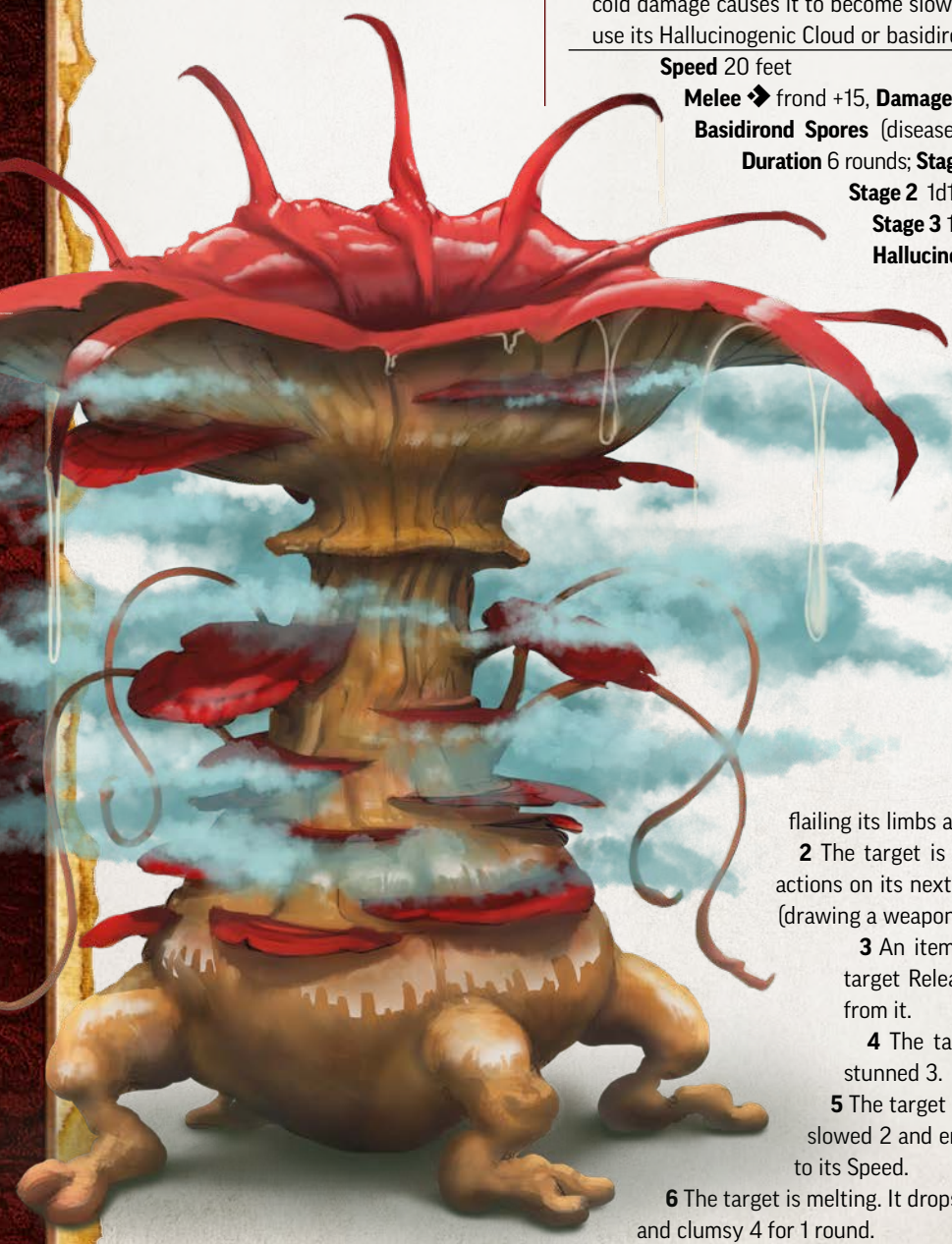
2 The target is attacked by a swarm of spiders. It spends 2 actions on its next turn attacking the floor with a melee weapon (drawing a weapon if needed). It is flat-footed against all attacks.

3 An item the target is holding turns into a viper. The target Releases the item and spends its next turn fleeing from it.

4 The target is suffocating. It holds its breath and is stunned 3.

5 The target shrinks to 1/10 its normal size. For 1 round it is slowed 2 and enfeebled 4, and takes a –10-foot status penalty to its Speed.

6 The target is melting. It drops everything it's holding and becomes slowed 2 and clumsy 4 for 1 round.



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Basilisk, Dracolisk

Dracolisks are rare magical crossbreeds of chromatic dragons and basilisks. None now know how they first came to be, but they have proven viable and can breed with one another as well as with basilisks. While a dracolisk appears much like a young true dragon of its parent type, its eight legs are an immediate indication that it is something more. Its coloration varies, depending on the nature of its draconic ancestry, though it's lighter on its underside and darker near its wing tips. A typical dracolisk is 15 feet long and weighs 3,000 pounds.

DRACOLISK — CREATURE 9

UNCOMMON | N | LARGE | BEAST | DRAGON

Perception +18; darkvision, tremorsense (imprecise) 30 feet
Skills Acrobatics +17, Athletics +21, Stealth +17, Survival +20
Str +6, **Dex** +2, **Con** +5, **Int** –3, **Wis** +5, **Cha** +1

AC 28; **Fort** +20, **Ref** +17, **Will** +18
HP 155; **Immunities** paralyzed, petrified, sleep; **Resistances** draconic resistance 10
Draconic Resistance A dracolisk has resistance 10 to the type of damage it produces with its breath weapon (see below).
Petrifying Glance ↻ (arcane, aura, transmutation, visual) **Trigger** A creature within 30 feet that the dracolisk can see starts its turn; **Effect** The target must attempt a DC 26 Fortitude save. If it fails, it becomes slowed 1 for 1 minute as its body stiffens.

Speed 20 feet, fly 40 feet
Melee ◆ jaws +21, **Damage** 2d12+8 piercing
Melee ◆ claw +21 (agile), **Damage** 2d10+8 slashing
Breath Weapon ◆◆ (arcane, evocation) The dracolisk breathes a gout of energy based on its draconic heritage, as noted below. This breath weapon deals 6d10 damage of the appropriate type, with a DC 28 basic save of a type indicated in parenthesis below. The dracolisk can't use Breath Weapon again for 1d4 rounds.
Black (acid) 60-foot line of acid (Reflex)
Blue (electricity) 60-foot line of electricity (Reflex)
Green (poison) 30-foot cone of poison (Fortitude)
Red (fire) 30-foot cone of fire (Reflex)
White (cold) 30-foot cone of cold (Reflex)
Petrifying Gaze ◆◆ (arcane, concentrate, incapacitation, transmutation, visual) The dracolisk stares at a creature it can see within 30 feet. That creature must attempt a DC 28 Fortitude save. If it fails and has not already been slowed by Petrifying Glance or this ability, it becomes slowed 1. If the creature already was slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently.
A creature petrified in this manner can be instantly restored to flesh by being coated (not just splashed) with fresh dracolisk or basilisk blood no more than 1 hour old. A single dracolisk contains enough blood to coat 1d4+2 Medium creatures in this manner.
Savage Jaws ◆◆ The dracolisk makes a single Strike with its jaws. If the attack hits, it deals 4d12+16 piercing damage (versatile S). This counts as two attacks for its multiple attack penalty.

DRACONIC HERITAGE

A dracolisk's favored dwelling place most closely resembles that of its dragon parent: black dracolisks prefer marshlands, blue dracolisks favor deserts and warm hills, green dracolisks temperate or warm forests, red dracolisks warm mountains and deep caverns, and white dracolisks glaciers and frozen landscapes.

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VENGEFUL BEASTS

Polar bears have been known to take special interest in those who have vexed or wounded them, sometimes following individual hunters back to their villages and stalking them exclusively for several days. This could happen because the hunter killed the bear's mate or one of its cubs, or took prey that the polar bear had been stalking. Polar bears engaged in such behavior have even ignored easier prey to focus intently on the chosen target.

Bear

Determined foragers and persistent predators, bears spend much of each year either preparing for hibernation, recovering from hibernation, or taking care of young following a successful opportunity to mate.

BLACK BEAR

Contrary to the name, black bears can be cinnamon or even blond in coloration, depending on which hue is most beneficial for surviving in their local environment. Regardless of their coloration, they are opportunistic eaters who gain sustenance from berries and nuts just as often as from fish and smaller mammals. They steal food when they find it, including from humanoid camps. Although they are predators, black bears are more timid than other bears. Unless defending themselves or their young, black bears often avoid conflict or fight only until they can retreat.

BLACK BEAR — **CREATURE 2**

N | LARGE | ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Athletics +9, Survival +7
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 18; **Fort** +11, **Ref** +8, **Will** +5
HP 32

Speed 35 feet
Melee ◆ jaws +9, **Damage** 1d8+5 piercing
Melee ◆ claw +9 (agile), **Damage** 1d6+5 slashing plus Grab
Mauler The black bear gains +1 circumstance bonus to damage rolls against creatures it has grabbed.

POLAR BEAR

Polar bears are known for their pale fur, with black eyes, lips, and toe pads. They are aggressively predatory creatures, stalking prey for miles on land or across the icy waters of frozen oceans. They are also amazing ambush predators, leaping from the water to ambush seals resting on ice floes. If they are desperate, polar bears hunt not only other animals but also humanoids.

POLAR BEAR — **CREATURE 5**

N | LARGE | ANIMAL

Perception +12; low-light vision, scent (imprecise) 60 feet
Skills Athletics +14, Stealth +10 (+14 in icy or snowy areas), Survival +10
Str +5, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –1

AC 22; **Fort** +14, **Ref** +10, **Will** +10
HP 73

Speed 35 feet, swim 15 feet
Melee ◆ jaws +15, **Damage** 2d8+7 piercing
Melee ◆ claw +15 (agile), **Damage** 2d6+7 slashing plus Grab
Sneak Attack The polar bear's Strikes deal an additional 1d6 precision damage to flat-footed creatures.
Mauler The polar bear gains a +3 circumstance bonus to damage rolls against creatures it has grabbed.

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Bebilith

While demons control much of the Abyss, even they are hunted in the wilder regions of this horrific plane. The most notorious of these predators—though not the deadliest—is the bebilith. These fiends resemble elephant-sized spiders with glowing eyes, barbed chitin, and a fanged maw dripping caustic fluid.

Many demons and planar travelers have underestimated bebiliths' devious intellects, believing them to be little more than oversized vermin. Bebiliths take advantage of this, ambushing foes with unexpected tactics. While they lash out at any creatures they encounter, they take great pleasure in chewing on demonic flesh. Qlippoth are the only creatures bebiliths never consume.

BEBILITH — CREATURE 10

CE | HUGE | BEAST | FIEND

Perception +21; darkvision, scent demons 60 feet, scent (imprecise) 30 feet
Languages Abyssal (can't speak any language); telepathy 100 feet
Skills Acrobatics +19, Athletics +23, Intimidation +21, Stealth +19
Str +7, **Dex** +3, **Con** +6, **Int** +3, **Wis** +5, **Cha** +5
Scent Demons A bebilith can smell demons as a precise sense.

AC 30; **Fort** +22, **Ref** +19, **Will** +19
HP 200; **Weaknesses** good 10
Attack of Opportunity ↻

Speed 35 feet, climb 15 feet
Melee ❖ jaws +23 (magical, reach 10 feet), **Damage** 2d10+13 piercing plus Abyssal rot
Melee ❖ claw +23 (agile, magical, reach 15 feet), **Damage** 2d8+13 slashing
Ranged ❖ web +23 (range increment 60 feet), **Effect** dimensional tether
Divine Innate Spells DC 29; **7th** *plane shift* (self only)
Abyssal Rot (disease, necromancy) The drained condition from Abyssal rot is cumulative, to a maximum of drained 4; **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 negative damage (1 round); **Stage 2** 3d6 negative damage and drained 1 (1 round); **Stage 3** 3d6 negative damage and drained 2 (1 round)
Dimensional Tether A creature hit by the bebilith's web Strike is restrained and tethered to the bebilith, preventing it from moving further away from the bebilith. The restrained creature is also under the effects of a *dimensional anchor* spell (DC 29) with a duration that lasts as long as the creature remains tethered. The bebilith can have only one creature tethered at a time. The DC to Escape or Force Open the tether is 29. The tether can be severed with a Strike (AC 20, Hardness 2, HP 20); this ends the *dimensional anchor* effect but does not free the restrained creature.
Penetrating Strike Against demons, a bebilith's Strikes count as cold iron and good.

ADAPTIVE HUNTERS

Though it doesn't happen often due to their ability to shift planes, some bebiliths find themselves trapped on other planes either through magical binding or subjugation to beings of great power. While trapped away from their favored prey, a bebilith's hungers can shift. In such cases, the creature's penetrating strikes can adapt—a bebilith trapped in Elysium, for example, might become a hunter of azatas, and its Penetrating Strike would count as cold iron and evil instead so that it could target traditional azata weaknesses.

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HATRED OF DRAGONS

Some scholars have speculated that behirs are somehow related to blue dragons, citing their reptilian features, lightning breath, and ability to speak the Draconic language, but such scholars would do well to keep such opinions from behirs they encounter in the field. Nothing infuriates a behir faster than likening it to a dragon!

BEHIR

The behir is a massive, serpentine beast with never fewer than a dozen short legs, each ending in three hooked talons. A behir can live to 80 years, but most perish far younger to violence. Fully grown, a behir is 40 feet long and weighs 4,000 pounds.

BEHIR — CREATURE 8

N | HUGE | BEAST | ELECTRICITY

Perception +17; darkvision

Languages Draconic

Skills Acrobatics +16, Athletics +19, Intimidation +18, Stealth +18, Survival +15

Str +7, **Dex** +4, **Con** +5, **Int** −2, **Wis** +3, **Cha** +4

AC 27; **Fort** +19, **Ref** +16, **Will** +15

HP 140; **Immunities** electricity

Speed 30 feet, climb 15 feet

Melee ◆ jaws +18 (reach 15 feet), **Damage** 2d12+10 piercing plus Grab

Melee ◆ claw +18 (agile), **Damage** 2d6+10 slashing

Breath Weapon ◆◆ (electricity, evocation, primal) The behir breathes lightning that deals 9d6 electricity damage in an 60-foot line (DC 27 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Claw Storm ◆◆◆ The behir Strides up to its Speed, during which it can walk on air as if it were solid ground, ascending or descending at up to a 45-degree angle. It can make up to four claw Strikes at any point during this movement, each against a different target within reach, and it deals an extra 1d6 electricity damage with each Strike. These attacks count toward the behir's multiple attack penalty, but the multiple attack penalty doesn't increase until after the behir makes all of its attacks. If the behir moves half its Speed or less during a Claw Storm, that movement doesn't trigger reactions. The behir can't use Claw Storm if it has a creature wrapped in its coils. At the end of Claw Storm, it drifts downward up to 60 feet to the ground, landing softly and taking no damage from the fall. If it descends further than 60 feet, it takes damage normally from the remaining fall.

Constrict ◆ 2d6+7 bludgeoning, DC 27

Swallow Whole ◆ (attack) Large, 2d12+7 bludgeoning, Rupture 21

Wrap in Coils ◆ **Requirements** The behir has a creature either restrained or grabbed in its jaws; **Effect** The behir moves the creature into its coils, freeing its jaws. The creature remains grabbed and takes 1d6+6 slashing damage. The behir's coils can hold as many creatures as will fit in its space.

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Blindheim

Inhabitants of damp, subterranean caves, blindheims resemble stubby humanoids with oversized, frog-like heads and bulbous eyes. Their eyes emit a soft glow at all times, but a blindheim can draw back the heavy membrane that normally covers them to emit an intense light as bright as day. These simple creatures use their lights to draw in or disorient prey, mostly small animals like lizards, rodents, or fish. However, they might go after larger prey if trying to feed their young. When they encounter creatures their own size or larger they retreat, flashing their eyes to facilitate their escape if necessary. They often hunt in pairs or small packs. Using their lights to coordinate from a distance, they slowly close in on the creatures they hunt. One common hunting pattern involves one blindheim diving deep and using its light to chase fish to the surface, while another up above snatches them up and tosses them onto the land to eat later.

Blindheims make their nests in damp caverns, especially grottoes next to underground lakes or bogs. An ideal nest rests in a cozy cavern with plenty of fungus to eat, a few fish swimming in a lake, and the comforting drip of water from the ceiling. Blindheims prefer to lead quiet and serene lives, and even when first born they emit only the meekest of vocalizations. A blindheim is born shining, and its parents cuddle over it to dim the light so as to avoid attracting predators.

It's not just animals that endanger blindheims. Underground peoples find the creatures useful and attempt to capture them for specialized purposes. Duergars use them as "raid frogs," placing heavy hoods over blindheims' heads and revealing them suddenly during raids to blind their foes. They sometimes send the creatures along with their slaves that lack darkvision into the mines as a source of light. Drow use them for some of these same purposes, and some nobles have been known to treat the creatures as mere lanterns, having them hoisted to the ceilings of their halls. Neither duergars nor drow take good care of the captive creatures, so blindheims rarely last long in captivity.

SIGNAL LIGHTS

To communicate at a distance, blindheims flash their eye lights in specific patterns. This is instinctual, not truly a language, and blindheims are incapable of inventing new signals. Some underground explorers use lanterns to ape these signals.

Two Quick Flashes: Danger!
Long Pulse: All is safe.
Two Long Pulses: Captured food.
Very Long Pulse: Come here.
Rapid Strobing: Let's mate!
Intermittent Quick Flashes: Excited!
One Long Flash, then Darkness: Sad.

BLINDHEIM — CREATURE 2

N | SMALL | ANIMAL

Perception +9; darkvision
Skills Acrobatics +7, Athletics +6 (+9 to Leap or Swim), Stealth +7
Str +2, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 18; **Fort** +9, **Ref** +9, **Will** +5
HP 27; **Immunities** blinded, light

Speed 25 feet, climb 15 feet, swim 15 feet
Melee ❖ jaws +10, **Damage** 1d12+2 piercing
Melee ❖ claw +11 (agile, finesse), **Damage** 1d8+2 slashing
Spotlight ❖ (concentrate, light) Bright light shines from the blindheim's eyes in a 30-foot emanation (also creating dim light to 60 feet). Each creature in the bright light when the blindheim uses this action, or who enters it while the light continues, must attempt a DC 18 Fortitude save. It is then temporarily immune for 1 hour. This light remains until the blindheim dims its eyes by using this action again.
Critical Success The creature is unaffected.
Success The creature is dazzled for 1 round.
Failure The creature is blinded for 1d4 rounds.
Critical Failure The creature is blinded for 1 hour.

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BLINK DOG SAGES

In every blink dog pack, the wisest and most intelligent member of the pack is chosen by the alpha to act as the pack's sage. The sage is charged with maintaining the long-running oral histories and tales of the pack, to bind all packs together in one story that spans centuries. The sage often has a closer bond to the mysteries and hidden paths of magic than the average blink dog, a result of their advanced years. They counsel the alpha on all matters pertaining to the stars, omens, tactics, and even diplomacy.

Blink Dog

At first glance, blink dogs seem to be little more than long-eared, bearded canines with tawny coats. Yet their intelligent eyes and the blue nimbus of energy that dances across their fur hint at not only the blink dog's inherent intelligence, but also of their connection to the occult energies and mysteries that hide beyond the sight of the untrained eye. These honorable creatures are as intelligent as most humanoids. They live and hunt in large packs, roaming forests, plains, and the hidden places of the world in hunt for evil creatures—particularly those that dwell in the depths of the Ethereal Plane.

Unless acting in concert with specific allies who have proven that their goals are shared, blink dogs tend to avoid other creatures if at all possible. Their packs are constantly on the move and hidden from those that would seek them out. But in times of need, they have been known to come to the rescue of villages and lost travelers. While they have no innate ability to travel to the Ethereal Plane for extended periods of time, all blink dogs constantly shimmer and ripple between the Material Plane and the Ethereal. They do their best to use their ability to blink to snatch glimpses into the Ethereal Plane and keep track of potential threats that might be building there, but in practice this tactic yields more of a constant stream of hunches and estimations of Ethereal-based threats. Of course, to a blink dog, this constant state of flux is as natural as breathing.

Pack leadership always falls to a pair—an elder blink dog (called an alpha) who relies upon the valued guidance of a trusted pack mate (the sage). Honor and tradition are keystones of blink dog society. They are fiercely loyal, defending the pack or creatures they befriend to the death and maintaining oaths handed down from litter to litter. Though different packs hold different traditions and oaths, their connection through the tales and stories told among their kind and the shared experience of the movement of stars above weave all blink dogs into an extended family, a great pack. Through their myths and folklore, blink dogs have names for celestial phenomena, note births under auspicious stars, and read omens from unusual stellar conjunctions. These celestial signs are woven into blink dogs' lifeways; their names contain a reference to the specific constellation under which they were born, and a pack's sage watches the heavens for signs to help them decide when a pup is old enough for their first hunt.

BLINK DOG — CREATURE 2

UNCOMMON | LG | MEDIUM | BEAST

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Sylvan
Skills Acrobatics +8, Stealth +8, Survival +8
Str +1, **Dex** +3, **Con** +2, **Int** +1, **Wis** +4, **Cha** +2

AC 18, **Fort** +8, **Ref** +10, **Will** +11
HP 30

Speed 35 feet
Melee ◆ jaws (agile, finesse) +11, **Damage** 1d6+3 piercing
Occult Innate Spells DC 18, **4th** *dimension door*; **Constant (4th)** *blink*
Pack Attack The blink dog's Strikes deal an additional 1d4 damage to creatures within the reach of at least two of the blink dog's allies.

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Blodeuwedd

The mysterious blodeuwedds dwell in those parts of the world where the boundaries between the Material Plane and the First World have worn thin, or around portals between the two planes. Their link with such regions of the natural world is so strong that it rivals the bond shared between nymphs and places of great natural beauty, yet none would look upon a blodeuwedd and mistake them for something as elegant as a nymph.

Although blodeuwedds share certain traits with nymphs, their role as guardians of the pathways between this world and the First World prevents them from forming as powerful a magical bond with the natural world. Never truly a part of either reality yet forced to keep watch over both, blodeuwedds tend to grow cynical and sharp-tongued toward any who would seek travel from one realm to the other, regardless of their actual goals.

BLODEUWEDD — CREATURE 6

UNCOMMON | CN | MEDIUM | FEY | PLANT

Perception +14; low-light vision

Languages Aklo, Common, Sylvan; *speak with plants*

Skills Acrobatics +15, Diplomacy +15, Nature +13, Performance +15, Stealth +13 (+17 in grasslands), Survival +11

Str +4, **Dex** +5, **Con** +2, **Int** +3, **Wis** +2, **Cha** +5

Items *+1 sling*

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 22 Fortitude save or become sickened 2. A creature that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

Wild Empathy The blodeuwedd can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 24; **Fort** +12, **Ref** +17, **Will** +14

HP 105; **Weaknesses** cold iron 5

Speed 25 feet

Melee ❖ claw +14 (agile), **Damage** 2d8+7 slashing

Ranged ❖ *sling* +17 (propulsive, range increment 50 feet), **Damage** 2d6+4 bludgeoning

Primal Innate Spells DC 25; **4th** *hallucinatory terrain*, *modify memory*, *sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3); **Cantrips (4th)** *dancing lights*, *tanglefoot*; **Constant (4th)** *speak with plants*

Change Shape ❖❖ (concentrate, polymorph, primal, transmutation) A blodeuwedd can take on the appearance of a single unique humanoid or the form of a prairie owl. When in humanoid form, the blodeuwedd loses its claw attack. In owl form, its statistics change as follows: **Size** Small; **Speed** fly 60 feet; **Melee** ❖ talons +15, **Damage** 1d3+1.

A blodeuwedd can return to their normal form as a free action.

Living Footsteps Every Stride action taken by a blodeuwedd causes small plants, grasses, and wildflowers to sprout from the ground, though they can suppress this effect if they desire. In a region or terrain that wouldn't normally support plant life, these plants thrive for 1 minute before withering away.

Nature's Infusion ❖❖ **Frequency** once per day; **Effect** While surrounded by any field or fertile plain, a blodeuwedd can infuse themself with borrowed life energy from nearby plants and nutrients in the ground. The blodeuwedd gains 15 temporary Hit Points that last for 1 hour.

BLODEUWEDDS AND NYMPHS

Nymphs often think of blodeuwedds as uncouth or too wild, while the reverse holds true for blodeuwedds, who consider nymphs to be spoiled and pampered "princesses" who take the beautiful parts of the world in which they dwell for granted. It speaks volumes to blodeuwedds' strength of personality that they don't let these bitter emotions control them. Very few of their kind drift into actual evil—yet likewise, very few of them display the kindness that nymphs do.

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BODAK CREATION

The rarity of the events that create bodaks ensure that most of these abominations were humanoids slain by another bodak's gaze. Yet bodaks can also be brought into being by a rare version of the *create undead* ritual. This horrific ritual emulates an encounter of absolute, supernatural evil, and so the spell must begin when the subject is alive and located on one of the evil Outer Planes.

Bodak

When a living, sentient humanoid is exposed to an extreme expression of supernatural evil, the experience can irrevocably damn the victim, crushing their mind and ripping out their soul in an appalling, unholy transformation that results in a creature that's anathema to life—the bodak.

The shreds of physicality that survive this absolute corruption serve only to enhance the humanoid's profoundly disturbing appearance. The bodak's body is horrifically twisted, as though it's locked in a convulsion of agony and terror. Its desiccated and hairless flesh bears an otherworldly, pearlescent sheen, strung taut across a malformed skeleton that reduces its gait to a slow shamble. But most disturbing of all are its eyes, set in a drooping, melted visage with scant remains of its former facial structure. These eyes, sunken deep into their sockets, nevertheless glow with an unholy light, stare with unremitting malevolence, and constantly weep noxious vapor.

Fragmented memories of a prior existence filtered through a vengeful hatred of the living lead the bodak to try to return to those places it once knew. If successful, it assaults former friends, acquaintances, and loved ones with its murderous gaze and an incomprehensible torrent of gibberish laced with vile curses, accusations, and threats—an assault that often leads to the victims rising as newly formed bodaks themselves.

BODAK — CREATURE 8

UNCOMMON | CE | MEDIUM | UNDEAD

Perception +17; darkvision, lifesense 60 feet

Languages Abyssal, Common

Skills Acrobatics +18, Athletics +15, Intimidation +19, Stealth +18

Str +3, **Dex** +4, **Con** +1, **Int** −2, **Wis** +5, **Cha** +5

AC 27; **Fort** +13, **Ref** +16, **Will** +19

HP 160, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 10

Sunlight Vulnerability If exposed to direct sunlight, the bodak can't use actions with the death trait and it becomes slowed 1. The slowed value increases by 1 each time the bodak ends its turn in sunlight. If the bodak loses all its actions this way, it is destroyed.

Draining Glance ↻ (aura, death, necromancy, occult, visual) **Trigger** A living creature within 30 feet that the bodak can perceive with its lifesense starts its turn; **Effect** The target must attempt a DC 23 Fortitude save. If it fails, the bodak regains 5 Hit Points and the target becomes drained 1.

Speed 20 feet

Melee ◆ fist +18 (agile, finesse), **Damage** 2d6+6 bludgeoning plus 1d6 negative

Bodak Spawn (necromancy, occult) Any humanoid who dies while drained or doomed by a bodak rises as an autonomous bodak 24 hours after its death.

Death Gaze ◆◆ (death, necromancy, occult, visual) The bodak stares at a living creature within 30 feet that it can sense with its lifesense. That creature must attempt a DC 26 Fortitude save. If the target becomes drained, the bodak gains a number of temporary Hit Points equal to 5 times the value of the drained condition the target gained. Multiple exposures to this ability can increase a creature's drained condition to a maximum of 4. If the bodak is destroyed, any doomed condition a creature has gained from Death Gaze are removed.

Critical Success The creature is unaffected.

Success The creature is drained 1.

Failure The creature is doomed 1 and drained 2.

Critical Failure The creature is doomed 1 and drained 4.

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Bog Strider

The insectile bog striders call themselves seshes, but they take no offense at those who use the more common vernacular to refer to them. They resemble upright water striders with four legs, two arms, and powerful mandibles. Bog striders can move about on water like solid ground, chasing down prey or fleeing from predators across the water. They rarely leave the swampy rivers and lakes they call home. Bog striders stand 5 feet tall and weigh approximately 150 pounds.

A bog strider's diet consists almost entirely of meat, but they prefer to feed only on animals, as they consider the consumption of the flesh of any sapient creature a taboo.

In sesh society, each individual is expected to serve equally in all efforts to ensure the society's survival against the more aggressive creatures often found in or near their swampland homes. In addition, each member of the community is expected to develop a skill that contributes to the community's prosperity, and by extension, the continued survival of the species. Traditionally, female bog striders are builders and artisans while males are hunters and gatherers, but often such roles aren't limited to a single gender, as every member of a small community pitches in to help as they can.

Tremor Tapping

Seshes can communicate with other bog striders via wavesense by tapping at a water surface they're standing upon. Other creatures with wavesense can detect these tappings, but understanding them is typically beyond non-seshes. A GM might allow a character who has wavesense, can speak Aquan, and spends a significant amount of time living among bog striders to understand tremor tapping or to communicate via this unusual method.

BOG STRIDER — CREATURE 2

UNCOMMON | N | MEDIUM | ABERRATION

Perception +8; darkvision, wavesense 120 feet
Languages Aquan
Skills Athletics +8 (+10 to Leap while Water Striding or Swimming), Stealth +8, Survival +8
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
Items net, spear
Deep Breath A bog strider can hold their breath for 2 hours.

AC 18; **Fort** +8, **Ref** +10, **Will** +8
HP 30

Speed 25 feet, swim 20 feet
Melee ◆ spear +8, **Damage** 1d6+4 piercing
Melee ◆ mandibles +8 (agile), **Damage** 1d6+4 piercing
Ranged ◆ spear +10 (thrown 20 feet), **Damage** 1d6+3 piercing
Hurl Net ◆ **Requirements** The bog strider is holding a net in two hands; **Effect** The bog strider hurls their net to hamper a foe. They make a ranged Strike (with a +10 modifier) against a Medium or smaller creature within 20 feet. On a hit, the target is flat-footed and takes a –10-foot circumstance penalty to its Speeds. On a critical hit, the creature is instead restrained. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it from the target.
Water Sprint ◆◆◆ The bog strider Strides up to three times in a straight line across smooth water. They can make a single Strike against a creature at the end of this movement.
Water Stride The bog strider can stand and move on the surface of water or other liquids without falling through. The bog strider can go underwater if they wish, but they must Swim to do so.

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BROWNIE BARGAINS

As they are not a monolithic group of fey and often have their own proclivities, it's sometimes hard to predict what might attract a brownie or ensure their aid. One of the more commonly thought gifts is a saucer of milk or cream, though brownies seem to enjoy other edible treats. Some farmers have reported success in leaving shiny but inconsequential knickknacks like buttons, polished and painted stones, smoothed glass, thimbles, or silver flatware. The whims of some brownies shift, so someone who wants to retain the services of a brownie should vary the gifts they leave for these elusive fey creatures.

Brownie

Brownies make their homes in the trunks of hollow trees, small earthy burrows, and even under porches or within the crawl spaces of farmhouses. Often attired in clothes that appear to be made of plants or leaves, brownies wear belts lined with pouches and tools. Whatever language they choose to speak is often is riddled with odd pronunciations and colloquialisms. Their manner of speaking might call upon turns of phrase that are decades or even centuries out of vogue, for example, or they might mix up their metaphors in strange ways. It almost seems as if brownies adopt these quirky ways of speaking intentionally—certainly they do not react favorably to corrections to their chatter. There's often no swifter way to annoy a brownie than to try to correct its grammar. Brownies stand barely 2 feet tall and weigh about 20 pounds.

When facing danger, brownies rarely engage in combat, preferring instead to confound and confuse their attackers in order to buy enough time for escape. Content with honest toil and the love of their kin, brownies maintain a pacifist nature, harassing creatures only to run them off or punish them for an insult. Despite this nature, all brownies carry a blade. They refer to their swords with a hint of disgust, and jokingly call their blades their "final trick," reserving their use for the direst of circumstances.

Honest to a fault, brownies take freely but always repay their debt through work or leave something behind as an offering. They may eat an apple from a farmer's orchard but harvest the entire tree as repayment. A brownie might eat an entire pie left on a windowsill, only to straighten up the kitchen or wash the dishes. A brownie can share a home with a family for years and years while avoiding detection. A family that is aware of a brownie in their midst usually finds this a beneficial relationship and leaves dishes of milk, pieces of fruit, trinkets, and sometimes even wine as gifts. In exchange, the resident brownie keeps the home clean, mends clothes, repairs tools, and shoos away vermin and small predators. Bragging about having a brownie in the house is the best way to lose one. Brownies distrust foxes and fear wolves, and they avoid farms with dogs.

BROWNIE — CREATURE 1

N | TINY | FEY

Perception +7; low-light vision

Languages Common, Elven, Gnomish, Sylvan

Skills Acrobatics +7, Crafting +5, Deception +6, Stealth +9

Str −2, **Dex** +4, **Con** +1, **Int** +2, **Wis** +4, **Cha** +3

Items shortsword

AC 16; **Fort** +4, **Ref** +9, **Will** +9

HP 25; **Weaknesses** cold iron 3

Speed 20 feet

Melee ❖ shortsword +7 (agile, finesse), **Damage** 1d6

Primal Innate Spells DC 17; **4th** *dimension door* (self only); **3rd** *mending*; **1st** *ventriloquism*; **Cantrips (4th)** *dancing lights*, *prestidigitation*

Baffling Bluff ❖❖ (emotion, enchantment, mental, primal) The brownie's antics can confuse and disorient a creature. When the brownie uses Baffling Bluff, it targets a single creature within 30 feet; that creature must attempt a DC 17 Will save. The target is temporarily immune to Baffling Bluff for 1 minute.

Critical Success The target is unaffected.

Success The target is fooled momentarily and is flat-footed against the next melee Strike the brownie makes against it before the end of the brownie's next turn.

Failure The target is confused for 1 round.

Critical Failure The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confused condition.

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Calathgar

Calathgars are mysterious predatory plants that grow in the depths of the densest frozen forests, realms where icicles rarely melt from snow-cloaked trees. A calathgar's blue flowers grow from 3 to 5 feet across (with specimens as wide as 10 feet reported), while the plant itself stands just under 4 feet in height and weighs up to 50 pounds when heavy with seeds.

Calathgars' psyches are alien to most sapient creatures. They have little interest in emotion, culture, or ambition, yet they have nearly flawless memories and can share experiences with other calathgars by scent (perceptible to other creatures as a vinegary odor that may reveal their presence) as easily as humanoids can pass on information by speech. While calathgars themselves can't speak, they can typically be reasoned with—though like most protective parents, an incensed calathgar defending its young is rarely in a mood to listen.

CALATHGAR — CREATURE 4

N | SMALL | COLD | PLANT

Perception +10; darkvision, scent 30 feet
Languages Sylvan (can't speak)
Skills Stealth +13, Survival +10
Str +2, **Dex** +5, **Con** +2, **Int** –2, **Wis** +2, **Cha** +2

AC 21; **Fort** +10, **Ref** +13, **Will** +10
HP 75; **Immunities** cold; **Weaknesses** fire 5, slashing 5

Cold Healing Calathgars are healed by cold. Anytime a calathgar would take cold damage, it instead regains 1d6 Hit Points (regardless of the amount of damage the cold effect would have caused). In severe cold or colder environments (*Core Rulebook* 518), calathgars gain fast healing 1.

Mold Mulch When a calathgar is reduced to 0 Hit Points, it immediately decays and dies, transforming into a 5-foot patch of mold (or a 10-foot patch of mold if it was killed by fire damage). This patch of mold persists for 1 minute, during which time it deals 3d6 cold damage to any creature that begins its turn in this area, or 1d6 cold damage to any creature that begins its turn in an adjacent square. The mold patch decays away after an hour, but it can be destroyed before then (treat each 5-foot square as an object with Hardness 0, 10 Hit Points, BT 5, immunity to cold, piercing, and slashing damage; the mold deals half its regular cold damage once it's broken).

Speed 20 feet, climb 20 feet
Melee ❖ flower +13 (finesse), **Damage** 2d6+4 bludgeoning plus 1d6 cold
Melee ❖ tendril +13 (agile, finesse), **Damage** 2d4+4 slashing plus 1d4 cold
Seed Spray ❖❖ (cold, evocation, primal) The calathgar expels thorny, frozen seeds in a 15-foot cone, dealing 1d6 piercing and 4d6 cold damage (DC 20 basic Reflex save). In mild cold or colder environments (*Core Rulebook* 518), these seeds cling to living creatures they strike, dealing 1d4 persistent cold damage. The calathgar can't use Seed Spray again for 1d4 rounds.

VENGEFUL FLOWERS

Calathgar cuttings are greatly desired in warmer lands, yet horticulturalists often fail to realize that calathgars are sapient, mobile, and vengeful against those who prune their leaves or take cuttings. These feral flowers understand the speech of forest denizens and often shift and move their groves when they sense danger approaching. They protect their immature and immobile offspring, and if they discover a garden of their young has been despoiled, they track down the perpetrators to unleash a flurry of vengeance upon them.

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CALIGNI SLAYER TRINKETS

Slayers obsess over magical trinkets, coveting them above all else. They often have a consumable or permanent item of use in combat, such as a scroll, wand, or talisman. Unfortunately, their incessant tinkering and fiddling often leaves their treasures broken or depleted.

Caligni Slayer

Caligni slayers possess greater occult talents than others of their kind. In most other calignis, the power bartered from the long-lost demigods known as the Forsaken merely burns within. But in caligni slayers, this power is a deep and terrible hunger. Slayers embrace their evil impulses as a result, and they seek to feed on others with their soul harvest ability to keep this supernatural hunger sated. Slayers denied the opportunity to feed descend into paranoia and, eventually, murderous rage. Delayed feeding improves but never fully restores their composure and patience.

Perhaps the greatest manifestation of a slayer's hunger appears at the moment of their death. Upon its last breath, a slayer collapses into itself in a violent, lightless implosion, rather than the blinding eruption of other calignis' deaths, consuming the body itself in a final attempt at satiation.

Slayers view themselves as the cleverest and most gifted of the calignis. They seethe with ill-concealed envy at the position of power caligni stalkers occupy (*Pathfinder Bestiary* 51), ever scheming to displace them and claim that power for their own. For their part, stalkers tolerate these machinations as an acceptable price for the talents slayers contribute to an enclave. If necessary, any slayer who grows too ambitious can become a brave sacrifice in battle, for the good of the enclave.

In physical stature, slayers fall between the willowy caligni dancers and the diminutive creepers. Stalkers tower above most slayers—yet another source of slayers' envy and resentment.

CALIGNI SLAYER — CREATURE 3

UNCOMMON | CE | SMALL | CALIGNI | HUMANOID

Perception +8, greater darkvision

Languages Caligni, Undercommon

Skills Acrobatics +9, Arcana +10, Athletics +7, Occultism +10, Stealth +10

Str +1, **Dex** +4, **Con** +1, **Int** +2, **Wis** +0, **Cha** +2

Items black smear poison (2 doses; see below), kukri

Light Blindness

AC 19; **Fort** +9, **Ref** +12, **Will** +6

HP 45; death implosion

Death Implosion (sonic) When the caligni slayer dies, their body implodes violently into nothingness, dealing 3d10 sonic damage to creatures in a 10-foot burst. Each creature in the area must attempt a DC 20 Fortitude save. The slayer's gear and treasure are unaffected by the implosion and are left in a pile where they died.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 minute.

Critical Failure The creature takes double damage and is deafened for 24 hours.

Speed 25 feet

Melee ◆ kukri +11 (agile, finesse, trip), **Damage** 1d6+3 slashing plus black smear poison

Occult Innate Spells DC 20, attack +12; **2nd** *darkness* (at will), *death knell*, *phantom pain*, *spectral hand*; **Cantrips (2nd)** *chill touch*, *daze*, *detect magic*, *shield*

Black Smear Poison (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison damage and enfeebled 2 (1 round). See *Pathfinder Bestiary* 51 for full details on this alchemical poison.

Call to Blood ◆◆ (enchantment, mental, occult) Each caligni within 30 feet gains a +2 status bonus to attack rolls against flat-footed creatures. This bonus lasts for 1 minute.

Soul Harvest (necromancy) The caligni slayer deals an additional 2d6 negative damage to flat-footed creatures.

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Carbuncle

Never have legend and misinformation met upon a more inauspicious brow than that of the lowly carbuncle. At first glance, carbuncles appear to be little more than ungainly reptiles. What sets them apart is their strange magical abilities and the gemstone-like horn protruding from between their goggling eyes. Although rumors suggest various uses for carbuncle horns, ranging from miracle cure-alls to potent magical components, the truth is much more mundane: a carbuncle's horn is merely a highly reflective growth, not unlike a fingernail.

CARBUNCLE — CREATURE 1

RARE | N | TINY | BEAST

Perception +7; darkvision

Languages carbuncle empathy 30 feet

Skills Stealth +3 (+7 in grass or undergrowth), Survival +6

Str –3, **Dex** +0, **Con** +3, **Int** –2, **Wis** +3, **Cha** +0

Carbuncle Empathy The carbuncle can telepathically send mild feelings and sensations to nearby creatures. It can't use this ability to communicate in language or hinder a target, but it might convey a feeling of dread or the scent of food cooking nearby.

AC 16; **Fort** +8, **Ref** +3, **Will** +6

HP 20

Easy to Influence Any mental spell can affect a carbuncle, regardless of creature type limitations. Against a *suggestion* spell, a carbuncle always gets an outcome one degree of success worse than it rolled on its saving throw.

Fatal Faker ↻ (arcane, conjuration, teleportation) **Trigger** The carbuncle takes damage; **Effect** The carbuncle feigns death by teleporting away and leaving a replica of its corpse behind, creating a colorful flash of light and a croaking sound. The real carbuncle transports to a clear space within 30 feet that it can see, and a hollow shell remains behind. The fake body appears solid until it is touched, at which point it crumbles to dust.

Speed 15 feet

Melee ◆ jaws +5 (finesse), **Damage** 1d6 piercing

Primal Innate Spells DC 18; **3rd** *levitate* (at will, self only); **1st** *jump* (at will); **Cantrips (1st)** *daze*

Specious Suggestion ◆◆ (enchantment, incapacitation, mental) **Frequency** three times per day; **Effect** The carbuncle concentrates on a creature it can see and tries to manipulate that creature. The target must attempt a DC 18 Will save. The target then becomes temporarily immune for 24 hours.

- **Critical Success** The attempt backfires and bolsters the target's mind instead, granting it a +1 status bonus to Will saving throws for 1 hour.
- **Success** The target briefly experiences an unusual but harmless sensation like an unexpected flavor or scent, an urge to eat something strange, or an amusing half-forgotten memory.
- **Failure** The target is compelled to spend all of its actions on its next turn performing harmless, pointless, and usually embarrassing actions.
- **Critical Failure** As failure, but the compulsion persists for 1 minute. The target can attempt a new save at the end of its turn each round to end the effect.

CARBUNCLE CHATTER

"A lizard with an apple-sized gem sticking out of its forehead? Wishful thinking!"

"Carbuncles are real! I almost caught one, but even though it could barely walk, its magic allowed it to escape my clutches."

"Their mind control powers could make them useful familiars, but if you ever catch one, it dies of fright."

"My advice is to stay away from these pests. They drink your hopes and aspirations through their horns, leaving you empty except for bad luck and bellyaches."

"Planning a carbuncle hunt? You'd better leave your self-respect at home, and be ready to emerge with fewer friends than you had at the start!"

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CATOBLEPAS NESTS

A catoblepas den is an awful place indeed—a filthy nest composed of piles of decaying vegetation, half-finished or half-digested meals of decaying animals, never-quite-dry banks of mud, and tangles of thorny branches. Worse, the catoblepas's stink infuses such a site, imposing the beast's ungodly stench upon those who would explore and search within for treasure. A catoblepas nest can retain its stink in this way for up to a week after it's been abandoned by its foul denizen.

CATOBLEPAS

The catoblepas is an aggressive beast at the best of times. Though it prefers swamps, the catoblepas has been know to forage in plains and forests for short periods, leaving behind hunting grounds tainted by its foul breath and noxious waste that other predators and prey alike avoid for days or even weeks thereafter. The catoblepas bullies those creatures it believes are a match for it, and eats everything weaker.

A catoblepas is 15 feet long and weighs 2,200 pounds.

CATOBLEPAS — CREATURE 12

CE | LARGE | BEAST

Perception +22; darkvision

Languages Aklo

Skills Athletics +25, Intimidation +20, Stealth +22 (+24 in swamps), Survival +20

Str +7, **Dex** +4, **Con** +6, **Int** –2, **Wis** +4, **Cha** +2

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 30 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

AC 33; **Fort** +24, **Ref** +20, **Will** +22

HP 215; **Immunities** disease, poison, olfactory

Ferocity ↻

Speed 35 feet, swim 20 feet

Melee ◆ jaws +25 (magical, reach 10 feet), **Damage** 3d10+13 piercing

Melee ◆ antler +25 (magical, reach 15 feet), **Damage** 3d12+13 piercing

Melee ◆ hoof +23 (magical), **Damage** 3d10+11 bludgeoning

Breath Weapon ◆◆ (necromancy, poison, primal) The catoblepas breathes a 60-foot cone of horrid fumes, dealing 13d6 poison damage (DC 32 basic Fortitude save). The area of this cone is reduced to 30 feet underwater. Targets that fail their saving throw also become sickened 1 (sickened 2 on a critical failure). The catoblepas can't use its Breath Weapon again for 1d4 rounds.

Trample ◆◆◆ Medium or smaller, hoof, DC 32

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Cave Fisher

Cave fishers lurk in dark corners near the ceilings of caves and underground structures, lying in wait for prey to approach. When it does, the cave fisher excretes thin, tough, and very sticky filaments at its prey with lightning speed to capture it.

A cave fisher eats just about any live prey smaller than itself, though anything smaller than a rat isn't much of a meal for it. When a cave fisher captures such a creature, it often leaves the hapless animal entangled, using it as bait to attract larger creatures. Because the adhesive on its filament doesn't last long, the fisher frequently needs to eat one filament and excrete a new one. The filaments are translucent and can be hard to see when they're still and in darkness.

Cave fishers hatch with the ability to excrete filaments, but they molt many times before reaching their adult size of about 7 feet long and 400 pounds. They often leave shed shells in conspicuous locations as decoys.

CAVE FISHER — CREATURE 2

N | MEDIUM | ANIMAL

Perception +7; darkvision
Skills Athletics +10, Stealth +9
Str +4, **Dex** +3, **Con** +3, **Int** –5, **Wis** +1, **Cha** –3

AC 18; **Fort** +9, **Ref** +9, **Will** +7
HP 30

Speed 15 feet, climb 15 feet
Melee ❖ claw +10, **Damage** 1d10+6 slashing
Ranged ❖ filament +11 (range 60 feet), **Effect** sticky filament
Pull Filament ❖ The cave fisher pulls a creature grabbed by its filament toward itself, even suspending the target vertically if necessary. The cave fisher attempts an Athletics check against the creature's Fortitude DC. On a success, the cave fisher pulls the creature 15 feet closer to it (30 feet closer on a critical success).
Sticky Filament Any creature hit by the cave fisher's sticky filament is grabbed. The cave fisher can move while it has a creature grabbed with its filament, but it automatically releases the creature if the cave fisher moves beyond the filament's 60-foot length. The cave fisher can use only one filament at a time, and it can sever the filament and release any creature grabbed by it as a free action. The filament can be severed by a Strike that deals at least 10 slashing damage to it. This doesn't deal any damage to the cave fisher itself. The filament has AC 17, and its Escape DC is 19.

FISHER FILAMENTS

A cave fisher can rapidly produce a cord from a gland at the back of its throat. This filament resembles a semi-transparent silk rope and is coated with an adhesive that traps prey that comes in contact with it. When reeling in its prey, the cave fisher consumes the filament as well, slurping it up like a noodle.

A severed filament can be harvested for use as rope. The adhesive dries after about 10 minutes. A harvested filament gland can't produce new filaments, but it can be used as 25 gp worth of raw materials for creating potent adhesives, such as sovereign glue.

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MASSIVE MYRIAPODS

All centipedes prefer to eat carrion, gathering in numbers around large corpses or battlefields and jealously guarding their troves of flesh from any who would disturb them. Monstrous centipedes are also aggressive hunters and are particularly fond of devouring horses and similar creatures, often snatching a mount right out from under its rider. They are unusually stealthy for creatures of their size, making their swift strikes all the more frightening.

CENTIPEDE

Centipedes are flesh-eating myriapods that skitter with great speed through tunnels, forests, and similar densely packed terrain. Many are small predators, but others are titanic terrors that devour everything in their path.

GIANT WHIPTAIL CENTIPEDE

Whiptail centipedes are sleek and swift tunnel predators.

GIANT WHIPTAIL CENTIPEDE — CREATURE 3

N | HUGE | ANIMAL

Perception +9; darkvision

Skills Acrobatics +8, Athletics +10, Stealth +8

Str +4, **Dex** +2, **Con** +4, **Int** –5, **Wis** +2, **Cha** –4

AC 19; **Fort** +11, **Ref** +9, **Will** +7

HP 45

Attack of Opportunity ↩ Tail only.

Speed 30 feet, climb 30 feet

Melee ◆ mandibles +11 (reach 10 feet), **Damage** 1d10+6 piercing plus whiptail centipede venom

Melee ◆ tail +11 (agile, reach 15 feet), **Damage** 1d6+6 bludgeoning plus Knockdown

Undulate ◆ The giant whiptail centipede Strides **or Steps. During this movement, it can pass through spaces as narrow as 5 feet without Squeezing.

Whiptail Centipede Venom (poison); **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and clumsy 1 (1 round); **Stage 2** 2d10 poison damage and clumsy 1 (1 round); **Stage 3** 2d10 poison damage and clumsy 2 (1 round)

TITAN CENTIPEDE

These colossal, solitary centipedes claim vast hunting grounds.

TITAN CENTIPEDE — CREATURE 9

N | GARGANTUAN | ANIMAL

Perception +18; darkvision

Skills Acrobatics +16, Athletics +21

Str +8, **Dex** +1, **Con** +5, **Int** –5, **Wis** +5, **Cha** –4

AC 28; **Fort** +20, **Ref** +16, **Will** +18

HP 155

Speed 50 feet, climb 50 feet

Melee ◆ mandibles +21 (reach 20 feet), **Damage** 2d10+12 piercing plus titan centipede venom

Melee ◆ foot +19, **Damage** 2d8+10 bludgeoning

Impaling Critical When a titan centipede scores a critical hit with its mandibles, the target is painfully pierced with barbed spines and bristles, taking 1d6 persistent bleed damage and becoming flat-footed as long as the bleed damage continues.

Titan Centipede Venom (poison); **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 2 (1 round); **Stage 2** 2d8 poison damage, clumsy 2, and slowed 1 (1 round); **Stage 3** 2d10 poison damage, clumsy 2, and slowed 2 (1 round)

Trample ◆◆◆ Huge or smaller, foot, DC 28

Undulate ◆ The titan centipede Strides up to its Speed or Steps. During this movement, it can pass through spaces as narrow as 10 feet without Squeezing.

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Choker

With long, cartilaginous limbs and gray skin, chokers easily hide in stony alcoves, rocky fissures, and darkened staircases to ambush their prey. The strange little aberrations prefer to pick off weak and solitary creatures, especially those that wander off from their packs or communities. A choker's long, spongy arms are flexible but deceptively strong. The fingers can tighten rapidly and are ridged with spiky, tooth-like structures that provide an incredible grip. A choker typically strangles its prey to death, then drags the body off or dismembers it using crude tools if the body is too big to carry. If confronted or outnumbered, a choker tries to escape, often compressing into a tight passage to get away. Chokers that encounter humanoids exhibit intense curiosity about their culture, society, and the products of art and industry. This interest isn't very deep—it just results in chokers that like killing people and collecting any of their items that seem sophisticated, such as jewelry, nice clothing, or written texts.

Chokers sometimes gather in settlements, usually sticking to slums or abandoned structures. These chokers stalk at night, flopping across rooftops, tapping at windows, and scuttling through sewers, gutters, and chimneys to get at prey. An urban choker that finds prey early on its hunt—a wandering pet, a person who is out alone—might spend the rest of the night indulging its curiosity about the products of society. A curious choker might abscond with all sorts of odd items, from tavern signs to library books to roof tiles. A choker usually pilfers only one item at a time, but as its collection grows, it might need to find a larger nest to accommodate its collection, then move its pieces one by one to the new home.

Choker Trinkets

A choker's nest is small and confined, as the choker prefers. It doesn't tidy its nest, so everything from animal bones to valuable treasures might be within, compacted into one mass. A choker in the wilderness might have a few remnants of society taken from victims who wandered through. These remnants can include candles, maps, or animal traps. Chokers in cities have stolen goods appropriate to their location: books and scrolls if a library or wizard's college is nearby, steins and pillows near a tavern, or fishhooks and shipping manifests near a dock, for example. Chokers almost never have edible or drinkable items, as they prefer to consume these "delicacies" themselves—even magical potions and alchemical items.

Choker — Creature 2

CE | Small | Aberration

Perception +7; darkvision
Languages Aklo, Undercommon
Skills Athletics +9 (+11 to Grapple), Stealth +9
Str +3, **Dex** +3, **Con** +1, **Int** –3, **Wis** +1, **Cha** –2

AC 18; **Fort** +7, **Ref** +10, **Will** +7
HP 28

Yank ↷ (manipulate) **Trigger** An enemy targets the choker with an attack; **Effect** The choker tries to pull a creature it has grabbed or restrained into the path of the attack. The choker attempts an Athletics check, including its bonus to Grapple. If it succeeds against the grabbed or restrained creature's Fortitude DC, the choker redirects the attack to that creature, and the attacker compares its attack roll result against the new target's AC.

The choker must move the creature into a space adjacent to itself. The creature must also be moved within the attacker's reach against a melee attack or into a space between itself and the attacker against a ranged attack. The choker can't use this ability to make the attacker target itself, even if it's grabbing or restraining the attacker.

Speed 20 feet, climb 15 feet
Melee ❖ arm +11 (reach 10 feet), **Damage** 1d6+3 bludgeoning plus strangling fingers
Constrict ❖ 1d6+3 bludgeoning, DC 19
Hidden Movement If the choker starts its turn hidden from or undetected by a creature, that creature is flat-footed against the choker's attacks until the end of the turn.
Strangling Fingers Any creature hit by a choker's arm Strike is automatically grabbed, and the choker begins to strangle the target. The creature is suffocating and can't speak as long as it's strangled. This prevents it from casting spells with a verbal component or activating items with a command component.

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WINGED CHUPACABRAS

Some chupacabras are mutants with large reptilian wings and have been known to carry off goats or even children. A winged chupacabra has a fly Speed of 50 feet. Other chupacabras grow much larger, up to Medium sized, and can stand eye to eye with a full-grown human. These chupacabras have elite adjustments to their statistics and deal 2d6+5 damage with their jaws Strikes.

CHUPACABRA

These notorious predators have an undeniable thirst for blood. Chupacabras prefer to prey upon the weak and slow, often hiding in wait and watching potential prey for long periods before attacking. Spry and stealthy, they most often make their homes in areas of high grass and protective rock, their slightly reflective scales allowing them to blend in well with such surroundings.

Chupacabras prefer to eat lone travelers and farm animals (particularly goats), and leave little evidence of their presence apart from the grisly, blood-drained husks of their meals. Their tendency to stay out of sight combined with their naturally nocturnal activity often leads superstitious locals to conclude the worst, imagining that a particularly reckless vampire lives in the area.

A typical chupacabra measures nearly 5-1/2 feet from its muzzle to the tip of its spiny tail, and it stands just under 4 feet tall. With their slight build and lightweight bones, most weigh close to 100 pounds. They mate rarely and only during the hottest months, with the females each producing a single egg that hatches into a tiny, dehydrated creature. The mother typically leaves helpless prey in her cave so the hatchling can immediately feed.

Although chupacabras are typically solitary creatures, they have been known to form small gangs in bountiful areas. Members of these groups work well together, growing bold enough to attack larger animals, small herds, and otherwise more dangerous prey. Stories of chupacabras attacking travelers or laying siege to farmhouses typically stem from the hunting practices of such gangs. Regions where chupacabra activity like this is more common often have complex and colorful myths and tall tales about chupacabra capabilities or motive—and a few of the claims, such as that some chupacabras can fly, are all too true.

CHUPACABRA — CREATURE 3

N | SMALL | BEAST

Perception +9; darkvision

Languages Aklo (can't speak any language)

Skills Acrobatics +9 (+11 to Leap), Stealth +9 (+11 in undergrowth or rocky areas)

Str +3, **Dex** +4, **Con** +2, **Int** −3, **Wis** +2, **Cha** −2

AC 20; **Fort** +9, **Ref** +11, **Will** +7

HP 45

Speed 25 feet

Melee ❖ jaws +11 (finesse), **Damage** 1d10+5 piercing plus Grab

Melee ❖ claw +11 (agile, finesse), **Damage** 1d6+5 slashing

Chupar ❖ **Requirements** The chupacabra has a creature grabbed; **Effect** The chupacabra sucks blood from the grabbed creature. The chupacabra gains the quickened condition for 1 minute and can use the extra action only for Strike and Stride actions. A chupacabra can't use Chupar again while it is quickened in this way. A creature that has its blood drained by a chupacabra is drained 1 until it receives healing (of any kind or amount).

Pounce ❖ The chupacabra Strides and makes a Strike at the end of that movement. If the chupacabra began this action hidden, it remains hidden until after this ability's Strike.

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Cockroach

Generally seen more as a nuisance than a personal danger, cockroaches inhabit most reaches of the world. They are scavengers who live off the detritus of the natural world and from those that inhabit it. These maligned insects can survive weeks without eating, and most of their meals consist of organic waste that would otherwise overwhelm an ecosystem, particularly in their preferred urban environments. Though a typical cockroach presents virtually no threat, they can become dangerous in large groups, and some species grow particularly large.

Giant Cockroach

Cockroaches are communal creatures, rarely setting out on their own unless they are searching for food. If an adventurer encounters a single giant cockroach while exploring, they had best take precautions against others, as there is likely an entire colony nearby.

Giant Cockroach — Creature 1

N | Small | Animal

Perception +6; darkvision, scent (imprecise) 60 feet
Skills Acrobatics +6, Stealth +8
Str +1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** –1

AC 16; **Fort** +6, **Ref** +8, **Will** +4
HP 20
Scurry ↻ **Trigger** The giant cockroach is targeted by a melee attack; **Effect** The giant cockroach gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the cockroach Strides, Climbs, or Flies up to 10 feet.

Speed 25 feet, climb 25 feet, fly 15 feet
Melee ❖ mandibles +8 (agile, finesse), **Damage** 1d6+1 piercing

Cockroach Swarm

While cockroaches tend to gather in cramped spaces, a disturbed colony is sometimes prone to swarming, where hundreds or even thousands of the insects scurry out of their hiding places in a raft of shiny brown and black carapaces on thousands of skittering legs. Given how disgusting many find cockroaches to be, encountering such a swarm can be alarming to even the most seasoned adventurers. The creatures are relentless when disturbed; in contrast to the insects' normally skittish and harmless nature, as swarms they pursue the creature or creatures that provoked them and harry them with thousands of stinging bites.

Cockroach Swarm — Creature 2

N | Small | Animal | Swarm

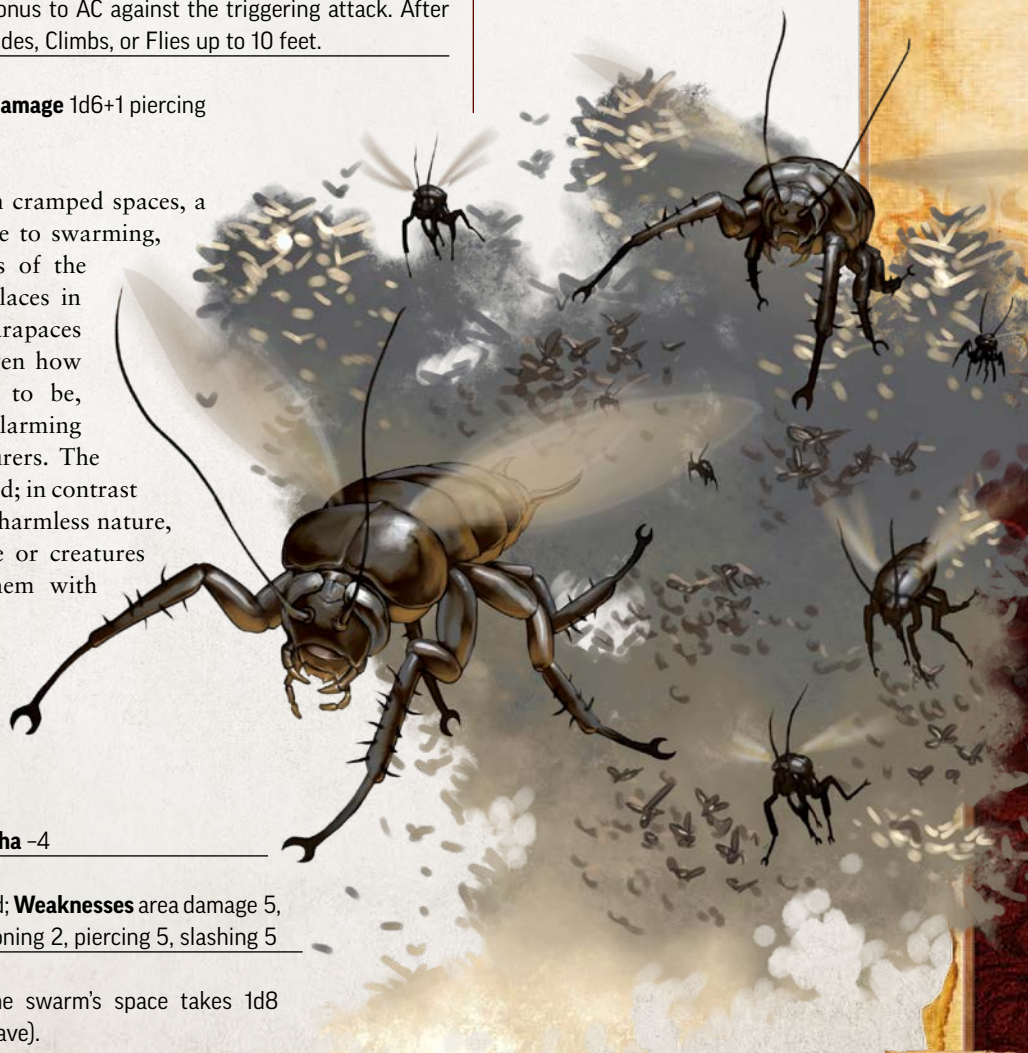
Perception +6; darkvision, scent (imprecise) 60 feet
Skills Acrobatics +8, Stealth +8
Str +2, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –4

AC 18; **Fort** +9, **Ref** +10, **Will** +6
HP 20; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 20 feet, climb 20 feet, fly 15 feet
Swarming Bites ❖ Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save).

Cockroach Species

Beyond the common giant cockroach, other flesh-eating cockroaches exist throughout the world. These variations include the giant hissing cockroach, the noxious venomroach, the huge spitting cockroach (which can incapacitate enemies from a distance), the aggressive sawback cockroach, and the mysterious and rare dragonroach.



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OTHER COUATLS

The quetz couatl presented here is the most common of its kind, and while most adventurers and scholars refer to them simply as "couatls," other kinds exist as well, such as the fierce xiuh couatl, the nomadic auwaz couatl, the wise mix couatl, the nurturing chicome couatl, and the furious tletli couatl.

Couatl, Quetz

These sacred feathered serpents tirelessly serve the powers of law and good. Some operate directly as messengers and intermediaries of the deities, while others operate independently in aiding the cause of righteousness. Either way, they watch over mortals and try to influence and aid them from the shadows, shifting from plane to plane to spread wisdom and healing where they are needed. Some quetz couatls are worshipped as divinities in remote or isolated societies, and while they do not encourage such veneration, they use the trust placed in them to foster peace and cooperation with others.

Quetz couatls are typically 10 to 20 feet long, with iridescent blue and green scales. Their glorious wings of rainbow-hued feathers span 15 feet and weigh nearly a ton. They are carnivorous, feeding on birds, mammals, and even the occasional evil humanoid.

QUETZ COUATL — CREATURE 10

UNCOMMON | LG | LARGE | BEAST | COUATL

Perception +21; darkvision, *detect alignment*

Languages Celestial, Common, Draconic; telepathy 100 feet

Skills Acrobatics +16, Arcana +19, Diplomacy +22, Nature +22, Occultism +19, Religion +22, Survival +16

Str +7, **Dex** +3, **Con** +5, **Int** +6, **Wis** +5, **Cha** +5

AC 30; **Fort** +19, **Ref** +19, **Will** +21

HP 175

Speed 15 feet, fly 50 feet

Melee ❖ jaws +23 (magical), **Damage** 2d10+13 piercing plus quetz couatl venom and Grab

Divine Innate Spells DC 29; **7th** *ethereal jaunt* (at will), *plane shift* (self only); **5th** *breath of life*, *divine wrath*; **4th** *charm*, *gaseous form*; **3rd** *mind reading* (at will); **2nd** *invisibility* (self only, at will); **Cantrips (5th)** *disrupt undead*, *light*, *mage hand*; **Constant (5th)** *detect alignment* (all alignments simultaneously)

Greater Constrict ❖ 2d10+7 bludgeoning, DC 29

Quetz Couatl Venom (poison) A quetz couatl's venom deals good damage rather than poison damage to fiends; **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d8 poison damage, enfeebled 1, and flat-footed (1 round); **Stage 3** 2d10 poison damage, enfeebled 2, and flat-footed (1 round)

Radiant Wings ❖❖ (divine, enchantment, incapacitation, mental, visual) The quetz couatl spreads its multicolored wings and radiant plumage. Each enemy within 30 feet must attempt a DC 29 Will save.

Critical Success The creature is unaffected and is temporarily immune to Radiant Wings for 24 hours.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure As failure, but if the creature is evil, it is also stunned 3.

Wrap in Coils ❖ **Requirements** The quetz couatl has a Medium or smaller creature grabbed or restrained in its jaws; **Effect** The quetz couatl moves the creature into its coils, freeing its fangs to make attacks, then uses Greater Constrict against the creature. The quetz couatl can hold as many creatures in its coils as will fit in its space.

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Crab

Crabs are scavenging crustaceans known for their hard shells and iconic sideways gait. They use their claws to defend themselves, hunt, and fight other crabs for territory. When confronted with threats from outside their species, most crabs prefer to flee, but when retreat isn't possible, they clamp on to their foes as tightly as they can.

The statistics presented here represent giant crabs that live close to the water's surface. Crabs that live deeper underwater often exhibit more extreme adaptations to their environment. Crabs who live in the depths where little light reaches gain darkvision and cold resistance, and those adapted to the most hostile reaches of the deep sea can detect nearby creatures through subtle shifts in ocean currents.

These skittering creatures are prized for their delicious meat, but their size makes them dangerous targets for harvesting.

GIANT CRAB — CREATURE 2

N | MEDIUM | ANIMAL | AQUATIC

Perception +8; darkvision

Skills Acrobatics +7, Athletics +8, Stealth +7

Str +4, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** –3

AC 19; **Fort** +7, **Ref** +9, **Will** +8

HP 24; **Resistances** physical 3 (except bludgeoning)

Vulnerable to Prone If a creature critically succeeds on a check to Trip the giant crab, the crab is flipped over onto its back in addition to the usual effects. A giant crab that is flipped onto its back has a particularly hard time defending itself; instead of taking the normal –2 circumstance penalty to AC for being flat-footed, it takes a –4 circumstance penalty to AC.

Scuttle ↻ Trigger A creature that the giant crab can see targets the crab with an attack; **Effect** The giant crab scuttles to the side and gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the crab can Stride up to its speed in a straight line as part of the reaction.

Speed 25 feet, swim 15 feet

Melee ❖ claw +10, **Damage** 1d10+4 slashing plus Grab

Constrict ❖ 1d6+4 bludgeoning, DC 18

CRAB SPECIES

Crabs can be found along all of the world's coastlines, from relatively small creatures like the king crab or the coconut crab, to truly oversized monsters like the great reef crab, shark-eating crab, or the lumbering shipwrecker crab.

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CRAWLING HAND ORIGINS

A popular tale among necromancers tells of an ancient wizard who trafficked in evil magic. During a summoning ritual gone wrong, the wizard's hand became possessed and later strangled them while they slept. The hand dragged the corpse across the wizard's rooms to their workbench, propped up a knife in a vise, and severed itself from the rest of the body. According to the story, the hand went on to commit several more murders and disappeared into the sewers of a major metropolis, never to be seen again. Some necromancers believe that this original crawling hand still creeps through the shadows of that city, killing as it pleases.

Crawling Hand

Typically, crawling hands are formed when severed appendages are endowed with a crude sentience by evil necromantic energies that turn them into tireless killers. Yet crawling hands can also arise spontaneously, usually when a creature loses an appendage in a place rife with necromantic energy or with a connection to the Negative Energy Plane.

CRAWLING HAND

A crawling hand formed from the appendage of a Medium creature is quick and agile, skittering in the shadows until it can strike its prey.

CRAWLING HAND — CREATURE -1

NE | TINY | UNDEAD

Perception +5; lifesense 30 feet, tremorsense (imprecise) 30 feet

Skills Athletics +5, Stealth +6, Survival +2

Languages Common (can't speak any language)

Str +1, **Dex** +3, **Con** +0, **Int** –4, **Wis** +0, **Cha** +0

AC 12; **Fort** +2, **Ref** +5, **Will** +2

HP 8, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet

Melee ❖ claw +7 (agile, finesse), **Damage** 1d4+1 slashing plus Grab

Grip Throat A Medium or smaller creature that is grabbed by the crawling hand has difficulty speaking and must spend an extra action to perform any action with the verbal trait.

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and damage rolls when it Strikes its quarry.

GIANT CRAWLING HAND

A giant crawling hand is the appendage of a very large creature, such as a giant.

GIANT CRAWLING HAND — CREATURE 5

NE | MEDIUM | UNDEAD

Perception +12; lifesense 30 feet, tremorsense (imprecise) 30 feet

Skills Athletics +13, Stealth +11, Survival +12

Languages Common (can't speak any language)

Str +4, **Dex** +2, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

AC 22; **Fort** +13, **Ref** +11, **Will** +10

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Pus Burst ↻ **Trigger** The giant crawling hand takes piercing or slashing damage; **Effect** A random creature adjacent to the giant crawling hand is sprayed with vile pus that deals 4d6 negative damage. The affected creature must attempt a DC 21 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes half damage and becomes sickened 1.

Failure The creature takes full damage and becomes sickened 2.

Critical Failure The creature takes double damage and becomes sickened 3.

Speed 20 feet

Melee ❖ claw +15, **Damage** 2d6+7 slashing plus Grab

Mark Quarry As crawling hand.

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Culdewen

Perpetually cursed to hunger and failure, a culdewen plies waterways in search of appealing fish to catch—the bigger the better. Of course, this diminutive, emaciated fey calls every living creature a "fish." Only other fey are exempt, and they tend to consider culdewens lost causes. A culdewen can never find satisfaction. Each time they catch a fish, a magical curse forces them to hunt for an appealing spot to dine—an island, cove, or abandoned dock or shack where they can eat in peace. By the time they arrive, their catch will be gone. Every time. Forever.

A foul mood hovers over a culdewen, causing them to swear colorfully, smack things with their oar, and shake their tiny fists at the sky. Conversation with a culdewen is fruitless, as they talk in circles, speaking only of fishing and the weather. Capturing a "fish" gives a culdewen a rare moment of happiness; the culdewen capers and ululates, pleased with their catch, and rushes off to their boat.

CULDEWEN — CREATURE 7

CE | SMALL | AMPHIBIOUS | FEY

Perception +15, low-light vision

Languages Aquan, Common, Sylvan

Skills Athletics +16, Deception +16, Intimidation +14, Nature +12, Sailing Lore +14, Stealth +15, Survival +16

Str +4, **Dex** +5, **Con** +1, **Int** –1, **Wis** +2, **Cha** +4

Items fish hook, oar (functions as mace)

Culdewen's Curse (curse, enchantment, primal) A culdewen that captures a creature is compelled to immediately retreat to a secluded place to eat, typically journeying by boat. The travel to the secluded place always takes at least 1 day. Their captive is cursed to vanish on the journey—typically being lost in the water or consumed by aquatic creatures—and can be recovered only by a *wish* spell or similarly powerful magic.

AC 25; **Fort** +14, **Ref** +18, **Will** +13; –2 status to all saves vs. curses

HP 105; **Weaknesses** cold iron 5

Speed 40 feet, swim 40 feet

Melee ❖ fish hook +17 (trip), **Damage** 2d10+7 piercing plus hooked

Melee ❖ oar +17 (shove), **Damage** 2d6+7 bludgeoning

Ranged ❖ fish hook +18 (thrown 30 feet), **Damage** 2d10+7 piercing plus hooked

Hooked A creature struck by the culdewen's fish hook is skewered, taking 1d4 persistent bleed damage as long as the hook remains stuck in it. The fish hook can be removed only if a creature spends an Interact action and succeeds at a DC 25 Athletics check to pull it free.

Land the Fish ❖ **Requirements** A creature is hooked by the culdewen's fish hook and adjacent to the culdewen; **Effect** The culdewen hoists the creature over their shoulder, as though it weighs no more than a fish. Unless the creature is unable to act, the culdewen must attempt an Athletics check against the creature's Fortitude DC. On a success, the creature is restrained by the culdewen. While hoisting a creature, the culdewen gains a +20-foot status bonus to their Speeds and is compelled to escape with it (see culdewen's curse above).

Reel In ❖ (manipulate) The culdewen pulls the rope attached to their hook. If they have no creature hooked, the fish hook returns to the culdewen's hand. If a creature is hooked, the culdewen attempts an Athletics check against the creature's Fortitude DC, pulling it up to 30 feet closer on a success (60 feet on a critical success).

Swear ❖ (auditory, curse, enchantment, primal) The culdewen unleashes a string of invectives. Each creature that hears them must attempt a DC 25 Will save, with the effects of *mariner's curse* and is then temporarily immune for 24 hours. Even on a failed save, the curse ends automatically after 1 day.

THE CURSE OF CRAWLEY JACK

The damnable curse of the culdewen traces back to the First World, when a bitter old culdewen named Crawley Jack poached a fish from the pool of a powerful fey noble. Short of temper and feeling vindictive, the noble doomed Crawley Jack's people to never consume another fish again. Yet their desire to eat fish never diminished. The curse's punishment is exacted in endless creative ways. A culdewen's catch might be rescued by merfolk, stolen by skum, eaten by nipping sharks, or carried away on a piece of driftwood when the culdewen's boat is destroyed in a storm or shipwreck.

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ABADDON

Daemons hail from Abaddon, a plane of pure evil for only the most corrupt souls. If Hell is a realm of torture and systematic depravity, Abaddon is its twisted cousin—a place where one can find only misery and despair in ample quantities, with neither the strictures of Hell nor the chaotic freedom of the Abyss. For evildoers who seek simply to inflict their wickedness on others, Abaddon is a rich hunting ground where one can revel in turpitude, though visitors be forewarned: the competition is fierce.

DAEMON

Daemons form from the most despicable souls and personify forms of death.

PISCODAEMON (VENOM DAEMON)

Scions of death by poisoning, piscodaemons are cruel even by daemonic standards, delighting in slow and painful suffering. To a piscodaemon, death is but the icing on a putrescent cake—its true pleasure comes from watching, hearing, smelling, and even tasting raw anguish. While poisons and venoms are piscodaemons' preferred tools, their cruel claws are more than capable of tearing enemies asunder if necessary.

Piscodaemons dwell in fetid swamps and noxious waterways, including the River Styx, the Bile Sluice, and the Drowning Court of Charon, Horseman of Death. They are often accompanied by cadres of hydrodaemons—representations of death by drowning. While they are cunning commanders, piscodaemons are apt to forget their station in the heat of battle and slice their way to the center of the fray.

PISCODAEMON — CREATURE 10

NE | MEDIUM | AMPHIBIOUS | DAEMON | FIEND

Perception +19; darkvision, *see invisibility*

Languages Common, Daemonic; telepathy 100 feet

Skills Athletics +22, Intimidation +19, Medicine +17, Stealth +22, Survival +19

Str +6, **Dex** +4, **Con** +6, **Int** +2, **Wis** +3, **Cha** +3

AC 28; **Fort** +22, **Ref** +16, **Will** +19; +1 status to all saves vs. magic

HP 200; **Immunities** death effects, poison; **Weaknesses** good 10

Attack of Opportunity ↩

Enhance Venom ↩ (divine, misfortune, necromancy, poison)

Trigger A creature within 30 feet attempts a saving throw against piscovenom; **Effect** The creature takes an additional 2d8 poison damage even if it succeeds at its save.

Speed 25 feet, swim 40 feet

Melee ◆ claw +23 (evil, magical), **Damage** 2d10+12 slashing plus 1d6 evil and Grab

Melee ◆ tentacle +23 (agile, evil, magical), **Damage** 2d6+12 bludgeoning plus 1d6 evil and piscovenom

Divine Innate Spells DC 29; **5th** *dimension door*; **4th** *dimension door* (at will), *stinking cloud* (×3); **1st** *detect alignment* (at will; good only), *detect poison* (at will); **Constant (2nd)** *see invisibility*

Constrict ◆ 2d10+6 bludgeoning, DC 30

Gory Rend ◆◆ The piscodaemon makes two claw Strikes against the same creature. If both hit, the creature takes 2d10 persistent bleed damage and is exposed to piscovenom.

Piscovenom (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 2d8 poison and enfeebled 1 (1 round); **Stage 3** 4d8 poison and enfeebled 2 (1 round)

MELADAEMON (FAMINE DAEMON)

Meladaemons personify death by starvation and thirst, and revel in spreading the same despair that brought about their mortal demise. When they aren't blighting fields, massacring livestock, or tainting water supplies, they experiment on prisoners to study how long creatures can go without sustenance and the deleterious effects that result from such deprivation. Fiercely loyal to Trelmarixian, Horseman of Famine, they serve no other beings. They work alongside other daemons if Trelmarixian wills it, but are notoriously traitorous.

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MELADAEMON — CREATURE 11

NE | LARGE | DAEMON | FIEND

Perception +21; darkvision, lifesense (imprecise) 30 feet
Languages Common, Daemonic; telepathy 100 feet
Skills Acrobatics +20, Deception +23, Intimidation +23, Religion +20, Stealth +23, Survival +19
Str +7, **Dex** +5, **Con** +6, **Int** +3, **Wis** +4, **Cha** +6

AC 31; **Fort** +23, **Ref** +20, **Will** +19; +1 status to all saves vs. magic
HP 225; **Immunities** death effects; **Weaknesses** good 10
Consumptive Aura (aura, divine) 20 feet. A meladaemon emanates an aura of intense hunger. Each round a creature begins its turn in the aura, it must attempt a DC 27 Fortitude save. On a failure, the creature takes 1d6 negative damage (2d6 on a critical failure) and becomes fatigued. This fatigue ends as soon as the creature eats any food.
Withering Opportunity ↻ **Trigger** The meladaemon is attacked by an adjacent creature and the attack misses; **Effect** The meladaemon swipes at the triggering creature, which must immediately attempt a save against the meladaemon's withering touch.

Speed 25 feet, fly 50 feet
Melee ❖ bite +24 (evil, magical, reach 10 feet), **Damage** 2d12+13 plus 1d6 evil and daemonic famine
Melee ❖ claw +24 (agile, evil, magical, reach 10 feet), **Damage** 2d8+13 slashing plus 1d6 evil, Grab, and withering touch
Divine Innate Spells DC 31; **6th** *phantom pain*; **5th** *dimension door*, *fear*, *magic missile* (at will); **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will)
Rituals DC 31; *blight*
Daemonic Famine (disease) **Saving Throw** DC 29 Fortitude; **Stage 1** carrier (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3; **Stage 5** enfeebled 3 (1 week); **Stage 6** dead
Withering Touch (divine, evil, necromancy) When the meladaemon hits with a claw Strike or a creature begins its turn grabbed by the meladaemon, the creature must attempt a DC 30 Fortitude save. On a failure, the creature takes 1d6 negative damage and becomes fatigued. This fatigue ends when the creature drinks.

FORMED IN HIS IMAGE

Meladaemons have always been gaunt and bestial, but they didn't always resemble jackals. When Trelmarixian overthrew the previous Horseman of Famine, one of his first acts as a ruler of Abaddon was to forcibly twist the appearance of his deacon caste to resemble his own wicked form. He went on to imbue meladaemons with other jackal-like aspects as it suited him, further warping them and cementing their fealty.

DERGHODAEMON (RAVAGER DAEMON)

Derghodaemons represent death through unfathomable violence and being eaten alive. Whether in life a ravenous murderer hacked them to bits for stew, a werewolf tore them limb from limb, or they simply succumbed to the elements and became worm meat, derghodaemons seek to inflict the same twisted and bloody ends upon any they come across. Unlike some daemons, derghodaemons derive little pleasure from prolonged deaths—to these fiends, the quicker they can enact a gory demise, the sooner they can turn their attentions to their next victim and repeat the violent cycle.

Derghodaemons look like walking masses of razor-sharp insect claws connected to equally menacing chitinous limbs, but few linger on their appearance for long—the gaze of a derghodaemon is enough to cause others in the vicinity to experience severe visual warping. The derghodaemon's appearance becomes more and more twisted as those who stare at it experience vicious hallucinations and ravenous urges to inflict harm on and devour others. Perhaps the most horrific attack derghodaemons can unleash upon their victims, though, is their swarming infestation—the daemons cough up a crawling, buzzing cloud of ravenous insects that cling to those targeted and chew them to death, provided the mind-numbing, half-whispered threats made by the rasp of the insects' bodies don't drive them to violent fury first!

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DAEMON HARBINGERS

The four Horsemen are the most powerful of the daemonic demigods, but they are only four of many. Far more daemonic harbingers dwell on Abaddon, each a unique and powerful demigod in their own right that enjoys sweeping influence among daemonkind. Jacarkas the Collector (ruler of the slave city of Awaiting Consumption), Vorasha the Ophidian (consort to the Horseman of Famine), and Zelishkar the Bitter Flame (patron to arsonists and agent of the Horseman of War) are but three of the dozens of harbingers who rule realms in Abaddon.

DERGHODAEMON — CREATURE 12

NE | LARGE | DAEMON | FIEND

Perception +24; darkvision, scent (imprecise) 60 feet
Languages Common, Daemonic; telepathy 100 feet
Skills Acrobatics +22, Athletics +25, Intimidation +24, Stealth +24
Str +7, **Dex** +6, **Con** +5, **Int** +1, **Wis** +6, **Cha** +6

AC 33; **Fort** +21, **Ref** +24, **Will** +22; +1 status to all saves vs. magic
HP 240; **Immunities** confusion, death effects, swarm attacks; **Weaknesses** good 10

Speed 35 feet
Melee ◆ claw +25 (deadly 1d12, evil, magical, reach 10 feet), **Damage** 3d8+10 slashing plus 1d6 evil
Ranged ◆ swarm spit +25 (evil, magical, range 60 feet), **Damage** 2d6+13 piercing plus 1d6 evil
Divine Innate Spells DC 32; **6th** *blade barrier*, *feeblemind* (×3); **5th** *dimension door*; **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will)
Derghodaemon's Stare ◆ (divine, emotion, enchantment, incapacitation, mental, visual) A non-evil target must succeed at a DC 32 Will save or become confused for 1 round, or 1 minute on a critical failure. It is temporarily immune for 10 minutes.
Rend ◆ claw
Savage Assault ◆◆ The derghodaemon makes up to five claw Strikes, each against a different target. These attacks count toward the derghodaemon's multiple attack penalty, but the penalty doesn't increase until after all the attacks.
Swarming Infestation ◆◆ The derghodaemon spews a large swarm, making a swarm spit Strike against up to two adjacent targets within range. Whether or not the targets are hit, each must attempt a DC 31 Reflex save (at a –2 circumstance penalty if it was actually hit by the swarm spit). Persistent damage caused by the swarming infestation ends as soon as the creature takes any amount of damage from an area effect. The derghodaemon can't use this ability for 1d4 rounds.
Critical Success The swarm disperses as soon as it deals its swarm spit Strike damage.
Success The swarm clings to the target and infests it, dealing 1d6 persistent piercing damage.
Failure The swarm clings to the target and infests it, dealing 2d6 persistent piercing damage.
Critical Failure As failure, but the hissing sounds caused by the infestation also cause the target to become confused for 1 round; this additional effect has the auditory, emotion, and mental traits.

THANADAEMON (DEATH DAEMON)

Also known as the deacons of death, thanadaemons represent death via old age. They are among the most patient daemons, and prefer to bide their time to enact far-reaching, decades-long plans rather than fight (though they are still deadly foes). Like the Horseman of Death, they ply the waters of the River Styx in search of wayward souls. Rarely are thanadaemons seen without a trademark oar (which they wield as a bo staff), a tool they use to navigate the river's muck-ridden channels and turbulent rapids.

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THANADAEMON — CREATURE 13

NE | MEDIUM | DAEMON | FIEND

Perception +26; darkvision, *true seeing*
Languages Common, Daemonic; telepathy 100 feet
Skills Arcana +22, Deception +26, Intimidation +26, Religion +22, Styx Lore +24
Str +6, **Dex** +6, **Con** +4, **Int** +3, **Wis** +5, **Cha** +7
Items *+1 striking bo staff*, soul gem (2)

AC 34; **Fort** +21, **Ref** +23, **Will** +26; +1 status to all saves vs. magic
HP 270; **Immunities** death effects; **Weaknesses** good 10
Terrifying Gaze (aura, divine, emotion, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 30 Will save. If the creature fails, it becomes frightened 2. The creature is then temporarily immune to terrifying gaze (but not Focus Gaze) for 24 hours.

Speed 25 feet; *air walk*
Melee ❖ *bo staff* +28 (evil, magical, parry, reach 10 feet, trip), **Damage** 3d8+14 bludgeoning plus 1d6 negative, 1d6 evil, and draining strike
Melee ❖ claw +27 (agile, evil, finesse, magical), **Damage** 3d6+14 slashing plus 1d6 evil and draining strike
Divine Innate Spells DC 34; **7th** *finger of death*, *plane shift* (at will; self plus skiff and passengers only; Astral, Ethereal, and evil planes only), *teleport*; **6th** *slow*, *vampiric exsanguination* (×2); **5th** *dimension door*; **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will); **Constant (7th)** *air walk*, *true seeing*
Rituals DC 34; *animate dead*
Draining Strike (divine, necromancy) When a thanadaemon damages a living creature with a melee Strike, the creature must succeed at a DC 33 Fortitude save or become drained 1. Further damage dealt by the thanadaemon increases the drained condition value by 1 on a failed save, to a maximum of drained 4.
Focus Gaze ❖ (concentrate, divine, fear, visual) The thanadaemon glares at a single creature they can see within 30 feet. The target must immediately attempt a DC 33 Will save against the thanadaemon's terrifying gaze. If the target was already frightened, a failed save causes it to become fleeing for 1d4 rounds. After attempting its save, the creature is temporarily immune to this ability until the start of the thanadaemon's next turn.
Soul Crush ❖❖ (manipulate) **Requirements** The thanadaemon has a soul gem; **Effect** The thanadaemon crushes the soul gem in one hand and gains fast healing 15 for 1 minute.

STYX PASSAGE FEES

Gliding with eerie ease along the murky River Styx, thanadaemons are only too happy to offer mortals passage aboard their dilapidated skiffs—for a price. Gold is typically an acceptable payment for a thanadaemon's services, though these fiends are well-known for altering the details of arrangements after the fact, and may just as likely demand a favor or some esoteric good, such as a soul gem, instead of coin.

PURRODAEMON (WAR DAEMON)

Few creatures embody war's sheer amount of bloodshed and loss of life as deeply as the purrodaemons, deacons of war. These giant humanoid daemons are bedecked in black, unholy armor, with weapons piercing their flesh at every opening. Far from wounds, however, these weapons are the purrodaemon's arsenal. A purrodaemon can, with frightening swiftness and nauseating ease, extract a weapon from its own flesh as though drawing a sword from a sheath, and their blood is so tainted with evil that weapons steeped in it become powerful tools of war.

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DAEMONIC DEACONS

Each of the four Horsemen is served by a specific category of servitor daemons known as deacons. Leukodaemons serve as deacons to the Horseman of Pestilence. Meladaemons serve as deacons to the Horseman of Famine, while thanadaemons serve as deacons to the Horseman of Death. Purrodaemons are currently the most powerful of the deacons, and serve the Horseman of War—yet over time, which category of deacon is the most powerful can wax and wane.

PURRODAEMON — CREATURE 18

NE | LARGE | DAEMON | FIEND

Perception +33; darkvision, *true seeing*

Languages Common, Daemonic; telepathy 100 feet

Skills Athletics +37, Intimidation +35, Religion +30, Stealth +34, Survival +33, Warfare Lore +32

Str +9, **Dex** +6, **Con** +7, **Int** +4, **Wis** +7, **Cha** +7

Items *+2 greater striking glaive*, soul gem (2), steeped weapon (7–10)

AC 43; **Fort** +33, **Ref** +30, **Will** +29; +1 status to all saves vs. magic

HP 335; **Immunities** bleed, death effects; **Weaknesses** good 15; **Resistances** piercing 15

Speed 25 feet, fly 50 feet

Melee ❖ *glaive* +37 (deadly d8, evil, forceful, magical, reach 15 feet), **Damage** 3d8+17 slashing plus 2d6 evil and 4d6 persistent bleed

Ranged ❖ hurled weapon +35 (deadly 1d10, evil, magical, propulsive, range 120 feet), **Damage** 2d10+12 piercing plus 1d6 evil and 4d6 persistent bleed

Divine Innate Spells DC 37; **9th** *bind soul*, *blade barrier*, *chain lightning*; **7th** *flame strike*, *teleport*; **5th** *dimension door*; **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will); **Constant (6th)** *true seeing*

Hurl Weapon ❖ (divine, evocation) The purrodaemon causes a weapon that has steeped in their flesh (see Steep Weapon) to telekinetically launch from their flesh. The purrodaemon makes a hurled weapon Strike without using their hands.

Recall Weapon ❖ (evocation) **Requirements** A steeped weapon that's no longer sheathed in the purrodaemon's body is within 120 feet of the daemon; **Effect** The steeped weapon swiftly flies through the air to resheath itself in the purrodaemon's body. If a creature is along this flight path, the purrodaemon can make a hurled weapon Strike against the target; if it hits, the weapon drops to the ground in a square adjacent to the creature.

Steep Weapon ❖ (manipulate) The purrodaemon sheathes a weapon in their own flesh. This deals no damage to the purrodaemon, which can have up to 10 weapons sheathed in their body at a time. A steeped weapon must be one that deals piercing or slashing damage.

If a purrodaemon Interacts to crush a soul gem, one weapon of their choice sheathed in their flesh becomes enchanted with the daemon's fiendish power and becomes a *+2 greater striking weapon* that can be used in place of their glaive or hurled at targets (with a +2 item bonus to the hurled weapon's attack modifier and an extra d10 of damage). This magical quality fades 24 hours after it ceases being sheathed in the daemon's living body. A steeped weapon can be Disarmed.

Twist the Blade ↻ **Requirements** The purrodaemon has fewer than 10 weapons sheathed in their body; **Trigger** The purrodaemon is hit with a weapon that deals piercing damage; **Effect** The purrodaemon seizes the triggering weapon. The weapon's wielder must attempt a DC 40 Reflex save. On a failure, the weapon is disarmed and falls to an adjacent square. On a critical failure, the weapon is sheathed in the purrodaemon's body as though the daemon had used Steep Weapon.

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OLETHRODAEMON (APOCALYPSE DAEMON)

Even daemons fear the most massive and terrifying of their kind, olethrodaemons. No single entity could embody the level of evil necessary to manifest one; instead, these living war machines are made from the souls of many—or so the story goes. Other theories suggest that the four Horsemen of the Apocalypse are responsible for creating the olethrodaemons, or that olethrodaemons are merely the seeping run-off of an even greater being: a mysterious fifth Horseman.

Whatever the truth, olethrodaemons are real, and their existence is terrifying enough to instill paralyzing existential dread. With dozens of unblinking glowing eyes above a drooling maw, two sets of four muscled limbs, and countless horns, olethrodaemons resemble no other creature known to mortalkind.

OLETHRODAEMON — CREATURE 20

NE | GARGANTUAN | DAEMON | FIEND

Perception +33; darkvision, tremorsense (imprecise) 120 feet, *true seeing*
Languages Common, Daemonic; telepathy 100 feet
Skills Athletics +40, Intimidation +38, Religion +34
Str +10, **Dex** +6, **Con** +7, **Int** +2, **Wis** +6, **Cha** +8
Items soul gem (4)

AC 44; **Fort** +35, **Ref** +32, **Will** +34; +1 status to all saves vs. magic
HP 450; **Immunities** death effects; **Weaknesses** good 20
Aura of Doom (aura, death, divine) 60 feet. Any creature that begins its turn in the aura is doomed 1 for as long as it remains in the aura and for 1 hour thereafter.

Speed 35 feet, burrow 35 feet, fly 40 feet
Melee ◆ jaws +38 (evil, magical, reach 10 feet), **Damage** 4d12+17 piercing plus 1d6 evil and Grab
Melee ◆ claw +38 (agile, evil, magical, reach 15 feet), **Damage** 4d8+17 slashing plus 1d6 evil and Grab
Divine Innate Spells DC 42, attack +34; **10th** *cataclysm*, *massacre*; **9th** *disintegrate* (×3), *disjunction*, *wail of the banshee*; **5th** *dimension door*; **4th** *dimension door* (at will); **1st** detect alignment (good only; at will); **Constant (10th)** *true seeing*
Rituals DC 42; *control weather* (9th)
Apocalypse Breath ◆◆ or ◆◆◆ (divine, negative) The daemon expels a shrieking black cloud of smoke from its mouth in a 120-foot line or a 60-foot cone. (or both a line and a cone in the same direction if it spends 3 actions). Living creatures in the area take 24d6 negative damage (DC 45 basic Reflex save). The olethrodaemon can't use Apocalypse Breath again for 1d4 rounds.
Soul Crush ◆◆ (manipulate) **Requirement** The olethrodaemon has a soul gem; **Effect** The olethrodaemon crushes the soul gem in one hand and regains the use of Apocalypse Breath or any one of its innate spells.
Swallow Whole ◆ (attack) Huge, 4d10+10 bludgeoning and drained 2, Rupture 43. An olethrodaemon has numerous stomachs connected by labyrinthine digestive organs. Swallowed creatures cannot Escape, but can attempt to cut their way out with a 1d6 roll. On a roll of 1–3, the creature cuts into yet another stomach. On a roll of 4–6, the creature manages to cut its way out of the olethrodaemon.

SOUL GEMS AS GEAR

Daemons often carry soul gems either as trophies or for powering an ability. Cacodaemons (*Pathfinder Bestiary* 70) are the most common source for soul gems, but they can also be created by spells like *bind soul*. If a daemon crushes a soul gem to power an ability, the trapped soul is released into the afterlife and can be resurrected normally.

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SIGNS OF MURDER

Babaus revel in their art and often leave behind a grim token or marker as a signature. They may leave a distinctive mutilation upon the bodies of their victims, rather than harvesting keepsakes and trophies for a personal collection. Babaus want their legacy to grow among those they hunt and kill.

DEMON

The living embodiment of mortal souls obsessed with sin and empowered by the Abyss, demons are armed and armored by their prior lives' obsessions.

BABAU (BLOOD DEMON)

The babau is an assassin, a murderer, and a sadist—certainly not unusual traits, yet their penchant for stealth and surprise sets them apart from their kin. Babaus form from mortal souls of lone killers—those who took pleasure in more personal murders, and particularly those with grisly patterns to their killings.

BABAU **CREATURE 6**

CE | MEDIUM | DEMON | FIEND

Perception +13; darkvision, *see invisibility*

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Acrobatics +12, Athletics +13, Intimidation +14, Religion +10, Stealth +16, Thievery +14

Str +4, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

Items *+1 longspear*

AC 24; **Fort** +14, **Ref** +16, **Will** +11; +1 to all saves vs. magic

HP 130; **Weaknesses** cold iron 5, good 5; **Resistances** acid 10

Mercy Vulnerability Babaus revel in gore, and when wounds are healed, they recoil in pain. When a creature heals from damage that the babau dealt on their last turn with Grievous Strike, sneak attack, or a critical hit, the demon takes 4d6 mental damage. The babau can take this mental damage only once per round.

Reactive Slime ↩ Trigger A creature within the babau's reach successfully hits the babau with a Strike; **Effect** The babau excretes a gout of acidic, bloodlike slime against the attacker and its weapon. The attacker must attempt a DC 24 Reflex save.

Critical Success The attacker is unaffected.

Success The attacker takes 1d6 acid damage.

Failure The attacker takes 2d6 acid damage.

Critical Failure As failure, except the weapon used to Strike the babau becomes broken, unless the weapon is made of a material that is immune to acid.

Speed 25 feet

Melee ◆ *longspear* +17 (evil, magical, reach 10 feet), **Damage** 1d8+7 piercing plus 1d6 evil

Melee ◆ jaws +16 (evil, magical), **Damage** 1d10+7 piercing plus 1d6 evil

Melee ◆ claw +16 (agile, evil, magical), **Damage** 1d4+7 slashing plus 1d6 evil

Divine Innate Spells DC 24; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *darkness*; **Constant (5th)** *see invisibility*

Rituals DC 24; *Abyssal pact*

Grievous Strike ◆◆ The babau attacks with the intent of creating a particularly horrific and gory wound. The babau makes a melee Strike. This counts as two attacks when calculating the daemon's multiple attack penalty. If this Strike hits, the babau deals an additional 2d6 damage of the same damage type, and the creature struck is frightened 2.

Sneak Attack The babau's Strikes deal an extra 2d6 precision damage to flat-footed creatures.

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INVIDIAK (SHADOW DEMON)

For most demons, possessing a creature requires a ritual, magic item, or condition, but for invidiaks, who lack a body, possession is akin to donning a suit of clothing. Known also as shadow demons, invidiaks are formed from envious mortal souls.

INVIDIAK — CREATURE 7

CE | MEDIUM | DEMON | FIEND | INCORPOREAL

Perception +15; darkvision

Languages Abyssal, Common; telepathy 100 feet

Skills Acrobatics +15, Deception +18, Religion +13, Society +15, Stealth +17

Str –5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +2, **Cha** +5

AC 22; **Fort** +15, **Ref** +16, **Will** +13; +1 to all saves vs. magic

HP 90; **Immunities** disease, poison, precision; **Weaknesses** cold iron 5, good 5; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Exorcism Vulnerability If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist *possession*, or if an invidiak's *possession* of a creature is ended prematurely, such as via a successful *dispel magic*, the invidiak takes 6d6 mental damage and cannot use *possession* for 24 hours.

Speed fly 30 feet

Melee ❖ claw +13 (agile, evil, finesse, magical), **Damage** 2d8 cold plus 2d6 evil

Divine Innate Spells DC 26; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrip (4th)** *telekinetic projectile*

Rituals DC 26; *Abyssal pact*

Favored Host Each invidiak has a particular type of creature they prefer possessing, chosen from the following list: aberration, animal, beast, or any humanoid (such as dwarf)—in most cases, the favored type of target is human. When an invidiak uses *possession* against a favored host, the duration of *possession* increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

Shadow Blend ❖❖ (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don't move and the lighting in the area they're in doesn't grow brighter than dim light.

Unbodied Possession An invidiak leaves no body behind when using *possession*.

CONJURING DEMONS

Conjuring demons is ill-advised, yet the desperate or wicked still do. Rituals like *planar ally* or *planar binding* are typical for long-term ends, and *summon fiend* for combat applications. For *planar ally*, demons sometimes accept offerings that aren't valuable if gifting them to a demon pushes the ritualist further into sin.

NABASU (GLUTTONY DEMON)

Nabasus are birthed directly into the Material Plane from the Abyss, an invasive infestation that releases the newly formed and ravenously hungry demons directly into the midst of their favored prey: mortal life. Nabasus feed on sapient creatures, but they never quite manage to sate their eternal hunger, even as they grow more and more powerful. Once they have sufficiently feasted, the demons become worthy to make the return trip to the Abyss, where they undergo a vile transformation, finally digesting their accumulated meals and deforming further into powerful vrolikais (page 69).

Nabasus form from the souls of evil gluttons, particularly from cannibals, blood-drinkers, and those who prefer the tang of undead flesh.

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NABASU GROWTH

A nabasu stores their stolen deaths until they finally become satiated. For most, this occurs after consuming death from at least 100 mortals, but the exact timing is left to the GM. The demon then travels to the Abyss and transforms into a vrolikai.

NABASU — CREATURE 8

CE | MEDIUM | DEMON | FIEND

Perception +17; darkvision

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Acrobatics +18, Arcana +16, Religion +16, Stealth +18, Survival +17

Str +6, **Dex** +4, **Con** +6, **Int** +2 **Wis** +3, **Cha** +4

AC 27; **Fort** +19, **Ref** +16, **Will** +16; +1 to all saves vs. magic

HP 165; **Weaknesses** cold iron 5, good 5

Death-Stealing Gaze (aura, divine, necromancy, visual) 30 feet. When a non-demon ends its turn in the aura, it must attempt a DC 23 Fortitude save. If it fails, it becomes drained 1.

Starvation Vulnerability A nabasu denied food suffers painful backlash as their demonic nature feeds on their own corrupted spirituality. If a nabasu's Consume Death is disrupted (such as by a fighter using Disruptive Stance) or a creature resists the effect with a critical success, the nabasu takes 4d6 mental damage.

Speed 25 feet, fly 50 feet

Melee ❖ jaws +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil

Melee ❖ claw +20 (agile, evil, magical), **Damage** 2d8+9 slashing plus 1d6 evil

Divine Innate Spells DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *grim tendrils*, *paralyze*, *vampiric touch*

Rituals DC 26; *Abyssal pact*

Consume Death ❖ (concentrate, divine, necromancy, visual) The nabasu focuses their death-stealing gaze upon a single target they can see within 30 feet. The target must immediately attempt a Fortitude save against death-stealing gaze.

Critical Success The creature is unaffected and the nabasu suffers starvation vulnerability.

Success The creature is unaffected.

Failure The creature is affected by death-stealing gaze and becomes drained 1. If the creature was already drained 1 by the death-stealing gaze before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The nabasu gains 10 temporary Hit Points, and the drained creature is temporarily immune until the start of the nabasu's next turn.

Critical Failure As failure, but the creature increases the amount of drain by 2.

Stolen Death A creature that dies while suffering drain from a nabasu's death-stealing gaze rises as a ghoul (*Pathfinder Bestiary* 168) the next midnight.

HEZROU (TOAD DEMON)

Hezrous dwell in the vast and endless Abyssal swamps, mires, and waterways and are equally at home on land and in the water. A hezrou's presence has an obvious effect on nearby flora and water, causing plant life to twist and knot and infusing water with a foul odor and brackish taste—signs much easier to spot on the Material Plane than in the Abyss. Long exposure to this corruption can cause vile transformations and hideous mutations, and entire miserable communities of corrupted creatures sometimes rise in swamplands where

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a hezrou dwells. Hezrous themselves prefer simple pleasures, and they often waste their considerable intellect in the pursuit of comfortable places to slumber, squealing meals to eat, or objects of beauty to deface. They do not seek out cults to fawn over them but will not turn away those who seek to worship on their own. Hezrous form from the souls of those who abused and polluted their environs or neighbors, either through the introduction of toxins to the region or the insidious spread of drugs and poisons through a society.

HEZROU — CREATURE 11

CE | LARGE | AMPHIBIOUS | DEMON | FIEND

Perception +21; darkvision

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Athletics +24, Arcana +21, Intimidation +23, Stealth +20 (+24 in swamps)

Str +7, **Dex** +3, **Con** +6, **Int** +4, **Wis** +5, **Cha** +4

AC 31; **Fort** +23, **Ref** +18, **Will** +22; +1 to all saves vs. magic

HP 245; **Weaknesses** cold iron 10, good 10

Purity Vulnerability A hezrou revels in the foulness it exudes and becomes distraught when contaminations are purified. The first time in a round when a contamination is purified (such as via *purify food and drink*) or a toxin is neutralized (such as via *neutralize poison*) within 30 feet of a hezrou, the demon takes 6d6 mental damage.

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 27 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, swim 30 feet

Melee ❖ jaws (evil, magical, reach 10 feet) +24, **Damage** 2d12+13 piercing plus 1d6 evil and Grab

Melee ❖ claw (agile, evil, magical, reach 10 feet) +24, **Damage** 2d8+13 slashing plus 1d6 evil

Divine Innate Spells DC 27; **6th** *divine wrath, paranoia*; **5th** *Abyssal plague, dimension door*; **4th** *dimension door* (at will), *divine wrath* (at will), *gaseous form*

Rituals DC 27; *Abyssal pact, blight*

Poisonous Pustules ❖ (poison) **Requirement** The hezrou is grappling a creature; **Effect** Toxic fluids spurt from burst boils and weeping wens on the hezrou's body. A creature grabbed or restrained by the hezrou takes 2d12+6 poison damage (DC 30 basic Fortitude save).

NALFESHNEE (BOAR DEMON)

Nalfeshnees are huge, corpulent, boar-headed demons that hoard treasures and knowledge alike and form from the souls of avaricious mortals. Few demons understand the inner workings of the Abyss itself like nalfeshnees, and it's not unusual for a nalfeshnee to see itself as a servitor of the Abyss itself first rather than bow before a demon lord. Some claim stewardship over the fleshy realms that birth new demons, while others guard sites of particular significance deep in the plane's secret reaches. A nalfeshnee's realm in the Abyss can easily surpass the strength and size of the largest mortal kingdoms, for nalfeshnees display a singular gift for managing and manipulating the chaos of the Abyss.

HALF-DEMONS

The Abyss can corrupt living creatures through direct congress or supernatural infusion of Abyssal energies, resulting in monstrous hybrids. A half-demon should be a custom creature, but you can quickly generate one by giving an existing creature a few of a demon's abilities along with the demon's sin-related vulnerability. For example, a half-hezrou hill giant would gain purity vulnerability, but perhaps also a bite, swim Speed, and poisonous pustules. When swapping over abilities between creatures of different levels, be sure to adjust the numbers for the new level.

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SECRET MONGERS

Nalfeshnees covet knowledge as well as material goods, especially if such information can help satisfy the needs and desires of the Abyss. Each nalfeshnee has areas of interest in which they're highly knowledgeable, but before a nalfeshnee reveals a secret, they typically demand a secret of at least equal value in return.

NALFESHNEE — CREATURE 14

CE | HUGE | DEMON | FIEND

Perception +25; darkvision, *true seeing*

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Abyss Lore +25, Arcana +25, Athletics +28, Deception +26, Diplomacy +24, Intimidation +28, Religion +25

Str +8, **Dex** +2, **Con** +8, **Int** +5, **Wis** +5, **Cha** +4

AC 34; **Fort** +28, **Ref** +22, **Will** +23; +1 status to all saves vs. magic

HP 365; **Weaknesses** cold iron 15, good 15

Forfeiture Aversion A nalfeshnee's greed is such that losing possessions causes them harm. If an item is stolen from a nalfeshnee, the demon takes 3d6+10 mental damage.

Greedy Grab ↻ Trigger A creature critically fails a weapon Strike against the nalfeshnee; **Effect** The nalfeshnee attempts to Disarm the weapon used in the triggering Strike at a –2 circumstance penalty. On a success, the nalfeshnee steals the weapon.

Speed 30 feet, fly 40 feet

Melee ❖ jaws +29 (magical, reach 15 feet), **Damage** 3d12+14 piercing

Melee ❖ claw +29 (agile, magical, reach 15 feet), **Damage** 3d8+14 slashing

Divine Innate Spells DC 34; **6th** *dispel magic* (at will), *divine wrath* (at will); **5th** *dimension door*, *illusory object* (at will); **4th** *dimension door* (at will); **Constant (6th)** *true seeing*

Rituals DC 34; *Abyssal pact*

Claim Wealth ❖ (conjuration, divine, extradimensional) The nalfeshnee steals all unattended items glowing with its Light of Avarice into an extradimensional space. The demon can Interact to regurgitate any number of these items into their hand or onto the ground. If the demon dies, is affected by a teleportation effect, or consumes an extradimensional space (such as a *bag of holding*), they vomit up all the items.

Light of Avarice ❖❖ (divine, enchantment, light, mental); **Frequency** once per hour; **Effect** Beams of unholy light shoot from the nalfeshnee toward four items within 60 feet. If someone is holding or wearing a targeted item, they can keep it from being affected with a successful DC 34 Reflex save. For 1 minute, the affected items glow in nauseating colors. Any non-demon is sickened 2 and slowed 1 as long as it holds, wears, or touches a glowing item. Recovering from the sickness requires a successful DC 29 Will save instead of a Fortitude save. Ending the sickness this way ends the slowed condition and makes the creature temporarily immune to Light of Avarice for 24 hours. If the creature removes or drops the item, both conditions end immediately but the creature doesn't become immune to Light of Avarice.

VROLIKAI (DEATH DEMON)

Unlike other demons, the dread vrolikai doesn't form from a sinful soul—they instead manifest from a nabasu once the nabasu finally satisfies their hunger and returns to the Abyss, and as such vrolikais suffer from no vulnerability associated with a specific sin. A vrolikai who survives this process and the period of vulnerability that follows gains great power and in time can claim large regions of the Abyss as their own domain. Also known as death demons, these murderous monsters often serve demon lords as executioners or assassins.

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VROLIKAI

CREATURE 19

UNCOMMON | CE | LARGE | DEMON | FIEND

Perception +33; darkvision, *true seeing*

Languages Abyssal, Celestial, Draconic, Necril; telepathy 100 feet

Skills Acrobatics +37, Arcana +33, Deception +35, Intimidation +37, Religion +33, Stealth +33, Survival +33

Str +8, **Dex** +6, **Con** +9, **Int** +6, **Wis** +6, **Cha** +8

AC 44; **Fort** +34, **Ref** +31, **Will** +31; +1 to all saves vs. magic

HP 375; **Immunities** death effects; **Weaknesses** cold iron 15, good 15

Death-Stealing Gaze (aura, divine, necromancy, visual) 30 feet. As nabasu, but with a DC 38 Fortitude save.

Speed 35 feet, fly 50 feet

Melee ❖ jaws +38 (evil, magical, reach 10 feet), **Damage** 4d12+16 piercing plus 1d6 evil

Melee ❖ black flame knife +38 (agile, chaotic, evil, magical), **Damage** 3d4+16 piercing plus 2d6 negative plus 1d6 evil

Melee ❖ stinger +38 (evil, magical, reach 15 feet), **Damage** 4d8+16 piercing plus 1d6 evil plus mindwarping

Divine Innate Spells DC 43; **9th** *massacre*, *power word kill*, *vampiric exsanguination*; **7th** *paralyze*, *regenerate*; **5th** *dimension door* (at will); **Constant** *true seeing*

Rituals DC 43; *Abyssal pact*

Black Flame Knives A vrolikai can manifest a dagger-shaped blade of what looks like crystallized black flame in each of their four hands. These weapons function as *+2 greater striking daggers*, although they fade away into nothingness 1 minute after a vrolikai no longer carries them.

Consume Death ❖ (concentrate, divine, necromancy, visual) As nabasu, but the vrolikai does not have starvation vulnerability.

Focused Flames ❖❖ The vrolikai attacks a single target with all of its black flame knives. The demon makes a black flame knife Strike. On a successful attack, the vrolikai deals the damage from a black flame knife Strike to the target, plus an additional 2d6 negative damage for every black flame knife they wield beyond the first (typically 6d6 extra damage). Even on a failed attack, the vrolikai deals the damage from one black flame knife to the target, though they still miss completely on a critical failure. On a critical hit, the victim becomes drained 2 as the focused attack drains pure life essence as well as damage. This counts toward the vrolikai's multiple attack penalty as a number of attacks equal to the number of black flame knives the demon wields.

Mindwarping (emotion, enchantment, mental) The sting of a vrolikai is mind-warping. A creature struck must attempt a DC 44 Will save.

Critical Success The creature is unaffected.

Success The creature becomes stupefied 1 for 1 minute.

Failure The creature becomes stupefied 1. Further failed saves against mindwarping increase the condition value by 1, to a maximum of stupefied 4.

Critical Failure As failure, but the creature also becomes confused for 1 minute.

Stolen Death As nabasu.

VROLIKAI NEWCOMERS

When vrolikais first manifest on the Abyss, they have no base of power and are, despite their abilities, relatively defenseless from denizens even more powerful than themselves. As a result, most rely upon stealth and patience for their first few centuries while they build up a network of minions and establish their own Abyssal fortifications before they turn their attentions back to the Material Plane.

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LENG

Known variously as the Nightmare Realm or the Terror Beyond Dreams, the frozen Plateau of Leng looms physically and spiritually above the Dreamlands. Both a part of that dimension and a corruption of it, Leng is a realm inhabited by eldritch horrors and ruled by the horrors' ancient gods.

Denizen of Leng

Slavers and raiders from the cold, windswept dimension of Leng, these malevolent humanoids range across reality in ominous black ships capable of sailing beyond the borders of dimensions and planes. Although most denizens of Leng seek slaves and plunder like any pirate, others operate as self-styled ambassadors and merchants, sowing discord with far-ranging plots. While the inscrutable denizens dress themselves in flowing robes, veils, and broad turbans to appear human, their aberrant physiology, when glimpsed, is evident from their crown of stubby horns and tentacled jaws to their furry, goat-like legs.

Above the fierce captains who command the infamous black ships are an even higher caste of denizens of Leng. These cultists and musicians serve as high priests, laboring to appease the frightening gods who look down upon the Nightmare Realm with cold malice.

DENIZEN OF LENG — CREATURE 8

CE | MEDIUM | ABERRATION | DREAM

Perception +17; darkvision

Languages Aklo; *tongues*

Skills Acrobatics +15, Athletics +15, Deception +19, Occultism +18, Sailing Lore +20, Stealth +17, Thievery +17

Str +3, **Dex** +3, **Con** +4, **Int** +6, **Wis** +3, **Cha** +5

Items *+1 striking kukri*, Leng ruby worth 30 gp (2)

AC 27; **Fort** +16, **Ref** +19, **Will** +17

HP 100, planar fast healing 5; **Immunities** cold; **Resistances** critical hits 10, precision 10

No Breath Denizens of Leng don't need to breathe.

Planar Fast Healing A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, they have fast healing 5. They lose this ability on Leng or in areas where planar connections do not function. If killed, their body dissolves into nothingness in 1d4 rounds, leaving behind their equipment. A slain denizen reforms in Leng; they can be permanently killed only when their planar fast healing doesn't function.

Speed 30 feet

Melee ❖ *kukri* +18 (agile, finesse, magical, trip), **Damage** 2d6+6 slashing plus 1d6 persistent bleed

Melee ❖ jaws +17 (agile, finesse), **Damage** 2d10+6 piercing plus debilitating bite

Occult Innate Spells DC 27, attack +19; **4th** *outcast's curse, phantom pain, suggestion*; **3rd** *hypnotic pattern*, *levitate*, *locate*, *mind reading*; **2nd** *mirror image*; **Cantrips (4th)** *chill touch*, *detect magic*, *mage hand*, *message*, *read aura*; **Constant (4th)** *tongues*

Debilitating Bite (curse, occult) A creature that takes damage from a denizen's bite must succeed at a DC 27 Fortitude save or become clumsy 1. Each time a target fails an additional save against this ability, the condition value increases by 1 (to a maximum of clumsy 4). This condition value decreases by 1 every 24 hours.

Leng Ruby (enchantment, occult) Many denizens of Leng carry strange rubies mined from quarries in Leng. As long as a creature holds a Leng ruby that it willingly accepted as a gift or payment from a denizen of Leng, any denizen of Leng can target that creature with *outcast's curse*, *phantom pain*, or *mind reading* at a range of 1 mile, and the bearer uses an outcome one degree of success worse than the result of its saving throw against *outcast's curse*.

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Destrachan

This underground reptilian horror walks on two powerful hind legs. Its forelimbs are armed with sharp curving claws, and its toothy, eyeless, tubular head has three hypersensitive frilled ears that turn toward any sound made in its vicinity. This cruel monster's true weapon, however, is an amplified version of the sonic cry that it uses to navigate, communicate, and hunt. It communicates with others of its kind through a complex series of clicks, shrieks, and whistles, but it is intelligent enough to understand other languages. Most destrachans understand at least one other language—usually Undercommon—and can often be reasoned with.

An obligate carnivore, the destrachan relishes fresh meat but won't hesitate to make a meal of carrion it finds in its path. When traveling in packs, the creatures take great delight in stalking travelers through miles of tunnels before attacking and subduing them, then devouring them alive.

Destrachan Language

The Destrachan language can be learned by other creatures, but without a destrachan's unique vocal organs, non-destrachans can convey only basic notions and concepts with it. In most cases, it's better to speak Undercommon to a destrachan than attempt to use its own language.

Destrachan — Creature 8

CE | Large | Aberration

Perception +20; echolocation 120 feet, no vision

Languages Destrachan, Undercommon (can speak only Destrachan)

Skills Athletics +18, Stealth +15, Survival +18

Str +6, **Dex** +3, **Con** +4, **Int** +3, **Wis** +6, **Cha** +3

Echolocation A destrachan can use its hearing as a precise sense at the listed range.

AC 27; **Fort** +16, **Ref** +13, **Will** +18, +4 status bonus to all saves vs. sonic

HP 135; **Immunities** blinded, visual; **Resistances** sonic 15

Speed 25 feet

Melee ◆ jaws +20, **Damage** 2d8+10 piercing plus 1d8 sonic

Melee ◆ claw +20 (agile), **Damage** 2d8+10 slashing

Destructive Harmonics ◆◆ (auditory, evocation, occult, sonic) The destrachan emits a harsh sonic cry that deals 9d6 sonic damage (DC 26 basic Reflex save) in either a 60-foot cone or a 30-foot burst. It can't use Destructive Harmonics again for 1d4 rounds.

Painful Harmonics ◆◆ (auditory, evocation, incapacitation, occult) The destrachan emits a sonic cry in either a 60-foot cone or a 30-foot burst. This discordant ululation resonates along the nerves and bones of living creatures in the area, manifesting as waves of incapacitating pain washing over the victims. Each living creature in the area must attempt a DC 26 Fortitude save. The destrachan can't use Painful Harmonics again for 1d4 rounds.

- **Critical Success** The creature is unaffected.
- **Success** The creature is sickened 1 for 1 round.
- **Failure** The creature is deafened for 3 rounds and stunned 2.
- **Critical Failure** The creature is deafened for 1 minute and stunned 3.

Shattering Harmonics ◆◆ (evocation, occult, sonic) The destrachan focuses its harmonics against a single item within 60 feet that is made of crystal, metal, stone, or wood. The target object takes 7d8 sonic damage. If the item is attended, its bearer can attempt a DC 26 basic Reflex save for the item. The destrachan can't use Shattering Harmonics again for 1d4 rounds.

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THE HIERARCHY OF HELL

Hell is a harsh plane of law with little use for compassion or empathy. As such, it exists entirely within a strict hierarchy, and this order extends to its denizens. While different types of demons correspond to various sins and daemons are associated with modes of mortal death, the different types of devils exist solely to fulfill particular roles in the infernal machine. On occasion, a particular devil can transcend the role for which they were literally shaped, but this often transforms the devil physically into the type suitable for their new role.

DEVIL

Each type of devil plays a particular role in Hell's bureaucracies and hierarchies, though some have far more specialized functions than others.

ZEBUB (ACCUSER DEVIL)

Zebubs serve as Hell's messengers and spies. Their ability to share what they've seen with other creatures makes them especially useful—not only to other devils, but also to mortal conjurers. Some infernal lords unleash them in enormous, horrid swarms upon unsuspecting lands to debase flesh and land alike while collecting secrets the infernal host might later put to use. Zebubs use any opportunity to manipulate weak-willed or easily tempted mortals into serving the zebubs' whims. While arrogant and deceitful, zebubs lack the cunning and confidence of most devils, and thus their schemes often focus on satisfying self-serving or self-destructive ambitions. Zebubs form from the souls of childish and craven mortals, reshaped by the archdevil Baalzebul in the frozen, filthy wastes of Hell's seventh layer, Cocytus.

ZEBUB **CREATURE 3**

LE | SMALL | DEVIL | FIEND

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

Speed 15 feet, fly 50 feet

Melee ❖ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ❖❖❖ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

SARGLAGON (DROWNING DEVIL)

Sarglagons dwell in Hell's myriad waterways, lakes, and oceans. They serve as guardians of the Academy of Lies—the repository of secrets in Stygia, the fifth layer of Hell. Sarglagons breathe water and air with equal ease, and can move through water, land, and even air with uncanny swiftness. Few fiends travel the waterways of the multiverse, but where a river crosses the planes, odds are sarglagons have traveled it to further their infernal machinations. The only body of water they avoid is the River Styx, as the fiends have yet to develop any defense against that waterway's memory-sapping qualities. Mortal spellcasters sometimes bind sarglagons as guardians of precious secrets or treasures, particularly in aquatic areas. Most strangely, sarglagons sometimes act as unnerving caretakers to mortals who have no idea what they did to earn their unwanted protectors' attention. The constant uninvited vigilance of these devils is often disturbing and stifling to their wards.

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SARGLAGON — CREATURE 8

LE | LARGE | AMPHIBIOUS | DEVIL | FIEND

Perception +18; greater darkvision, *see invisibility*
Languages Celestial, Infernal; telepathy 100 feet
Skills Arcana +14, Athletics +18, Deception +15, Diplomacy +15, Intimidation +17, Stealth +15
Str +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3

AC 27; **Fort** +18, **Ref** +13, **Will** +16; +1 status to all saves vs. magic
HP 120; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10
Heavy Aura (aura, divine, incapacitation, transmutation) 10 feet. A creature that enters the heavy aura must attempt a DC 23 Will save. It is then temporarily immune for 10 minutes.
Success The creature is unaffected.
Failure The creature is encumbered while it remains in the area. If the creature is already encumbered, it is immobilized while it remains within the aura.
Critical Failure As failure, but the effect persists for 3 rounds after leaving the aura.
Stygian Guardian ↻ **Trigger** A creature or object within the sarglagon's reach is targeted by an attack; **Effect** The sarglagon interposes themself, giving the creature or object standard cover against the attack (+2 circumstance bonus to AC), or greater cover (+4 circumstance bonus to AC) if the sarglagon was already granting it lesser cover.

Speed 25 feet, fly 25 feet, swim 30 feet
Melee ◆ fangs +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil
Melee ◆ tentacle arm +20 (agile, evil, magical); **Damage** 2d8+9 bludgeoning plus 1d6 evil and sarglagon venom
Divine Innate Spells DC 23, attack +18; **5th** *control water*, *dimension door*; **4th** *dimension door* (at will), *freedom of movement*, *hydraulic torrent*; **Constant (2nd)** *see invisibility*
Rituals DC 23; *infernal pact*
Drown ◆◆ (conjuration, divine, incapacitation) The sarglagon conjures murky water to fill the lungs of a creature that can't breathe water within 30 feet. The target must attempt a DC 26 Fortitude save.
Critical Success The target is unaffected.
Success The target coughs up water and is sickened 1.
Failure The target is holding its breath (*Core Rulebook* 478). The only action it can take is to attempt a Fortitude save against Drown to expel the water, which is a single action.
Critical Failure The target falls unconscious and begins suffocating. If the target succeeds at its Fortitude save while suffocating, it coughs up the water and can breathe again.
Sarglagon Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round)

HELLFIRE

Stinking, sulfurous hellfire is infused with evil. Hellfire always deals a combination of fire damage and evil damage, though the specific ratio depends on the hellfire's origin. Certain types of hellfire can impose other effects on creatures as well, such as sapping their strength or memories.

OSYLUTH (BONE DEVIL)

An osyluth is an unparalleled inquisitor that revels in the sadism and torture for which Hell is so well known. These devils' charge is to seek out heresies, both among mortals and among other fiends—a commandment they uphold with unwavering fervor. They spawn within the Styx-fed swamps of Hell's fifth layer, Stygia; where heresies and the souls of heretics stagnate, osyluths eventually rise. In the remote corners of that same layer of Hell, they build massive, calcified hives where they perform their vile interrogations and perfect their torturous arts upon lesser devils and petitioners alike.

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HELLMOUTHS

While travel to and from Hell is possible with *plane shift*, another way to reach and traverse the infernal realms is via hellmouths, strange living portals connecting different layers or even different planes. A hellmouth takes the form of a grimacing face, distended maw, or other distressingly organic aperture, and no two share the same appearance. Most are carefully guarded, but some new or well-hidden hellmouths have yet to be discovered.

OSYLUTH — CREATURE 9

LE | LARGE | DEVIL | FIEND

Perception +21; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Arcana +18, Deception +19, Intimidation +21, Religion +17, Stealth +20

Str +5, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +4

AC 28; **Fort** +17, **Ref** +18, **Will** +17; +1 status to all saves vs. magic

HP 135; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver), poison 10

Speed 35 feet, fly 30 feet

Melee ❖ jaws +21 (evil, magical), **Damage** 2d10+11 piercing plus 1d6 evil

Melee ❖ claw +21 (agile, evil, magical, reach 10 feet), **Damage** 2d6+11 slashing plus 1d6 evil

Melee ❖ stinger +21 (evil, magical, reach 15 feet), **Damage** 1d10+11 piercing plus 1d6 evil and osyluth venom

Ranged ❖ bone shard +21 (evil, magical, range increment 30 feet), **Damage** 2d6+8 piercing

Divine Innate Spells DC 25; **5th** *dimension door*, *phantom pain*; **4th** *dimension door* (at will), *dimensional anchor* (×2), *discern lies, zone of truth*; **2nd** *invisibility* (at will; self only)

Rituals DC 25; *infernal pact*

Osyluth Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage, enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round). Once a creature reaches stage 3, it takes a –4 status penalty to Will saves against attempts to Coerce it for 1 hour (this is a mental effect).

Quick Invisibility The osyluth can cast innate *invisibility* using only 1 action.

Sadistic Strike An osyluth deals an extra 2d6 damage whenever they Strike an enfeebled, frightened, or prone creature.

Stygian Inquisitor ❖ (linguistic, mental) The osyluth telepathically questions a creature affected by *zone of truth*. After 1 round, if the creature intentionally refuses to answer the question, it takes 2d6 mental damage.

Tail Sweep ❖ The osyluth sweeps their tail in a 15-foot cone. Each creature in the cone must succeed at a DC 26 Reflex save or be knocked prone.

HAMATULA (BARBED DEVIL)

Hamatulas are forged in Erebus to protect infernal vaults from those foolish enough to try to rob the archdevil Mammon. In case the vicious spines protruding from their bodies and ability to teleport weren't deadly enough, they are also clever wielders of warding glyphs. They are effective conjured guardians, though they resent being pulled away from their duties in Hell. Unlike most fiends, hamatulas are formed from several souls that lack any features distinctive enough to merit another role.

HAMATULA — CREATURE 11

LE | MEDIUM | DEVIL | FIEND

Perception +24; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +23, Arcana +18, Intimidation +21, Religion +20, Stealth +23, Survival +22

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Str +7, **Dex** +6, **Con** +5, **Int** +1, **Wis** +5, **Cha** +4

AC 31; **Fort** +23, **Ref** +20, **Will** +20; +1 status to all saves vs. magic

HP 165; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver), poison 10

Attack of Opportunity ↻ Barb only. A hamatula gains an extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity. It can't use more than one Attack of Opportunity triggered by the same action. In addition to the normal trigger, a hamatula can make an Attack of Opportunity against a creature that touches it or an adjacent creature that attempts a melee Strike against it.

Speed 25 feet, fly 30 feet

Melee ◆ barb +24 (evil, magical), **Damage** 3d8+13 piercing plus 1d6 evil and bloodletting

Ranged ◆ hurled barb +23 (evil, magical, range increment 60 feet), **Damage** 2d8+13 piercing plus 1d6 evil and bloodletting

Divine Innate Spells DC 27, attack +21; **5th** *dimension door, glyph of warding* (at will); **4th** *dimension door* (at will); **3rd** *harm*, *paralyze* (×2); **Cantrips (5th)** *produce flame*

Rituals DC 27; *infernal pact*

Bloodletting On a critical hit, the hamatula's barbs deal 3d6 persistent bleed damage.

Frightful Strike ◆ (divine, emotion, enchantment, fear, mental) **Trigger** The hamatula hits a creature with a barb Strike; **Effect** The creature struck must succeed at a DC 27 Will save or become frightened 2 (or frightened 3 on a critical failure). Regardless of the result of its saving throw, the creature is then temporarily immune to Frightful Strike for 24 hours.

Impaling Barb ◆◆ The hamatula makes a barb Strike, then Strides up to half its Speed without triggering reactions. If the Strike hits, the hamatula impales the target with one of its barbs and snaps the barb free as it moves away from the target. This deals an additional 2d8 piercing damage to the target and pins it to an adjacent surface, rendering it immobilized (Escape DC 29).

Warden of Erebus A hamatula's *glyph of warding* innate spell can contain any common spell from the *Core Rulebook* that meets the criteria in *glyph of warding*; the hamatula doesn't need to provide the spell.

GYLOU (HANDMAIDEN DEVIL)

Though gylous are deeply entrenched in the expansive and complex machinations of Hell, they are highly skilled agents capable of nuanced diplomacy, masterful deception, physical finesse, and nearly any other tasks they set their minds to. This versatility has led to gylous becoming widespread throughout all layers of Hell, enabling them to filter key information to their masters regarding other devils' plots and schemes. Their allegiance is no secret, but their skills are so great that powerful devils employ one or more gylous regardless. While most gylous have a feminine form (combined with their role, this is the source of their common moniker of "handmaiden"), some have other gender presentations, and nearly all gylous take on carefully cultivated illusions to best suit the roles they fill. More often than not, gylous arise when lesser devils who have demonstrated exceptional utility and invaluable skills are uplifted into a new form, though on rare occasions they are shaped from the souls of evil mortals who showed unparalleled savvy within bureaucratic enterprises.

HAMATULA TREASURES

Perhaps because hamatulas exist to guard the riches of archdevils, infernal dukes, and queens of the night, they find themselves drawn to wealth. Though they despise summoners who pull them away from their assigned duties, hamatulas use their servitude as an opportunity to collect treasures and wealth that they can offer to their lords upon their return. Treasures that are painful or dangerous to handle are among their favorite prizes.

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QUEENS OF THE NIGHT

The four queens of the night wield great power in the Pit. Ardad Lili is a plotter and manipulator with ambitions of ruling the heavens, while Doloras revels in suffering. Most distant is Mahathallah, watching over fate and death. Mightiest among them is Eiseth, who is assembling an army in Dis in the hopes of claiming the iron throne of Malebolge.

GYLOU — CREATURE 14

LE | MEDIUM | DEVIL | FIEND

Perception +28; greater darkvision, *true seeing*

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +27, Athletics +28, Arcana +25, Deception +30, Diplomacy +28, Religion +26, Stealth +27

Str +4, **Dex** +7, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8

AC 36: **Fort** +22, **Ref** +25, **Will** +28; +1 status to all saves vs. magic

HP 240; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver)

Reflexive Grab ↻ **Trigger** A creature leaves a square within the gylou's reach using a move action or attempts a melee Strike against the gylou; **Effect** The gylou lashes out with a tentacle, attempting to Grapple the triggering creature. If the triggering Strike was with a melee weapon, the attacking creature can Release the weapon to cause the gylou to automatically fail the Athletics check.

Speed 35 feet, climb 35 feet

Melee ❖ claw +30 (agile, evil, finesse, magical), **Damage** 3d8+12 slashing plus 1d6 evil

Melee ❖ tentacle +30 (evil, magical, reach 10 feet), **Damage** 3d12+12 bludgeoning plus Grab

Divine Innate Spells DC 36, attack +28; **7th** *dispel magic*, *dominate*; **5th** *black tentacles*, *dimension door*, *illusory object* (at will); **4th** *charm* (×3), *dimension door* (at will), *enthrall* (at will); **Constant (7th)** *true seeing*

Rituals DC 36; *infernal pact*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The gylou adopts the appearance of any Small or Medium humanoid. This doesn't change their Speed or the attack and damage modifiers of their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Indispensable Savvy ↻ **Frequency** once per day; **Trigger** The gylou attempts a skill check but hasn't rolled yet; **Effect** The gylou demonstrates a preternatural ability for the task at hand. They use their Deception modifier for the triggering check and for all skill checks using the same skill thereafter until the next time the gylou uses this ability or until 24 hours have passed, whichever happens first.

Tentacle Encage ❖ (attack) **Requirements** The gylou has a Medium or smaller creature grabbed; **Effect** The gylou transfers the grabbed creature into their lower body's net of encaging tentacles, freeing their limbs and tentacles to make Strikes. This has the same effects as Swallow Whole (Medium, 2d12+12 bludgeoning, Rupture 30), except the encaged creature is not at risk of suffocation, and the gylou can bring the encaged creature with them when they cast *dimension door*. A gylou can have only one creature encaged at a time.

CORNUGON (HORNED DEVIL)

Hell's armies contain legions upon legions of different devils all suited precisely to their roles. But such an army needs able commanders, and it is this role that cornugons fill. Their mere presence inspires those under their command to improved performance—often through fear of the horrible torments that a cornugon can unleash as punishment for failure. Forged in the fires of Malebolge from the most renowned warriors among lesser devilkind, even the least cornugon is among the fiercest warriors of the multiverse. The greatest among them on occasion ascend further still, becoming those rare and feared legends of Hell called malebranche.

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CORNUGON — CREATURE 16

LE | LARGE | DEVIL | FIEND

Perception +28; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +28, Athletics +32, Intimidation +30, Religion +28, Stealth +26, Warfare Lore +30

Str +8, **Dex** +6, **Con** +7, **Int** +4, **Wis** +6, **Cha** +6

Items *+2 greater striking unholy spiked chain*

AC 38; **Fort** +31, **Ref** +26, **Will** +26; +1 status to all saves vs. magic

HP 300; **Immunities** fire; **Weaknesses** good 15; **Resistances** physical 15 (except silver), poison 15

Circle of Protection (abjuration, aura, divine, evil) 10 feet. A constant *circle of protection* against good is centered on the cornugon.

Commander's Aura (aura, divine, enchantment) 100 feet. Allied evil creatures in the aura of a level lower than the devil's gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Frightful Presence (aura, divine, emotion, enchantment, fear, mental) 10 feet, DC 34

Attack of Opportunity ↻

Speed 25 feet, fly 50 feet

Melee ❖ *spiked chain* +34 (disarm, evil, finesse, magical, reach 10 feet, trip), **Damage** 3d8+16 slashing plus 2d6 evil and stunning chain

Melee ❖ claw +32 (agile, magical, reach 10 feet), **Damage** 3d10+14 slashing plus 1d6 evil

Melee ❖ tail +32 (magical, reach 10 feet), **Damage** 3d8+14 slashing plus 1d6 evil and infernal wound

Divine Innate Spells DC 36; **7th** *dispel magic*, *fireball* (×2), *lightning bolt* (×2); **5th** *dimension door*; **4th** *dimension door* (at will)

Rituals DC 36; *infernal pact*

Chain of Malebolge ❖ **Requirements** The cornugon's last action was a success with a *spiked chain* Strike; **Effect** The devil pulls the creature 5 feet closer and grabs it with the spiked chain (Escape DC 42). The creature is automatically freed if the devil makes another *spiked chain* attack or moves away.

Infernal Wound (divine, necromancy) A cornugon's tail Strike deals 4d6 persistent bleed damage. The DC of the flat check to stop the bleeding starts at 20 and is reduced to 15 only if someone successfully assists. The DC to Administer First Aid to a creature with an infernal wound increases by 10. A spellcaster or item using healing magic on an infernally wounded creature must succeed at a DC 34 counteract check or the magic fails to heal the creature.

Stunning Chain (incapacitation) If the cornugon critically hits with its *spiked chain* Strike, the target must succeed at a DC 34 Fortitude save or be stunned for 1 round (1d4 rounds on a critical failure).

THE MALEBRANCHE

Every 5,000 years, the mightiest cornugon becomes a malebranche, a quasi-deity below infernal dukes. Scholars on Golarion currently know of 12 active malebranche, and while each is unique, all share the goal of conquering the Material Plane.

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SOUL SWALLOWERS

The fact that devourers consume souls makes them particularly hated by the church of Pharasma and psychopomps alike.

Devourer

When fiends and powerful evil spellcasters are lost beyond the farthest reaches of the multiverse, they sometimes return as horrific undead called devourers that consume the souls of the living to fuel their arcane machinations. Their bodies are ruined and rebuilt, hollow and twisted, even as their minds undergo a spiritual transformation. They gain the ability to bind other souls to their own and drain their essence for magical power, yet can never be sated in their pursuit of it. Seething masses of distorted ghostly shapes surge within their hollow rib cages—manifestations of the devourers' most recently consumed souls.

DEVOURER — CREATURE 11

UNCOMMON | NE | LARGE | UNDEAD

Perception +22; darkvision

Languages Abyssal, Celestial, Common, Infernal, Necril

Skills Arcana +21, Deception +21, Intimidation +23, Occultism +23, Stealth +19

Str +7, **Dex** +3, **Con** +5, **Int** +5, **Wis** +4, **Cha** +5

AC 31; **Fort** +20, **Ref** +18, **Will** +24; +1 status to all saves vs. magic

HP 175, negative healing; **Immunities** death effects, disease, paralyzed, poison, spell deflection, unconscious

Spell Deflection (abjuration, divine) A spellcaster who targets a devourer with a mental spell, *banishment*, *bind soul*, *divine decree*, *divine wrath*, *possession*, *spirit blast*, or *spirit song* can attempt a counteract check to free a soul the devourer has trapped with Devour Soul. If this counteract attempt succeeds, the trapped soul is released (though the creature remains dead), and the devourer can't use any soul charges from that creature. Devourers are otherwise immune to these spells.

Speed 30 feet, fly 30 feet

Melee ❖ claw +24 (agile, reach 10 feet), **Damage** 2d10+13 slashing plus drain life

Occult Innate Spells DC 31, see soul spells below; **6th** *feeblemind*, *true seeing*; **4th** *confusion*, *suggestion*; **3rd** *bind undead*, *paralyze*; **2nd** *death knell*; **1st** *harm*

Rituals DC 31; *create undead*

Devour Soul ❖❖ (death, divine, necromancy) The devourer touches a creature within reach, dealing 8d6 negative damage (DC 31 basic Fortitude save). If a creature is slain by this attack, its soul becomes trapped within the devourer. While its soul is trapped, a creature can't be resurrected except by powerful magic such as a *wish* spell. Destroying the devourer or successfully counteracting Devour Soul (see Spell Deflection above) releases the soul. The devourer can hold only one soul at a time. A soul has 5 soul charges per level of the originating creature (see Soul Spells below). The devourer can expend these charges to cast spells. If the soul is freed and the creature returns to life, the creature is drained 1 for every 5 soul charges expended. If reduced to 0 soul charges, the soul is consumed and can be restored to life only by powerful magic such as *wish*.

Drain Life (divine, necromancy) When the devourer damages a living creature with its claw Strike, the devourer gains 10 temporary Hit Points and the creature must succeed at a DC 24 Fortitude save or become drained 1. Further damage dealt by the devourer increases the condition value by 1 on a failed save, to a maximum of drained 4.

Soul Spells A devourer casts occult innate spells, but to do so it must expend a number of soul charges equal to the spell's level (similar to casting a spell using charges from a staff). It can heighten any spell to a maximum of 6th level by expending more charges as it Casts the Spell. When encountered, a devourer typically has one trapped soul with 10 soul charges.

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Dig-Widget

Thieves covet dig-widgets, specialized constructs built for infiltration. Each dig-widget contains numerous simple tools, including a set of mechanical devices that function as thieves' tools, two arms with drills, and two arms with corkscrews for attaching to and climbing surfaces. Once activated, these devices propel themselves forward. Though they have the full faculties typical of a construct, they usually follow a simple routine: avoid notice, pick any lock barring the path, dig past obstacles, and attack if caught. They're rarely left unattended, as a thief needs to be nearby to follow after—both to steal goods and to stop the dig-widget from engaging in further larceny once it's achieved its goal.

The source of a dig-widget's power is as much mechanical as it is magical. The gears and springs that provide a dig-widget mobility are an improvement over more primitive true clockwork creations (whose functions require constant winding to remain mobile), but at the cost of security, for a dig-widget's moving parts can be dismantled quickly by thieves and others with the proper training.

DIG-WIDGET — CREATURE 5

N | SMALL | CONSTRUCT | MINDLESS

Perception +9; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +12, Athletics +9 (+12 to Leap or Climb), Stealth +14, Thievery +15

Str +2, **Dex** +5, **Con** +1, **Int** –5, **Wis** +0, **Cha** –5

Infiltration Tools A dig-widget's face consists of a set of infiltrator thieves' tools. They can be salvaged from a destroyed dig-widget with a successful DC 20 Crafting check. On a failed check, the tools are destroyed.

AC 23; **Fort** +10, **Ref** +14, **Will** +7

HP 65; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Mechanical Vulnerability A creature with expert proficiency in Thievery can attempt a check to Disable a Device to damage a dig-widget. The DC is 22, and each success deals 20 damage.

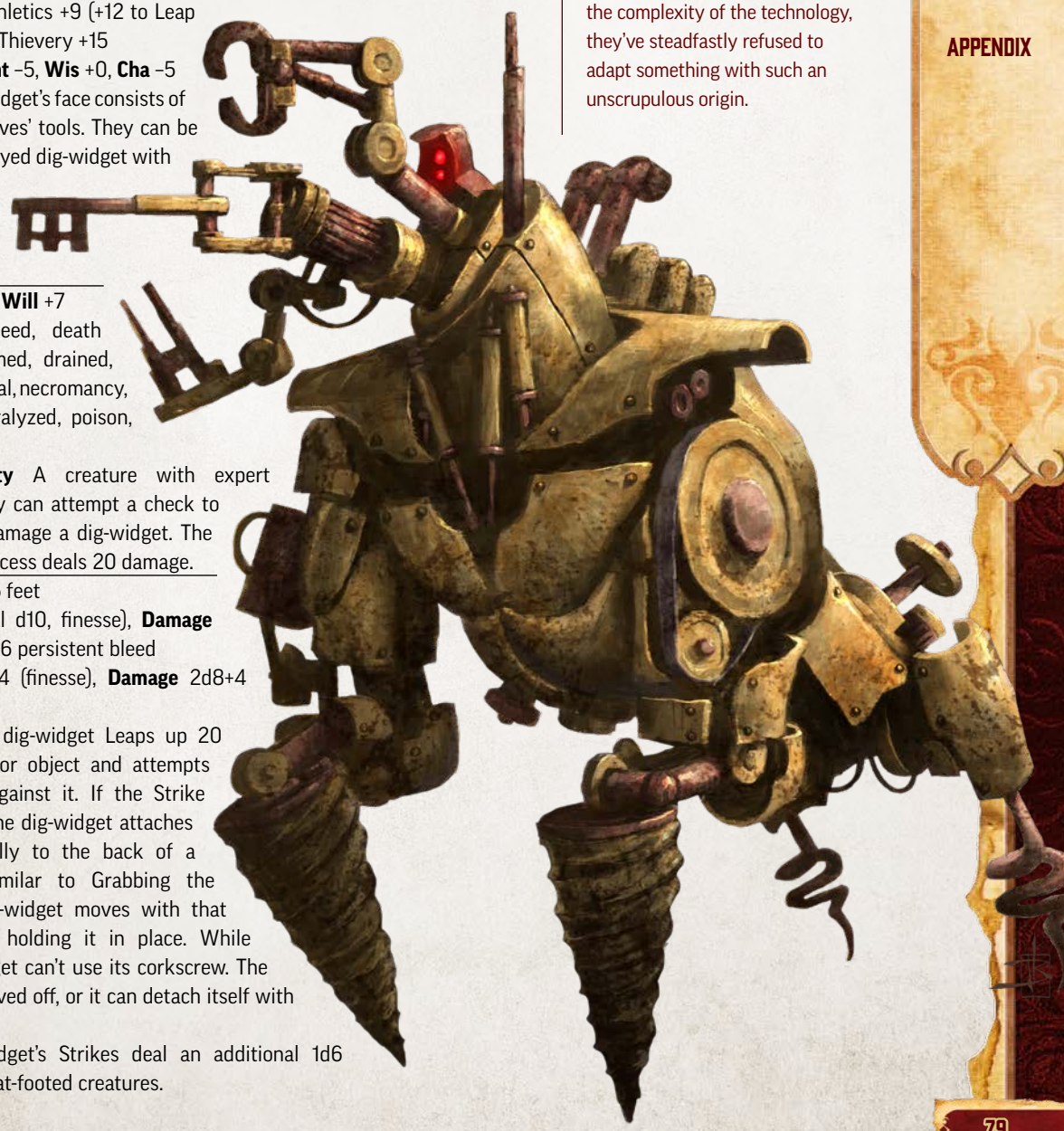
Speed 30 feet, burrow 15 feet

Melee ❖ drill +14 (fatal d10, finesse), **Damage** 2d6+4 piercing plus 1d6 persistent bleed

Melee ❖ corkscrew +14 (finesse), **Damage** 2d8+4 piercing

Fastening Leap ❖ The dig-widget Leaps up 20 feet onto a creature or object and attempts a corkscrew Strike against it. If the Strike damages the target, the dig-widget attaches to the target (typically to the back of a creature). This is similar to Grabbing the creature, but the dig-widget moves with that creature rather than holding it in place. While attached, the dig-widget can't use its corkscrew. The dig-widget can be Shoved off, or it can detach itself with an Interact action.

Sneak Attack A dig-widget's Strikes deal an additional 1d6 precision damage to flat-footed creatures.



WIDGET WORKSHOPS

The first dig-widget came from the workshops of a dwarven thieves' guild called Godak's Grifters, which used more advanced magical clockwork theories as a springboard for these simpler but no less effective contraptions. With their dig-widgets, the Grifters plagued the authorities of several dwarven settlements over the years. Their travels spread dig-widget technology, and numerous improvements have since led to faster and more reliable versions. Though upstanding dwarven mechanics have observed dig-widgets and recognized the complexity of the technology, they've steadfastly refused to adapt something with such an unscrupulous origin.

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COMPSOGNATHUS FAMILIARS

Appropriate familiar abilities for a compsognathus familiar include climber, damage avoidance, fast movement, kinspeech, manual dexterity, scent, or speech. A compsognathus familiar who can talk tends to do so in a rapid voice, with plenty of questions as a result of its eager curiosity. Note that while dinosaurs aren't technically all the same species, you should consider allowing a compsognathus with kinspeech the ability to speak to any dinosaur rather than limiting it to only fellow compsognathuses.

DINOSAUR

Dinosaurs encompass a staggering range of creatures, from tiny but still dangerous scavengers like the compsognathus to lumbering giants like the ravenous spinosaurus to ornery herbivores like iguanodons. Often sought out and partially domesticated to serve as exotic pets for eccentric aristocrats or dangerous guardians for those eager to protect their holdings with frightening but tamable creatures, dinosaurs are far from limited to lurking in primeval "lost worlds."

COMPSOGNATHUS

The compsognathus is a small bipedal dinosaur that moves in swift, darting motions. Its bite injects a venom that causes numbness and weakness, a trait that the animal uses to bring down larger prey, although it prefers to scavenge food or snatch up insects and other smaller creatures for its meals. The compsognathus is curious to a fault; most encounters that result in combat with these diminutive dinosaurs result not from the creatures' hunger but from frightened defensive reactions when the dinosaurs' inquisitive natures compel them to enter into situations (such as wagons or bedrolls) that inadvertently put them at odds with surprised adventurers.

A compsognathus measures 3 feet long from its head to the tip of its tail and weighs 15 pounds. It is small enough to serve as a house pet or even as a familiar for a spellcaster. In cases where magical links aren't involved, however, those encountering or keeping the creatures would be well-advised to treat them with the same caution one might extend to a pet viper or other poisonous reptile, as they are at best partly tame.

COMPSOGNATHUS — **CREATURE -1**

N | TINY | ANIMAL | DINOSAUR

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Stealth +6

Str +0, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** –2

AC 15; **Fort** +4, **Ref** +7, **Will** +4

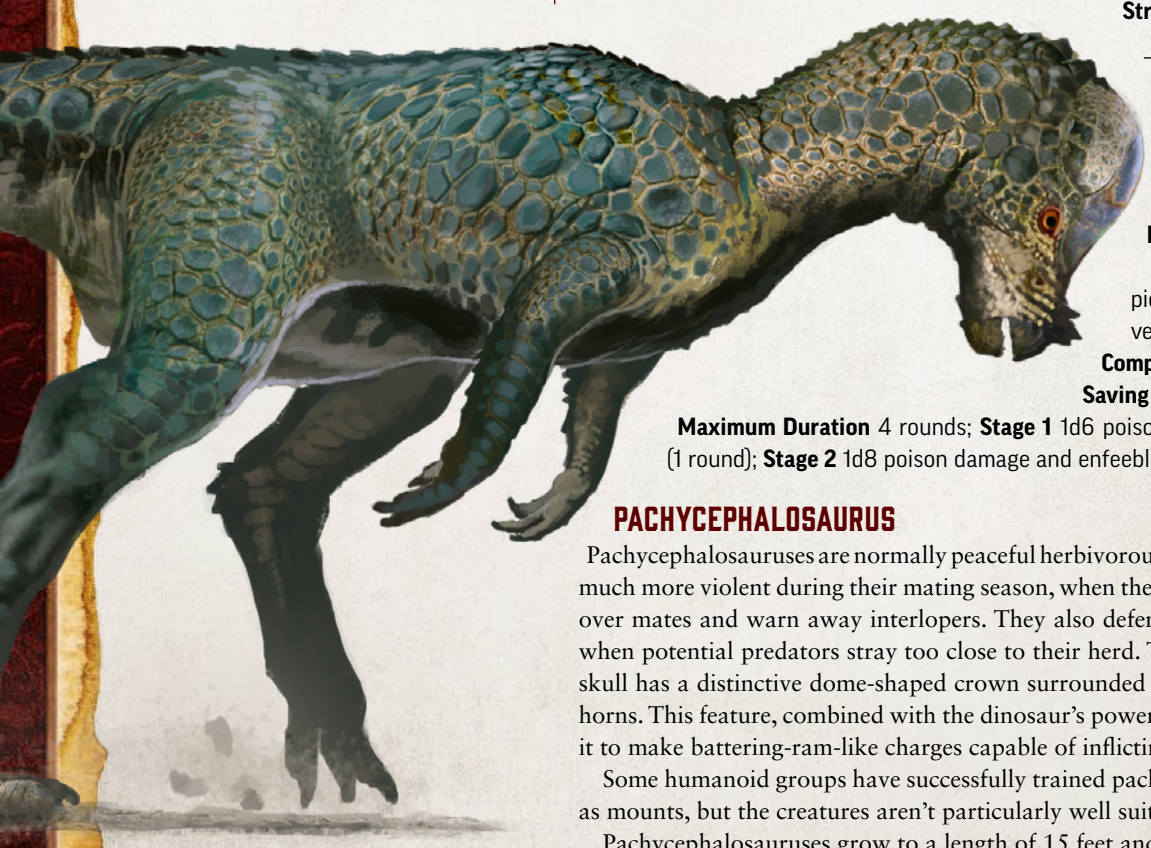
HP 8

Speed 30 feet, swim 15 feet

Melee ❖ jaws +7 (agile, finesse), **Damage** 1d6 piercing plus compsognathus venom

Compsognathus Venom (poison)

Saving Throw DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 1 (1 round)



PACHYCEPHALOSAURUS

Pachycephalosauruses are normally peaceful herbivorous dinosaurs, but they grow much more violent during their mating season, when they fight one another to win over mates and warn away interlopers. They also defend themselves vehemently when potential predators stray too close to their herd. The pachycephalosaurus's skull has a distinctive dome-shaped crown surrounded by numerous blunt, bony horns. This feature, combined with the dinosaur's powerful, compact neck, allows it to make battering-ram-like charges capable of inflicting great damage.

Some humanoid groups have successfully trained pachycephalosauruses for use as mounts, but the creatures aren't particularly well suited to the task.

Pachycephalosauruses grow to a length of 15 feet and weigh 1,400 pounds.

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PACHYCEPHALOSAURUS — CREATURE 3

N | LARGE | ANIMAL | DINOSAUR

Perception +10; low-light vision, scent (imprecise) 30 feet
Skills Athletics +11, Intimidation +7
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

AC 19; **Fort** +12, **Ref** +11, **Will** +7
HP 65

Speed 35 feet
Melee ◆ skull +11 (forceful, reach 10 feet), **Damage** 1d10+6 bludgeoning
Clobbering Charge ◆◆ The pachycephalosaurus Strides up to its Speed. If it ends its movement within melee reach of a target, it can make a skull Strike against that target. If the pachycephalosaurus critically hits with this Strike, the creature hit is stunned 1.
Sudden Shove ↻ (attack) **Trigger** The pachycephalosaurus damages a Medium or smaller foe with its skull Strike; **Effect** The pachycephalosaurus digs in and flings its head up, shoving its foe away. It attempts an Athletics check against the target's Fortitude DC.
Critical Success The pachycephalosaurus pushes the opponent up to 10 feet away from itself and knocks the target prone.
Success The pachycephalosaurus pushes the opponent back 5 feet.
Failure The pachycephalosaurus fails to push the opponent.
Critical Failure As failure, but the failed attempt leaves the pachycephalosaurus flat-footed for 1 round.

HADROSAURID

Hadrosaurids are a broad grouping of herbivorous dinosaurs that share characteristic flat snouts filled with rows of grinding teeth well suited for feeding on vegetation. Also known as "duck-billed dinosaurs" due to the unusual shape of their jaws, hadrosaurids are lumbering creatures that can rival an elephant for size, although they tend to be much less aggressive and are prone to flight when confronted with danger rather than stubbornly standing their ground. Many species of hadrosaurids have uniquely shaped crests on their heads that give each species its own unusual profile, making them easily recognizable even to an amateur dinosaur watcher.

Giants and other oversized creatures have been known to domesticate hadrosaurids to serve as livestock. Despite their ability to sprint quickly, they don't make particularly viable mounts due to their timid natures, but in a large group, a panicked gathering of hadrosaurids can wreak great damage with their trampling.

A hadrosaurid can walk for short distances on its hind legs but prefers to graze and travel on all fours. The typical hadrosaurid is 20 to 30 feet long and can weigh up to 10,000 pounds.

DINOSAUR ABILITIES

While the real world fossil records hold a wealth of inspiration for the reconstruction of dinosaurs in an RPG, you can also look to living creatures for ideas. Giving a dinosaur a poisonous bite or an unusual attack routine like Clobbering Charge ensures that dinosaurs are as interesting in combat as they are in appearance.

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HADROSAURID CRESTS

The different species of hadrosaurids all use the same statistics. While some species have no cranial crest at all, those who do, such as the distinctive backward-curling crest of the parasaurolophus, are capable of vocalizing sonorous and haunting calls when they seek the attention of a mate or warning their herd of a predator's approach.

HADROSAURID — CREATURE 4

N HUGE ANIMAL DINOSAUR

Perception +13, low-light vision, scent (imprecise) 30 feet
Skills Athletics +12, Stealth +10
Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 21; **Fort** +12, **Ref** +10, **Will** +11
HP 60

Speed 30 feet
Melee tail +14 (reach 15 feet), **Damage** 2d6+8 bludgeoning
Melee foot +12 (reach 15 feet), **Damage** 2d4+8 bludgeoning
Sprint ◆◆ **Frequency** once per minute; **Effect** The hadrosaurid Strides twice. It has a +20-foot circumstance bonus to its Speed during these Strides.
Trample ◆◆◆ Large or smaller, foot, DC 21

IGUANODON

Iguanodons are large, herbivorous dinosaurs that inhabit swamps and forests where they browse on the abundant vegetation. The iguanodon is capable of moving on two feet or on four, quickly switching from one stance to the other depending on whether it needs to move through dense foliage or to reach delectable morsels hanging up in the canopy.

Although iguanodons are herbivores, they are notoriously quick to anger. Their thumb spikes make their claws particularly devastating weapons. A well-placed blow from one of these claws can turn a hungry predator into a cowering beast with one swift strike. Iguanodons are 30 feet long and weigh 6,000 pounds.

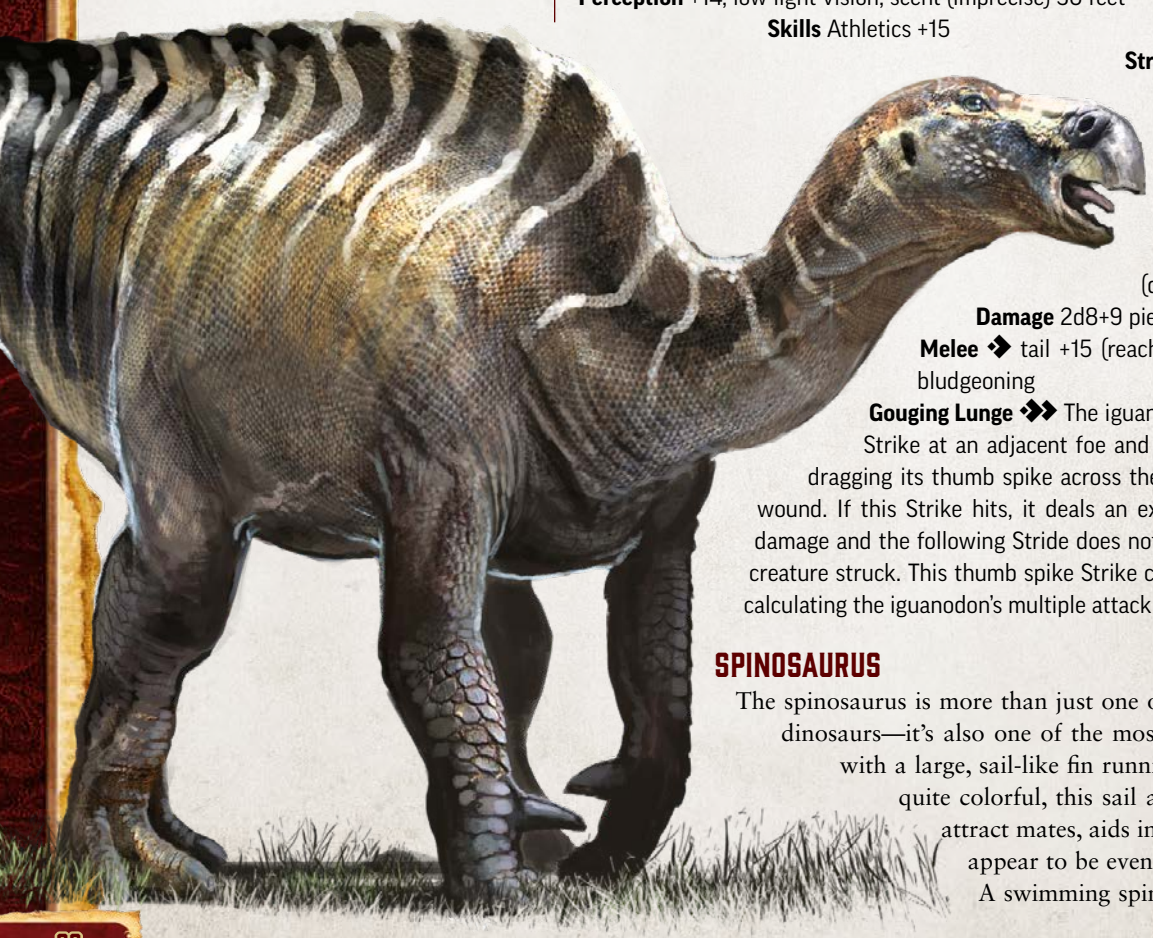
IGUANODON — CREATURE 6

N HUGE ANIMAL DINOSAUR

Perception +14; low-light vision, scent (imprecise) 30 feet
Skills Athletics +15
Str +7, **Dex** +4, **Con** +4, **Int** –4, **Wis** +4, **Cha** +0

AC 24; **Fort** +16, **Ref** +12, **Will** +14
HP 95

Speed 25 feet
Melee ◆ thumb spike +17 (deadly d10, reach 10 feet), **Damage** 2d8+9 piercing
Melee ◆ tail +15 (reach 15 feet), **Damage** 2d10+9 bludgeoning
Gouging Lunge ◆◆ The iguanodon makes a thumb spike Strike at an adjacent foe and then Strides up to 15 feet, dragging its thumb spike across the foe to gouge out a brutal wound. If this Strike hits, it deals an extra 1d8 points of slashing damage and the following Stride does not trigger reactions from the creature struck. This thumb spike Strike counts as two attacks when calculating the iguanodon's multiple attack penalty.



SPINOSAURUS

The spinosaurus is more than just one of the largest carnivorous dinosaurs—it's also one of the most unusual in appearance, with a large, sail-like fin running along its spine. Often quite colorful, this sail allows the spinosaurus to attract mates, aids in swimming, and makes it appear to be even larger than it actually is. A swimming spinosaurus can also use the

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sail as part of a unique means of staggering prey by slapping the water with it to make a crushing wave.

The spinosaurus is equally at home in water as it is on land, and its long, toothy maw is well-adapted to catching swimming prey. Attempts by giants to capture spinosauruses to serve as guardians typically go poorly, for these headstrong dinosaurs do not domesticate well. Their surly attitudes and striking appearances make them better suited for bloodsports, and they are popular prizes for those who run arenas specializing in battles that pit gladiators against hungry animals or beasts. Of course, an angry dinosaur forced to fight for the amusement of others won't discriminate between potential meals on the battleground and ones seated in the surrounding stands.

The spinosaurus's appearance and strength make it attractive to more than just giants and bloodsport organizers. Spellcasters who mutate and transform animals into magical guardians have long been intrigued by the spinosaurus's potential. More so than any other dinosaurs, spinosauruses have been subjected to fleshwarping procedures, crossbreeding with monsters, and other magical techniques to enhance the creatures' viability as effective guardians.

A spinosaurus can measure up to 60 feet in length and weighs 25,000 pounds.

MAGICAL DINOSAURS

In a fantasy setting, magical effects or supernatural influences can enhance dinosaurs by giving them unexpected attacks, modes of movement, or other abilities. You can quickly create a memorable magical beast simply by giving a dinosaur the magical attack of another creature of an equal level, such as a spinosaurus gaining an acidic breath weapon akin to that of an adult black dragon.

SPINOSAURUS CREATURE 11

N | GARGANTUAN | ANIMAL | DINOSAUR

Perception +21; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +19, Athletics +23 (+25 to Swim)

Str +8, **Dex** +4, **Con** +6, **Int** –4, **Wis** +2, **Cha** +1

Deep Breath A spinosaurus can hold its breath for 2 hours.

AC 30; **Fort** +23, **Ref** +21, **Will** +19

HP 200

Speed 40 feet, swim 30 feet

Melee ❖ bite +23 (deadly d12, reach 20 feet), **Damage** 2d12+14 piercing plus Grab

Melee ❖ claw +23 (agile, reach 15 feet), **Damage** 2d8+14 slashing

Rip and Tear ❖ **Requirements** The spinosaurus has a creature grabbed in its jaws; **Effect** The spinosaurus reaches up and slashes with its claws at the creature it has grabbed, dealing 4d8 slashing damage (DC 30 basic Reflex save) and 1d6 persistent bleed damage.

Staggering Sail ❖❖ (incapacitation) **Requirements** The spinosaurus is swimming on the surface of water; **Effect** With a powerful lunge to the side, the spinosaurus uses its sail to slap the surface of the water, creating a crushing wave of water that deals 6d6 bludgeoning damage in a 30-foot cone. Each creature in the water in the area must attempt a DC 30 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 until the end of its next turn.

Critical Failure The creature takes double damage and is stunned 3.

Swallow Whole ❖ (attack) Medium, 2d12+12 bludgeoning, Rupture 19

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DOLPHINS TO THE RESCUE

Dolphins have a somewhat unusual trait—they often come to the aid of other creatures in distress, such as to save a drowning person or to protect someone from the attack of a shark. Not every monster in this book wants to hurt player characters—consider having a dolphin come to an endangered PC's rescue if the situation merits!

DOLPHIN

Dolphins encompass a wide range of aquatic mammals, all of which are quite social, intelligent, and widespread through the world's oceans.

BOTTLENOSE DOLPHIN

The bottlenose dolphin is the most common and widespread species of dolphin. They are social predators who hunt shallow seas and rivers in large family groups called pods. Sailors are fond of bottlenose dolphins and frequently tell tales of how they save drowning fishers or kill sharks with blows from their powerful snouts.

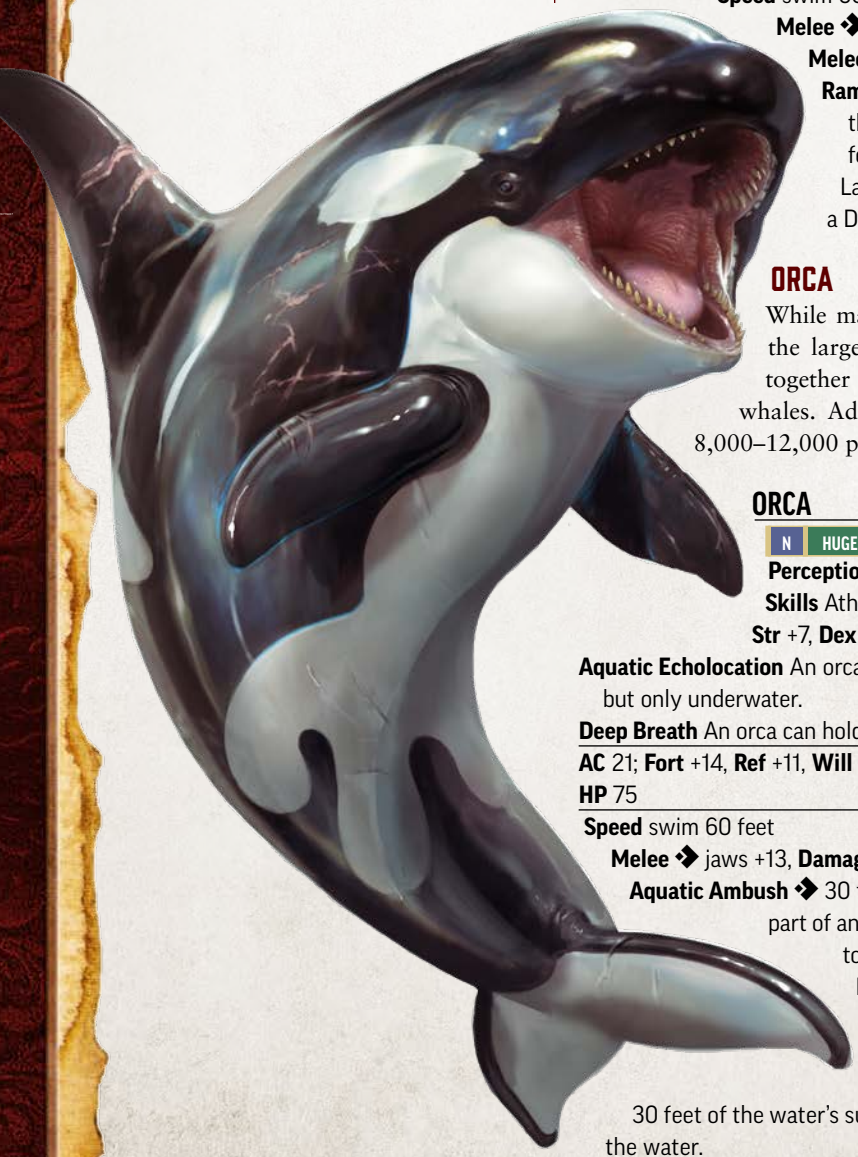
BOTTLENOSE DOLPHIN — CREATURE 0

N | MEDIUM | ANIMAL

Perception +7; aquatic echolocation 120 feet, low-light vision
Skills Athletics +6
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +3, **Cha** +0
Aquatic Echolocation A bottlenose dolphin can use its hearing as a precise sense at the listed range, but only underwater.
Deep Breath A bottlenose dolphin can hold its breath for 2 hours.

AC 15; **Fort** +6, **Ref** +7, **Will** +5
HP 16

Speed swim 60 feet
Melee ◆ snout +6, **Damage** 1d6+2 bludgeoning
Melee ◆ jaws +6, **Damage** 1d6+2 piercing
Ramming Speed ◆◆ The bottlenose dolphin Swims twice and then makes a snout Strike. As long as it moved at least 20 feet, it gains a +1 circumstance bonus to its attack roll. A Large or smaller creature hit by this attack must succeed at a DC 16 Fortitude save or be slowed 1 for 1 round.



ORCA

While many know orcas as "killer whales," they are actually the largest species of dolphin. These powerful animals hunt together in pods to take down seals, sharks, and even true whales. Adult orcas are typically 15–25 feet long and weigh 8,000–12,000 pounds.

ORCA — CREATURE 5

N | HUGE | ANIMAL

Perception +12; aquatic echolocation 120 feet, low-light vision
Skills Athletics +14, Stealth +13
Str +7, **Dex** +2, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0
Aquatic Echolocation An orca can use its hearing as a precise sense at the listed range, but only underwater.
Deep Breath An orca can hold its breath for 2 hours.

AC 21; **Fort** +14, **Ref** +11, **Will** +12
HP 75

Speed swim 60 feet
Melee ◆ jaws +13, **Damage** 2d8+9 piercing plus Grab
Aquatic Ambush ◆ 30 feet. An orca can travel no further than 5 feet onto land as part of an Aquatic Ambush. After it does so, it is prone until it Crawls to return to the water.
Breach ◆◆ The orca Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet in the air, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the orca splashes back down into the water.

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Doprillu

The aberrations known as doprillus are hulks with banded muscles who wear ornate masks at all times that fill their wearers with magical strength and fighting spirit. Doprillus love to battle, especially by grappling, and are eager to start brawls. On neutral ground, a doprillu offers to duel the strongest-looking opponent, but when a doprillu's home turf is invaded, no rules apply to the confrontation. As befits the superheated blood that fuels them, doprillus make their homes in warm locations: hot jungles, sunny deserts, and underground caverns near sulfur vents.

DOPRILLU — CREATURE 14

NE | MEDIUM | ABERRATION

Perception +22; darkvision, *see invisibility*
Languages Aklo, Common, Undercommon
Skills Acrobatics +26, Athletics +30, Intimidation +22, Stealth +24
Str +8, **Dex** +6, **Con** +7, **Int** +1, **Wis** +4, **Cha** +2

AC 36; **Fort** +27, **Ref** +28, **Will** +24; +2 status to all saves vs. fear
HP 260, regeneration 20 (deactivated by cold); **Immunities** enfeebled (while wearing its mask), slowed (while wearing its mask); **Resistances** fire 15

Mask of Power A doprillu's unique wooden mask is the source of its power. A doprillu deprived of its mask loses its regeneration and its immunity to enfeebled and slowed, and it immediately becomes enfeebled 1. The enfeebled value increases by 1 at the start of each of the doprillu's turns, to a maximum of enfeebled 4. If the mask is put back on, the doprillu immediately regains its abilities and loses the enfeebled condition. A creature can pull off the mask with a successful DC 34 Athletics check to Force Open.

Volcanic Veins (fire) Fiery magma runs through the doprillu's veins. A creature that starts its turn grabbed by the doprillu takes 7d6 fire damage.

Deflect Arrow ↻ **Trigger** The doprillu is the target of a physical ranged attack; **Requirements** The doprillu is aware of the attack, isn't flat-footed against it, and has a hand free; **Effect** The doprillu gains a +4 circumstance bonus to its AC against the triggering attack.

Speed 40 feet, climb 40 feet

Melee ❖ fist +30 (agile, magical), **Damage** 3d8+16 plus 2d6 fire and Improved Grab

Occult Innate Spells DC 28; **Constant (6th)** *see invisibility*

Body Strike ❖ **Requirements** The doprillu has a creature grabbed; **Effect** The doprillu swings the grabbed creature as a weapon. This Strike has a +30 attack modifier and deals 3d8+16 bludgeoning damage. The Strike is magical and has a reach of 10 feet. On a hit, the grabbed creature takes half the damage dealt to the target.

Whirlwind Throw ❖❖ **Requirements** The doprillu has a creature grabbed; **Effect** The doprillu whirls the grabbed creature about, making a Body Strike against each creature in reach. After that Strike, the doprillu can hurl the grabbed creature up to 50 feet as a ranged Strike. This Strike has the same attack modifier and damage as Body Strike, but has the thrown 20 feet weapon trait

DOPRILLU MASKS

A doprillu's stylized mask isn't a part of the creature itself, though doprillus inherently understand the mask's purpose and power. When born, doprillus start out weak and small. Once one matures and gains sufficient intelligence and manual dexterity, it carves its personal mask. The first time it dons the mask, the doprillu rushes out to seek a fight. This mask is never replaced, and it might be marred from hundreds of battles.

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BRINE DRAGON SPELLCASTERS

Brine dragon spellcasters tend to cast the following spells.

YOUNG

Primal Prepared Spells DC 26, attack +20; **3rd** *haste, lightning bolt, slow*; **2nd** *animal messenger, humanoid form, water breathing*; **1st** *create water, grease, negate aroma*; **Cantrips (3rd)** *acid splash, detect magic, prestidigitation, sigil, stabilize*

ADULT

Primal Prepared Spells DC 33, attack +26; as young brine dragon, plus **5th** *cone of cold, control water, mariner's curse*; **4th** *freedom of movement, hallucinatory terrain, solid fog*; **Cantrips (5th)** *acid splash, detect magic, prestidigitation, sigil, stabilize*

ANCIENT

Primal Prepared Spells DC 38, attack +33; as adult brine dragon, plus **8th** *dispel magic, horrid wilting*; **7th** *energy aegis, plane shift, regenerate*; **6th** *baleful polymorph, slow, true seeing*; **Cantrips (8th)** *acid splash, detect magic, prestidigitation, sigil, stabilize*

Dragon, Primal

The strange and otherworldly primal dragons hail from realities adjacent to the Material Plane—the four Elemental Planes and the Shadow Plane. These true dragons have natures and powers that exemplify their plane of origin and an affinity for primal magic, unlike chromatic and metallic dragons, who favor arcane or divine magic. Although they come from distant planes, primal dragons can be found on the Material Plane in regions touched by or reminiscent of their home plane. Although such encounters are rare, adventurers and travelers have sometimes found a brine dragon dwelling near a salty inland sea, for example, or a crystal dragon living in massive natural caverns deep in the Darklands. Unlike chromatic and metallic dragons, primal dragons tend not to develop shape-changing powers, and they are less interested in infiltrating settlements or influencing others from the shadows.

PRIMAL DRAGON SPELLCASTERS

Each type of primal dragon features a note in the margins on spellcasting dragons of that type. To make a primal dragon spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities and give it the spells outlined in its sidebar. You can swap out any number of these with other primal spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Wisdom or Charisma modifier by 1 or 2 to reflect their mastery of magic.

PRIMAL DRAGONS OF GOLARION

Golarion is not home to many primal dragons. Yet primal dragons do still come to Golarion now and then, whether to escape persecution in their home plane, build new lairs, torment and brutalize weaker creatures, or seek knowledge and resources that are scarce or unavailable at home.

Brine dragons can be found along Golarion's coastlines but are often frustrated by piracy and other lawless elements. They tend to avoid heavily populated coastal areas like the Shackles and instead choose remote islands in the oceans as their homes, where they can rule small communities of their own curation. Cloud dragons are even more isolated, and lacking any interest in politics, they prefer to dwell in large mountain ranges like the Kodars or the Barrier Wall. Crystal dragons' vanity compels them to seek places that complement their natural beauty, such as gem-studded caverns in the Darklands. Of all the primal dragons, cantankerous magma dragons may be the ones most often found dwelling on Golarion, where they are drawn to volcanic ranges like the Five Kings Mountains. Umbral dragons hail not from an Elemental Plane but the Shadow Plane, and they can be encountered anywhere the borders to that plane grow thin, particularly in the sinister nation of Nidal.

BRINE DRAGON

Brine dragons are usually blue-green in color, with shiny scales, crests that help them glide through the water, and sweeping neck frills. They care little for either good or evil. As they are both opinionated and willing to impose their sense of order on others, many brine dragons eventually seek to rule over a meticulously crafted community. These communities are orderly and well-planned, with rigid standards of courtesy and unchanging laws set down by the dragon themself. A settlement seeded by a brine dragon can be made of members of almost any ancestry, but the most common inhabitants are humans, merfolk, tengus, or sahuagin.

Depending on the dragon's personality, their community members might view their brine dragon ruler as anything from a benevolent force of order to a fearful tyrant. Regardless, the typical brine dragon has little patience for kindness or philanthropy, and the strength and health of their settlement as a whole are of greater concern than individuals' well-being. A notable exception to this dispassion rises when an outside force encroaches on their lands. In these cases, the brine dragon is quick to step in and aid in the defense of their community.

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Although brine dragons enjoy cultivating settlements, they rarely make their lairs within the city limits, instead preferring to dwell in sea caves or cliffside grottoes overlooking the coastline. Here they can retreat for privacy as needed, or can accumulate and display their gathered wealth in a place where they feel safe spreading out their treasures. Brine dragon hoards often consist of a mix of offerings and taxes paid by those they rule over and strange discoveries salvaged from sunken ships.

REZLARABREN

A series of underwater caverns on Thoska Isle in the Ironbound Archipelago serves as Rezlarabren's lair. There she rules a tribe of ulat-kini who labor as miners. Her relationship with the Linnorm Kings is complex, and whether she views them as allies or enemies depends on her mood.

YOUNG BRINE DRAGON — CREATURE 8

UNCOMMON | LN | LARGE | AMPHIBIOUS | DRAGON | ELEMENTAL | WATER

Perception +16; darkvision, scent (imprecise) 60 feet
Languages Aquan, Common, Draconic
Skills Acrobatics +14, Athletics +18, Deception +18, Intimidation +18, Nature +16, Society +16, Survival +14
Str +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** +2, **Cha** +4

AC 27; **Fort** +18, **Ref** +16, **Will** +16
HP 142; **Immunities** acid, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24
Brine Spit ↻ **Trigger** A creature the brine dragon observes within 30 feet uses a concentrate action; **Effect** The dragon spits a glob of caustic salt water at the creature. The creature takes 3d6 acid damage (DC 26 basic Reflex save). On a failure, the concentrate action is disrupted.

Speed 30 feet, fly 100 feet, swim 50 feet
Melee ◆ jaws +20 (acid, reach 10 feet), **Damage** 2d10+8 piercing plus 2d4 acid
Melee ◆ claw +20 (agile), **Damage** 2d8+8 slashing
Melee ◆ tail +18 (reach 15 feet), **Damage** 2d12+8 bludgeoning
Melee ◆ wing +18 (agile, reach 10 feet), **Damage** 1d12+8 piercing
Primal Innate Spells DC 26, attack +18; **2nd** *obscuring mist*; **1st** *hydraulic push* (×2)
Breath Weapon ◆◆ (acid, evocation, primal) The dragon breathes a spray of acidic salt water that deals 9d6 acid damage in an 80-foot line (DC 26 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one wing Strike in any order.
Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

ADULT BRINE DRAGON — CREATURE 12

UNCOMMON | LN | HUGE | AMPHIBIOUS | DRAGON | ELEMENTAL | WATER

Perception +23; darkvision, scent (imprecise) 60 feet
Languages Aquan, Common, Draconic, Sylvan
Skills Acrobatics +20, Athletics +25, Deception +24, Intimidation +24, Nature +21, Society +21, Survival +21
Str +7, **Dex** +2, **Con** +5, **Int** +3, **Wis** +5, **Cha** +6

AC 33; **Fort** +25, **Ref** +20, **Will** +21; +1 status to all saves vs. magic
HP 222; **Immunities** acid, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30
Brine Spit ↻ As young brine dragon, but 5d6 damage and DC 30.

Speed 40 feet, fly 120 feet, swim 60 feet
Melee ◆ jaws +26 (acid, magical, reach 15 feet), **Damage** 3d10+12 piercing plus 3d4 acid
Melee ◆ claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing
Melee ◆ tail +24 (magical, reach 20 feet), **Damage** 3d12+12 bludgeoning
Melee ◆ wing +24 (magical, reach 15 feet), **Damage** 1d12+12 piercing

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CLOUD DRAGON SPELLCASTERS

Cloud dragon spellcasters tend to cast the following spells.

YOUNG

Primal Prepared Spells DC 29, attack +23; **4th** *freedom of movement*, *hallucinatory terrain*, *speak with plants*; **3rd** *earthbind*, *haste*, *stinking cloud*; **2nd** *animal messenger*, *faerie fire*, *speak with animals*; **1st** *feather fall*, *negate aroma*, *shocking grasp*; **Cantrips (4th)** *dancing lights*, *detect magic*, *electric arc*, *prestidigitation*, *read aura*

ADULT

Primal Prepared Spells DC 34, attack +29; as young cloud dragon, plus **6th** *heal*, *slow*, *true seeing*; **5th** *banishment*, *death ward*, *passwall*; **Cantrips (6th)** *dancing lights*, *detect magic*, *electric arc*, *prestidigitation*, *read aura*

ANCIENT

Primal Prepared Spells DC 41, attack +36; as adult cloud dragon, plus **9th** *heal*, *storm of vengeance*; **8th** *dispel magic*, *moment of renewal*, *punishing winds*; **7th** *energy aegis*, *plane shift*, *unfettered pack*; **Cantrips (9th)** *dancing lights*, *detect magic*, *electric arc*, *prestidigitation*, *read aura*

Primal Innate Spells DC 32, attack +24; **4th** *hydraulic torrent*; **3rd** *hydraulic push* (×3); **2nd** *obscuring mist*

Breath Weapon ◆◆◆ (acid, evocation, primal) The dragon breathes a spray of acidic salt water that deals 13d6 acid damage in a 100-foot line (DC 32 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ◆◆◆ As young brine dragon.

Draconic Momentum As young brine dragon.

Desiccating Bite ◆◆◆ The dragon makes a jaws Strike. On a hit, the target takes 4d6 persistent acid damage, and is sickened 2 from the pain of salt and brine in its wounds.

ANCIENT BRINE DRAGON — CREATURE 17

RARE | LN | GARGANTUAN | AMPHIBIOUS | DRAGON | ELEMENTAL | WATER

Perception +32; darkvision, scent (imprecise) 60 feet

Languages Aquan, Common, Draconic, Sylvan, Utopian

Skills Acrobatics +28, Athletics +32, Deception +32, Intimidation +34, Nature +30, Society +30, Survival +29

Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +5, **Cha** +6

AC 40; **Fort** +31, **Ref** +30, **Will** +30; +1 status to all saves vs. magic

HP 330; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 36

Brine Spit ↻ As young brine dragon, but 7d6 damage and DC 36.

Speed 50 feet, fly 140 feet, swim 70 feet

Melee ◆ jaws +34 (acid, magical, reach 20 feet), **Damage** 3d10+17 piercing plus 5d4 acid

Melee ◆ claw +34 (agile, magical, reach 15 feet), **Damage** 3d10+17 slashing

Melee ◆ tail +32 (magical, reach 25 feet), **Damage** 3d12+17 bludgeoning

Melee ◆ wing +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing

Primal Innate Spells DC 38, attack +30; **6th** *hydraulic torrent*; **5th** *control water* (×3), *mariner's curse*; **4th** *hydraulic push* (at will), *obscuring mist* (at will)

Breath Weapon ◆◆◆ (acid, evocation, primal) The dragon breathes a spray of acidic salt water that deals 18d6 acid damage in a 120-foot line (DC 38 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Capsize ◆ (attack) The dragon tries to capsize an adjacent aquatic vessel of their size or smaller. They must succeed at an Athletics check with a DC of 35 (reduced by 5 for each size smaller the vessel is than the dragon) or the pilot's Sailing Lore DC, whichever is higher.

Desiccating Bite ◆◆◆ As adult brine dragon, but 6d6 persistent acid damage and sickened 3.

Draconic Frenzy ◆◆◆ As young brine dragon.

Draconic Momentum As young brine dragon.

Painful Strikes (acid) The brine dragon's body is encrusted with salty, acidic crystals. When a target takes damage from one of the dragon's melee Strikes, it must succeed at a DC 38 Fortitude Save or be stunned 1 (stunned 3 on a critical failure). The target then becomes temporarily immune for 1 minute.

CLOUD DRAGON

At heart, cloud dragons are wanderers, explorers, and travelers who enjoy nothing more than seeing new lands and meeting unusual creatures. Cloud dragons range in color from light blue to a pale, milky white and have thick, curling horns and rather short snouts. They keep lairs among the extreme altitudes of the highest mountain peaks but are away on their many journeys as often as they're at home. Cloud dragons spend long hours surveying the lands they fly over from great heights, but they are creatures of whim, making it hard to predict what will pique their curiosity and bring them winging down to converse or investigate something on the ground. Cloud dragons seldom perform acts of outright malice, but they are not often charitable either. A cloud dragon is as likely to simply pluck something they desire off the ground and fly away with it as they are to bargain fairly.

A cloud dragon's ever-changing interests never seem to stray toward the complicated schemes and long-term plans of other dragons. These rovers are

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creatures of the moment, and although they are as mentally gifted as other true dragons, their interests remain in the here and now. Yet the cloud dragon's penchant for living in the moment is not a personality flaw—they're more than capable of anticipating long-term results of their actions and won't make foolish choices simply to pursue a current interest. At the same time, cloud dragons have little interest in worrying about the future and are as confident in their ability to handle tomorrow's problems as they are today's.

Cloud dragon hoards tend to be well-guarded or well-hidden, as a natural result of their roving habits often taking them away from their lairs for extended periods. Their treasuries include a wide variety of items—they are driven to gather a broad range of prizes rather than collecting one type of item intensively. To a cloud dragon, a diversified hoard is a perfect hoard.

YOUNG CLOUD DRAGON — CREATURE 10

UNCOMMON | N | LARGE | AIR | DRAGON | ELEMENTAL

Perception +22; darkvision, mist vision, scent (imprecise) 60 feet

Languages Auran, Common, Draconic

Skills Acrobatics +20, Athletics +21, Deception +20, Diplomacy +18, Intimidation +22, Nature +18, Stealth +18, Survival +16

Str +7, **Dex** +2, **Con** +5, **Int** +2, **Wis** +4, **Cha** +4

Mist Vision Fog and mist don't impair a cloud dragon's vision; they ignore the concealed condition from fog and mist.

AC 30; **Fort** +21, **Ref** +18, **Will** +20

HP 175; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26

Deflecting Cloud ↻ **Trigger** The dragon is the target of a ranged attack; **Requirements** The dragon is aware of the attack and has a free wing; **Effect** The cloud dragon flexes a wing and creates a billowing cloud of mist. The dragon is treated as if they were hidden for the purposes of resolving the triggering attack, so normally the attacker must succeed at a DC 11 flat check to target them. The dragon also gains a +4 circumstance bonus to AC against the triggering attack.

Speed 40 feet, fly 140 feet; cloud walk

Melee ◆ jaws +23 (electricity, reach 10 feet), **Damage** 2d10+13 piercing plus 1d12 electricity

Melee ◆ claw +23 (agile), **Damage** 2d8+13 slashing

Melee ◆ tail +21 (reach 15 feet), **Damage** 2d12+13 bludgeoning

Melee ◆ horn +21 (deadly d8, reach 10 feet), **Damage** 1d12+11 piercing

Primal Innate Spells DC 29; **2nd** *obscuring mist*; **1st** *gust of wind* (at will)

ZANEMBIS

While most cloud dragons prefer solitude and avoid confrontations, Zanembis is an excellent example of how failed dragonslaying attempts can create problems. Previously content to dwell atop Angel Peak in the Mindspin Mountains, this cloud dragon has grown vengeful and violent in the wake of unexpected and unjustified attacks on his lair.

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PRIMAL DRAGON HOARDS

Primal dragons may hail from other planes of existence than chromatic or metallic dragons, but they share one thing in common with those types—an obsession with treasure. Specific details on the types of treasures each category of primal dragon favors are detailed in their respective entries on the following pages; beyond those broad guidelines, the treasures in a dragon's hoard should match the themes of that type of dragon. A brine dragon's treasures should have nautical themes to them, for example, while an umbral dragon would have collected treasures of grim and shadowy nature; a crystal dragon focuses on gemstone valuables, and a cloud dragon seeks items that grant flight or produce an exotic scent. Of them all, the magma dragon's treasure hoards are most akin to that of the classic dragon—provided the items collected can survive at the blazing temperatures that tend to be present in these dragons' volcanic dens!

Breath Weapon ◆◆◆ (electricity, evocation, primal) The dragon breathes a thundercloud that deals 11d6 electricity damage in a 40-foot cone (DC 29 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Cloud Walk The cloud dragon can tread on clouds or fog as though on solid ground.

Draconic Frenzy ◆◆◆ The dragon makes two claw Strikes and one horn Strike in any order.

Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

ADULT CLOUD DRAGON — CREATURE 14

UNCOMMON | N | HUGE | AIR | DRAGON | ELEMENTAL

Perception +28; darkvision, mist vision, scent (imprecise) 60 feet

Languages Auran, Common, Draconic, Jotun

Skills Acrobatics +23, Athletics +28, Deception +26, Diplomacy +26, Intimidation +28, Nature +24, Stealth+ 23, Survival +26

Str +7, **Dex** +3, **Con** +5, **Int** +4, **Wis** +6, **Cha** +6

Mist Vision As young cloud dragon.

AC 36; **Fort** +26, **Ref** +23, **Will** +26; +1 status to all saves vs. magic

HP 254; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 32

Deflecting Cloud ↻ As young cloud dragon.

Speed 50 feet, fly 160 feet; cloud walk

Melee ◆ jaws +29 (electricity, magical, reach 15 feet), **Damage** 3d10+15 piercing plus 2d12 electricity

Melee ◆ claw +29 (agile, magical, reach 10 feet), **Damage** 3d10+15 slashing

Melee ◆ tail +27 (magical, reach 20 feet), **Damage** 3d12+15 bludgeoning

Melee ◆ horn +27 (deadly d10, magical, reach 15 feet), **Damage** 2d12+13 piercing

Primal Innate Spells DC 36; **3rd** *wall of wind*; **2nd** *gust of wind* (at will), *obscuring mist*

Breath Weapon ◆◆◆ (electricity, evocation, primal) The dragon breathes a thundercloud that deals 15d6 electricity damage in a 50-foot cone (DC 35 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Cloud Form ◆ (polymorph, primal, transmutation) The cloud dragon's body becomes vaporous and misty. They gain the effects of *gaseous form*, except their fly Speed remains unchanged. The cloud dragon can use this action again to return to physical form.

Cloud Walk As young cloud dragon.

Draconic Frenzy ◆◆◆ As young cloud dragon.

Draconic Momentum As young cloud dragon.

ANCIENT CLOUD DRAGON — CREATURE 19

RARE | N | GARGANTUAN | AIR | DRAGON | ELEMENTAL

Perception +34; darkvision, mist vision, scent (imprecise) 60 feet

Languages Auran, Common, Draconic, Jotun, Sylvan

Skills Acrobatics +35, Athletics +38, Deception +34, Diplomacy +34, Intimidation +36, Nature +32, Stealth +35, Survival +36

Str +9, **Dex** +5, **Con** +7, **Int** +5, **Wis** +7, **Cha** +7

Mist Vision As young cloud dragon.

AC 44; **Fort** +36, **Ref** +32, **Will** +34; +1 status to all saves vs. magic

HP 355; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40

Deflecting Cloud ↻ As young cloud dragon.

Speed 60 feet, fly 160 feet; cloud walk

Melee ◆ jaws +36 (electricity, magical, reach 20 feet, sonic), **Damage** 3d10+17 piercing plus 2d12 electricity, 4d6 sonic, and thundering bite

Melee ◆ claw +36 (agile, magical, reach 15 feet), **Damage** 4d10+17 slashing

Melee ◆ tail +34 (magical, reach 25 feet), **Damage** 4d12+17 bludgeoning

Melee ◆ horn +34 (deadly d12, magical, reach 20 feet), **Damage** 3d12+17 piercing

Primal Innate Spells DC 42; **8th** *wind walk*; **5th** *cloudkill*; **4th** *gust of wind* (at will), *solid fog, wall of wind* (at will)

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Breath Weapon ❖❖❖ (electricity, evocation, primal) The dragon breathes a thundercloud that deals 20d6 electricity damage in a 60-foot cone (DC 41 basic Reflex save). This cloud remains in the area for 1d4 rounds, with the effects of *obscuring mist*. A creature that ends its turn inside of the cloud takes 10d6 electricity damage (DC 41 basic Reflex save). The cloud dragon can't use Breath Weapon again for 1d4 rounds.

Cloud Form ❖ As adult cloud dragon

Cloud Walk As young cloud dragon.

Draconic Frenzy ❖❖❖ As young cloud dragon.

Draconic Momentum As young cloud dragon.

Thundering Bite An ancient cloud dragon's jaws Strike creates a deafening clap of thunder when it damages a foe. A creature that takes damage from the dragon's jaws Strike must succeed at a DC 41 Fortitude save or be deafened for 1 minute (or permanently on a critical failure).

CRYSTAL DRAGON

Good-natured but vain, crystal dragons are beautiful creatures with brilliant hides made of multicolored crystal and gemstone. Their beauty is a source of great pride but is also something of a weakness, as crystal dragons are easily angered by insults about their appearance. Despite their relatively benign natures when compared to other true dragons, crystal dragons can be short tempered and prone to finding insults where none were intended. Although their opinions are changeable, crystal dragons prefer orderly environments and are not fond of sudden interruptions or distractions.

Crystal dragons build their lairs in underground grottoes, where they cultivate environments of great beauty. Their exacting standards and vivid imaginations mean that they are always working to improve the appearance or layout of some part of their lair. These lairs are unique to each individual crystal dragon, but there are always plenty of reflective surfaces that allow the dragon to observe their own appearance. These range from crystals to reflecting pools to finely crafted mirrors, which are arranged throughout the lair in a pleasing array. Gifts of well-crafted or magical mirrors are an excellent way to curry favor with a crystal dragon.

Although crystal dragons are easily distracted by their sparkling collections or their vanity, they remain good-hearted creatures at the core and make friends quickly. While a crystal dragon tends to find evil creatures uncouth and unpleasant, any other nearby denizen or inhabitant of their home could become fast friends or beloved pets, depending upon the creature's capacity for conversation (and for providing the frequent praise and compliments that crystal dragons hunger for).

YOUNG CRYSTAL DRAGON — CREATURE 7

UNCOMMON | NG | LARGE | DRAGON | EARTH | ELEMENTAL

Perception +15; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 30 feet

Languages Common, Draconic, Terran

Skills Acrobatics +14, Athletics +16, Deception +15, Intimidation +15, Nature +15, Stealth +18, Survival +15

Str +5, **Dex** +1, **Con** +3, **Int** +1, **Wis** +2, **Cha** +4

AC 27; **Fort** +16, **Ref** +14, **Will** +15

HP 105; **Immunities** paralyzed, sleep; **Weaknesses** sonic 5

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 25

Twisting Tail ↻ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using; **Effect** The dragon makes a tail Strike at the creature with a –2 penalty. If it hits, the dragon disrupts the creature's action.

Speed 40 feet, burrow 30 feet, fly 100 feet

Melee ❖ jaws +18 (sonic, reach 10 feet), **Damage** 2d8+8 slashing plus 2d6 piercing

Melee ❖ claw +18 (agile), **Damage** 2d6+8 slashing

Melee ❖ tail +16 (reach 15 feet), **Damage** 1d10+8 slashing

Primal Innate Spells DC 25; **3rd** *color spray*; **Cantrips (3rd)** *dancing lights*

PRIMAL DRAGON RELIGION

While religious primal dragons sometimes worship Apsu or Dahak (which dragon god they favor depends on their stance on good or evil), most prefer to worship elemental divinities.

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CRYSTAL DRAGON SPELLCASTERS

Crystal dragon spellcasters tend to cast the following spells.

YOUNG

Primal Prepared Spells DC 25, attack +18; **3rd** *earthbind*, *meld into stone*; **2nd** *faerie fire*, *glitterdust*, *shatter*; **1st** *grease*, *mending*, *pass without trace*; **Cantrips (3rd)** *acid splash*, *detect magic*, *light*, *prestidigitation*, *telekinetic projectile*

ADULT

Primal Prepared Spells DC 30, attack +24; as young crystal dragon, plus **5th** *cloak of colors*, *wall of stone*; **4th** *hallucinatory terrain*, *shape stone*, *stoneskin*; **3rd** *haste*; **Cantrips (5th)** *dancing lights*, *detect magic*, *light*, *prestidigitation*, *telekinetic projectile*

ANCIENT

Primal Prepared Spells DC 37, attack +32; as adult crystal dragon, plus **7th** *energy aegis*, *spell turning*, *volcanic eruption*; **6th** *flesh to stone*, *stone tell*, *true seeing*; **5th** *chromatic wall*; **Cantrips (7th)** *dancing lights*, *detect magic*, *light*, *prestidigitation*, *telekinetic projectile*

Breath Weapon ◆◆◆ (evocation, primal) The dragon breathes a flurry of piercing crystals that deal 8d6 piercing damage in a 30-foot cone (DC 25 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ◆◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Breath Weapon whenever they critically hit with a Strike.

ADULT CRYSTAL DRAGON — CREATURE 11

UNCOMMON | NG | HUGE | DRAGON | EARTH | ELEMENTAL

Perception +20; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 30 feet

Languages Common, Draconic, Terran, Undercommon

Skills Acrobatics +19, Athletics +24, Deception +22, Intimidation +22, Nature +19, Stealth +21, Survival +20

Str +7, **Dex** +2, **Con** +5, **Int** +2, **Wis** +3, **Cha** +5

AC 33; **Fort** +24, **Ref** +19, **Will** +20; +1 status to all saves vs. magic

HP 185; **Immunities** paralyzed, sleep; **Weaknesses** sonic 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30

Twisting Tail ↻ As young crystal dragon.

Speed 50 feet, burrow 35 feet, fly 120 feet

Melee ◆ jaws +24 (sonic, reach 15 feet), **Damage** 2d8+13 slashing plus 3d6 piercing

Melee ◆ claw +24 (agile, magical, reach 10 feet), **Damage** 2d8+13 slashing

Melee ◆ tail +22 (magical, reach 20 feet), **Damage** 1d10+13 slashing

Primal Innate Spells DC 30; **3rd** *color spray* (×3), *glitterdust, hypnotic pattern*; **Cantrips (5th)** *dancing lights*

Breath Weapon ◆◆◆ (evocation, primal) The dragon breathes a flurry of piercing crystals that deal 12d6 piercing damage in a 40-foot cone (DC 30 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Crystallize Flesh ◆ (primal, transmutation) **Trigger** The crystal dragon damages a creature made of flesh with a jaws Strike; **Frequency** once per day; **Effect** The dragon embeds transformative crystals in the creature's flesh. The creature must attempt a DC 30 Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as portions of its flesh turn crystalline.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition value increases by 1 (or by 2 on a critical failure). A successful save reduces the slowed condition value by 1. A creature unable to act due to the slowed condition from Crystallize Flesh is petrified permanently, transforming into a crystalline statue. The effect ends if the creature is petrified or the slowed condition is removed.

Critical Failure As failure, but the target is initially slowed 2.

Draconic Frenzy ◆◆◆ As young crystal dragon.

Draconic Momentum As young crystal dragon.

ANCIENT CRYSTAL DRAGON — CREATURE 16

RARE | NG | GARGANTUAN | DRAGON | EARTH | ELEMENTAL

Perception +28; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

Languages Celestial, Common, Draconic, Terran, Undercommon

Skills Acrobatics +22, Athletics +33, Deception +29, Intimidation +29, Nature +27, Stealth +28, Survival +26

Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +5, **Cha** +7

AC 42; **Fort** +30, **Ref** +27, **Will** +29; +1 status to all saves vs. magic

HP 275; **Immunities** paralyzed, sleep; **Weaknesses** sonic 15

Extra Reaction The dragon gains 2 reactions at the start of each of their turns.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37

Scintillating Aura (aura, evocation, incapacitation, primal, visual) 30 feet. A swirling vortex of reflected color and light shimmers around the crystal dragon. Creatures in

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this aura's emanation are dazzled. Each creature that ends its turn in the emanation must succeed at a DC 34 Will saving throw or be stunned 1 (or stunned 3 on a critical failure). Once a creature succeeds at this save, it is temporarily immune to the stunning effect for 1 minute. The crystal dragon can turn this aura on or off using a single action, which has the concentrate trait, and it can choose not to affect allies.

Reflect Spell ↻ **Trigger** The crystal dragon is targeted by a ranged spell attack roll; **Effect** The crystal dragon adjusts a wing to try to reflect the spell and gains a +4 circumstance bonus to AC against the triggering attack. If the attack misses, the spell is reflected back at the caster, who must roll a second ranged spell attack roll against their own AC to determine if the spell hits them instead.

Twisting Tail ↻ As young crystal dragon.

Speed 60 feet, burrow 40 feet, fly 140 feet

Melee ◆ jaws +33 (magical, reach 20 feet), **Damage** 3d8+17 slashing plus 4d6 piercing

Melee ◆ claw +33 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing

Melee ◆ tail +31 (magical, reach 25 feet), **Damage** 2d10+17 slashing

Primal Innate Spells DC 37; **7th** *prismatic spray*; **5th** *color spray* (at will), *glitterdust* (at will), *hypnotic pattern* (at will); **Cantrips (7th)** *dancing lights*

Breath Weapon ◆◆ (sonic, evocation, primal) The dragon breathes a flurry of piercing crystals that deals 17d6 piercing damage in a 50-foot cone (DC 38 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Crystallize Flesh ◆ (primal, transmutation) **Frequency** three times per day; **Effect** As adult crystal dragon, but DC 37.

Draconic Frenzy ◆◆ As young crystal dragon.

Draconic Momentum As young crystal dragon.

MAGMA DRAGON

Magma dragons have a reputation among other dragons for being unpredictable and brash. Their temperament and tendency for violent outbursts ensure that the typical magma dragon lives a solitary life, with hatchlings often bickering or fighting to establish dominance among themselves before they leave the nest. A magma dragon always has a reason for their outbursts and can always justify their sudden turns in mood, yet they rarely feel the need to do so.

Magma dragons build lairs within volcanically active mountains or deep underground amid vast lakes of bubbling magma. As with all true dragons, magma dragons keep hoards of treasure, but the nature of their searing lairs limits the type of valuables they collect to metals, gems, and items capable of resisting the heat of a volcano's core.

SHARDIZHAD

Still a relatively young crystal dragon, Shardizhad has already made a name for herself in the city of Wati in Osirion. She has taken on a somewhat unusual role as a shopkeeper in that city's necropolis, where she's eager to trade magic items she's collected for more gems and valuable stones.

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MAGMA DRAGON SPELLCASTERS

Magma dragon spellcasters tend to cast the following spells.

YOUNG

Primal Prepared Spells DC 28, attack +20; **4th** *stoneskin*, *wall of fire*; **3rd** *haste*, *slow*, *stinking cloud*; **2nd** *glitterdust*, *obscuring mist*, *restore senses*; **1st** *air bubble*, *grease*, *pass without trace*; **Cantrips (4th)** *detect magic*, *prestidigitation*, *produce flame*, *read aura*, *tanglefoot*

ADULT

Primal Prepared Spells DC 33, attack +25; as young magma dragon, plus **6th** *fire seeds*, *true seeing*; **5th** *cloudkill*, *elemental form*, *flame strike*; **4th** *hallucinatory terrain*; **Cantrips (6th)** *detect magic*, *prestidigitation*, *produce flame*, *read aura*, *tanglefoot*

ANCIENT

Primal Prepared Spells DC 42, attack +34; as adult magma dragon, plus **8th** *earthquake*, *horrid wilting*, *power word stun*; **7th** *fiery body*, *plane shift*, *volcanic eruption*; **6th** *flesh to stone*; **Cantrips (8th)** *detect magic*, *prestidigitation*, *produce flame*, *read aura*, *tanglefoot*

YOUNG MAGMA DRAGON — CREATURE 9

UNCOMMON | CN | LARGE | DRAGON | ELEMENTAL | FIRE

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Ignan

Skills Acrobatics +16, Athletics +19, Deception+14, Intimidation +18, Nature +15, Stealth +16, Survival +18

Str +6, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3

AC 28; **Fort** +19, **Ref** +16, **Will** +18

HP 175; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24

Wing Deflection ↻ **Trigger** The dragon is targeted with an attack; **Effect** The dragon raises a wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is Flying, they descend 10 feet after the attack.

Speed 30 feet, fly 100 feet, swim 30 feet; magma swim

Melee ◆ jaws +21 (fire, reach 10 feet), **Damage** 2d10+10 piercing plus 2d6 fire

Melee ◆ claw +21 (agile), **Damage** 2d10+10 slashing

Melee ◆ tail +19 (reach 15 feet), **Damage** 2d12+10 bludgeoning

Melee ◆ horns +19 (reach 10 feet), **Damage** 1d10+10 piercing

Primal Innate Spells DC 26, attack +18; **4th** *burning hands* (at will); **Cantrips (4th)** *produce flame*

Breath Weapon ◆◆ (evocation, fire, primal) The dragon breathes a blast of magma that deals 5d6 fire damage and 3d12 bludgeoning damage in a 30-foot cone (DC 28 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one horn Strike in any order.

Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

Magma Swim A magma dragon's swim Speed functions only when the dragon is Swimming through magma or molten lava.

ADULT MAGMA DRAGON — CREATURE 13

UNCOMMON | CN | HUGE | DRAGON | ELEMENTAL | FIRE

Perception +23; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Ignan, Terran

Skills Acrobatics +21, Athletics +27, Deception +19, Intimidation +25, Nature +21, Stealth +21, Survival +23

Str +8, **Dex** +2, **Con** +5, **Int** +2, **Wis** +4, **Cha** +4

AC 34; **Fort** +26, **Ref** +21, **Will** +23; +1 status to all saves vs. magic

HP 270; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30

Wing Deflection ↻ As young magma dragon.

Speed 40 feet, fly 140 feet; magma swim 40 feet

Melee ◆ jaws +27 (fire, magical, reach 15 feet), **Damage** 3d10+12 piercing plus 3d6 fire

Melee ◆ claw +27 (agile, magical, reach 10 feet), **Damage** 3d10+12 slashing

Melee ◆ tail +25 (magical, reach 20 feet), **Damage** 3d12+12 bludgeoning

Melee ◆ horns +25 (magical, reach 15 feet), **Damage** 2d10+12 piercing

Primal Innate Spells DC 31, attack +23; **6th** *burning hands* (at will), *wall of fire* (at will); **Cantrips (6th)** *produce flame*

Breath Weapon ◆◆ (evocation, fire, primal) The dragon breathes a blast of magma that deals 9d6 fire damage and 4d12 bludgeoning damage in a 40-foot cone (DC 33 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ◆◆ As young magma dragon.

Draconic Momentum As young magma dragon.

Magma Swim As young magma dragon.

Volcanic Purge ◆ If the next action the dragon uses is Breath Weapon, the magma clings to those it damages. Each creature that fails its save against the Breath Weapon takes 4d6 persistent fire damage, and as long as it has this persistent fire damage, it also takes a –10-foot status penalty to its Speeds.

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ANCIENT MAGMA DRAGON — CREATURE 18

RARE | CN | GARGANTUAN | DRAGON | ELEMENTAL | FIRE

Perception +33; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Ignan, Terran, Undercommon
Skills Acrobatics +28, Athletics +36, Deception +28, Intimidation +34, Nature +28, Stealth +28, Survival +29
Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +5, **Cha** +6

AC 42; **Fort** +34, **Ref** +30, **Will** +31; +1 status to all saves vs. magic
HP 390; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37
Wing Deflection ↻ As young magma dragon.

Speed 50 feet, fly 200 feet; magma swim 50 feet
Melee ◆ jaws +36 (magical, reach 20 feet), **Damage** 3d10+16 piercing plus 4d6 fire
Melee ◆ claw +36 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing
Melee ◆ tail +34 (magical, reach 25 feet), **Damage** 3d12+16 bludgeoning
Melee ◆ horns +34 (magical, reach 20 feet), **Damage** 3d10+16 piercing
Primal Innate Spells DC 40, attack +32; **8th** *burning hands* (at will), *fireball*, *wall of fire* (at will); **Cantrips (8th)** *produce flame*; **Constant (4th)** *fire shield*
Breath Weapon ◆◆ (evocation, fire, primal) The dragon breathes a blast of magma that deals 10d6 fire damage and 5d12 bludgeoning damage in a 60-foot cone (DC 40 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.
Draconic Frenzy ◆◆ As young magma dragon.
Draconic Momentum As young magma dragon.
Magma Swim As young magma dragon.
Magma Tomb ◆◆ Once per day, the dragon can spit a molten boulder at a target within 120 feet. This deals 12d6 fire damage and 5d12 bludgeoning damage, with a DC 42 basic Reflex save. If the creature fails its save, it's encased in magma that instantly cools and has Hardness 10, HP 40, and BT 20. The encased creature can't breathe and is restrained (Escape DC 42).
Volcanic Purge ◆ As adult magma dragon, but the persistent damage is 5d6.

MOSCHABBATT

The ancient magma dragon Moschabbatt dwells in a vast chamber hidden within Droskar's Crag, the largest volcano in the Inner Sea region. Rumor holds that the dragon counts at least one legendary dwarven artifact among the priceless treasures of his vast hoard.

UMBRAL DRAGON

While the other primal dragons hail from the Elemental Planes, the cruel and unceasingly malicious umbral dragons originate in the depths of the Shadow Plane. Their sleek black scales and serpentine grace allow them to strike from hiding, and they are known for playing with their prey before finally finishing it. These creatures of shadowy energy and unwholesome appetites prefer the necrotic flesh of undead creatures to any other meal. This strange hunger can be of accidental benefit to nearby humanoid societies, but ultimately they hunt and kill undead creatures for the taste, rather than out of any desire to protect others from the undead. The benefit is always short-lived, however. When umbral dragons exhaust their preferred prey, they turn on whatever living creatures happen to

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UMBRAL DRAGON SPELLCASTERS

Umbral dragon spellcasters tend to cast the following spells.

YOUNG

Primal Prepared Spells DC 29, attack +24; **4th** *gaseous form*, *hallucinatory terrain*, *nightmare*; **3rd** *bind undead*, *blindness*, *slow*; **2nd** *death knell*, *gentle repose*, *humanoid form*; **1st** *charm*, *item facade*, *ray of enfeeblement*; **Cantrips (4th)** *chill touch*, *ghost sound*, *ray of frost*, *read aura*, *sigil*

ADULT

Primal Prepared Spells DC 35, attack +30; as young umbral dragon, plus **6th** *dominate*, *true seeing*, *vampiric exsanguination*; **5th** *black tentacles*, *shadow blast*, *shadow siphon*; **Cantrips (6th)** *chill touch*, *ghost sound*, *ray of frost*, *read aura*, *sigil*

ANCIENT

Primal Prepared Spells DC 41, attack +38; as adult umbral dragon, plus **9th** *disjunction*, *massacre*, *weird*; **8th** *disappearance*, *horrid wilting*, *maze*; **7th** *eclipse burst*, *mask of terror*, *plane shift*; **Cantrips (9th)** *chill touch*, *ghost sound*, *ray of frost*, *read aura*, *sigil*

be nearby. Umbral dragons sometimes go to great lengths to obtain their favorite meals, even creating undead creatures that they then feast upon.

For all their power, umbral dragons are uninterested in fair battles. When faced with foes that pose any kind of actual danger to them, umbral dragons flee into the shadows and seek to strike back through pawns or minions rather than risk their own lives. Their treasure hoards are varied and diverse, often augmented by loot stolen from crypts the dragons have turned into feeding grounds. They have a strong respect for and interest in traditions and heirlooms, and they often seek to augment their hoards with items of great value that have been handed down through the generations of those whose corpses and ghosts they've fed upon.

YOUNG UMBRAL DRAGON — CREATURE 11

UNCOMMON | NE | LARGE | DRAGON | SHADOW

Perception +22; greater darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Shadowtongue
Skills Acrobatics +18, Athletics +22, Deception +22, Intimidation +22, Nature +20, Stealth +20, Survival +22
Str +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +3

AC 31; **Fort** +22, **Ref** +20, **Will** +22
HP 195; **Immunities** negative, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26
Attack of Opportunity ↩ Jaws only.

Speed 40 feet, fly 140 feet
Melee ◆ jaws +24 (negative, reach 10 feet), **Damage** 2d10+13 piercing plus 2d6 negative
Melee ◆ claw +24 (agile), **Damage** 2d10+13 slashing
Melee ◆ tail +22 (reach 15 feet), **Damage** 2d12+13 slashing
Melee ◆ wing +22 (reach 10 feet), **Damage** 1d10+13 slashing
Primal Innate Spells DC 30; **4th** *darkness* (×3); **Cantrips (4th)** *detect magic*
Breath Weapon ◆◆ (necromancy, negative, primal) The dragon breathes a blast of darkness that deals 12d6 negative energy damage in a 30-foot cone (DC 30 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds. Undead creatures take 14d6 force damage instead of the negative damage.
Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one wing Strike in any order.
Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.
Ghost Bane An umbral dragon's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune, and an umbral dragon's jaws deal an additional 4d6 force damage to undead.

ADULT UMBRAL DRAGON — CREATURE 15

UNCOMMON | NE | HUGE | DRAGON | SHADOW

Perception +29; greater darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Necril, Shadowtongue
Skills Acrobatics +25, Athletics +31, Deception +28, Intimidation +28, Nature +25, Stealth +27, Survival +28
Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +6, **Cha** +5

AC 37; **Fort** +27, **Ref** +25, **Will** +27; +1 status to all saves vs. magic
HP 275; **Immunities** negative, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 34
Attack of Opportunity ↩ Jaws only.

Speed 50 feet, fly 180 feet
Melee ◆ jaws +30 (negative, reach 15 feet), **Damage** 3d10+14 piercing plus 3d6 negative
Melee ◆ claw +30 (agile, magical, reach 10 feet), **Damage** 3d10+14 slashing
Melee ◆ tail +28 (magical, reach 20 feet), **Damage** 3d12+14 slashing
Melee ◆ wing +28 (agile, magical, reach 15 feet), **Damage** 2d10+14 slashing
Primal Innate Spells DC 36; **7th** *darkness* (at will), *shadow walk*, *vampiric exsanguination*;

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Cantrips (7th) *detect magic*

Breath Weapon ❖❖ The umbral dragon breathes in one of two ways. They can't use Breath Weapon again for 1d4 rounds.

- **Negative** (necromancy, negative, primal) The dragon breathes a blast of darkness in a 40-foot cone that deals 16d6 negative damage (DC 36 basic Reflex save). Undead creatures take 19d6 force damage instead of the negative damage.
- **Shadows** (necromancy, primal, shadow) The dragon breathes a blast of shadows in a 40-foot cone. Each creature within the cone must attempt a DC 36 Fortitude save.
  Critical Success The creature is unaffected.
  Success The creature is enfeebled 2 for 1 round.
  Failure The creature is enfeebled 2 for 1 minute.
  Critical Failure The creature is enfeebled 2 for 1 minute and blinded for 1 round.

Draconic Frenzy ❖❖ As young umbral dragon.

Draconic Momentum As young umbral dragon.

Ghost Bane As young umbral dragon, but 6d6 force damage to undead.

UGOTHOGO

Denizens of the Midnight Mountains in the Darklands worship the ancient umbral dragon Ugothogo as a deity.

ANCIENT UMBRAL DRAGON CREATURE 20

RARE | NE | GARGANTUAN | DRAGON | SHADOW

Perception +36; greater darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

Languages Common, Daemonic, Draconic, Necril, Shadowtongue

Skills Acrobatics +33, Athletics +38, Deception +34, Intimidation +36, Nature +34, Stealth +35, Survival +34

Str +10, **Dex** +5, **Con** +7, **Int** +6, **Wis** +8, **Cha** +6

AC 45; **Fort** +35, **Ref** +33, **Will** +38; +1 status to all saves vs. magic

HP 375; **Immunities** negative, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40

Attack of Opportunity ↻ Jaws only.

Speed 60 feet, fly 200 feet

Melee ❖ jaws +38 (negative, magical, reach 20 feet), **Damage** 4d10+18 piercing plus 4d6 negative and drain vigor

Melee ❖ claw +38 (agile magical, reach 15 feet), **Damage** 4d10+18 slashing

Melee ❖ tail +36 (magical, reach 25 feet), **Damage** 4d12+18 slashing

Melee ❖ wing +36 (agile, magical reach 20 feet), **Damage** 3d10+18 slashing

Primal Innate Spells DC 42; **10th** *massacre*; **9th** *darkness* (at will), *finger of death*; **8th** *vampiric exsanguination* (at will); **Cantrips (10th)** *detect magic*

Rituals DC 42; *create undead* (shadows only)

Breath Weapon ❖❖ As adult umbral dragon, but a 50-foot cone, DC 42, the dragon's negative breath deals 21d6 negative damage or 25d6 force damage to undead, and the dragon's shadow breath causes enfeebled 3.

Draconic Frenzy ❖❖ As young umbral dragon.

Draconic Momentum As young umbral dragon.

Drain Vigor (primal, necromancy) When the dragon deals negative damage to a living creature with its jaws Strike, the umbral dragon gains 20 temporary Hit Points and the creature must succeed at a DC 41 Fortitude save or become enfeebled 2. Further damage dealt by the dragon's jaws Strike increases the enfeebled condition value by 2 on a failed save, to a maximum of enfeebled 4.

Ghost Bane As young umbral dragon, but 8d6 force damage to undead.

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DRAGONFLY SPECIES

While dragonflies come in many colors, the differences between species sometimes extend beyond aesthetic variation. Giant blue dragonflies are larger toxic versions of the insects with a numbing bite that boggards use to craft poisons. Cave dragonflies are slower but stronger variants that dwell in large cavern systems. The legendary storm dragonflies are truly immense creatures that can use their powerful wings to stun foes.

Dragonfly

Dragonflies hunt with a combination of agile power and deadly speed. In their early life stages these insects are entirely aquatic predators, but they take to the air once they've molted. Most live around bodies of water suitable for spawning, but giant dragonflies have been known to fly many miles when on the hunt. Though their gossamer wings and colorful bodies are beautiful at first glance, an unwary adventurer lured in by the display runs a very real risk of becoming lunch.

GIANT DRAGONFLY NYMPH

The aquatic, wingless offspring of dragonflies are called dragonfly nymphs. Giant dragonfly nymphs can be several feet in length and mostly hunt in shallow waters, eating carrion and ambushing living creatures with their fully grown counterparts. They are not daunted by larger creatures, compelled by their instinct to eat as much as possible to sustain their growth.

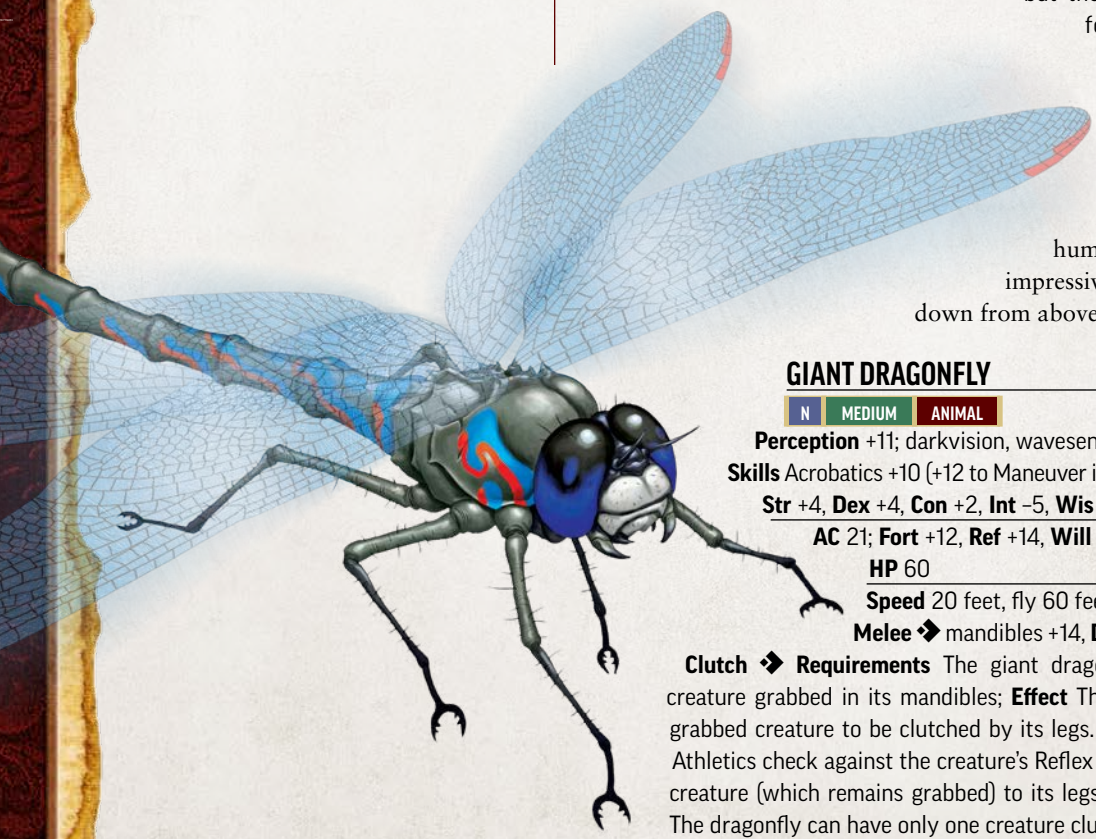
GIANT DRAGONFLY NYMPH — CREATURE 3

N | SMALL | ANIMAL | AQUATIC

Perception +8; low-light vision, wavesense (imprecise) 30 feet
Skills Athletics +10, Stealth +9 (+11 in water)
Str +3, **Dex** +2, **Con** +4, **Int** –5, **Wis** +1, **Cha** –5

AC 19; **Fort** +11, **Ref** +9, **Will** +6
HP 46

Speed 10 feet, swim 30 feet
Melee ◆ mandibles +12 (agile), **Damage** 1d10+6 piercing
Extend Mandibles ◆ The giant dragonfly nymph extends its jaws to a surprising distance. The dragonfly nymph makes a mandibles Strike with a reach of 10 feet, but the mandibles lose the agile trait for this Strike.



GIANT DRAGONFLY

These buzzing insects are the size of a small horse. They are ambush predators known to hunt beasts and humanoids alike, capable of using impressive aerial acrobatics to swoop down from above and snatch away their prey.

GIANT DRAGONFLY — CREATURE 4

N | MEDIUM | ANIMAL

Perception +11; darkvision, wavesense (imprecise) 30 feet
Skills Acrobatics +10 (+12 to Maneuver in Flight), Athletics +12, Stealth +12
Str +4, **Dex** +4, **Con** +2, **Int** –5, **Wis** +3, **Cha** +0

AC 21; **Fort** +12, **Ref** +14, **Will** +9
HP 60

Speed 20 feet, fly 60 feet
Melee ◆ mandibles +14, **Damage** 1d12+7 piercing plus Grab
Clutch ◆ **Requirements** The giant dragonfly has a Medium or smaller creature grabbed in its mandibles; **Effect** The dragonfly tries to transfer the grabbed creature to be clutched by its legs. The giant dragonfly attempts an Athletics check against the creature's Reflex DC. On a success, it transfers the creature (which remains grabbed) to its legs, freeing its mandibles to attack. The dragonfly can have only one creature clutched at a time.
Snatch The giant dragonfly can Fly at half Speed while it has a creature grabbed or restrained by Clutch, carrying that creature along with it.
Swoop ◆◆ The giant dragonfly Flies up to its Speed and makes one mandible Strike at any point during that movement.

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Drainberry Bush

Drainberry bushes are floating bushes that originate from the First World, with long, thorny vines and dense clusters of bright-red berries. Their hollow thorns quickly siphon blood, which is how these carnivorous plants feed, and they rapidly turn consumed blood into fresh batches of delicious berries. Drainberry bushes exude a faint white glow that is a result of stored positive energy.

Drainberry bushes exhibit unusually high intelligence and have an astute sense of value. They typically become insulted when creatures attempt to harvest their berries. Creatures that attempt to converse with drainberry bushes finds the plants telepathically convey only short and simple phrases: most commonly, "Money please," "Deal good," "Deal no good," "Want that," (with a gesture toward an item it covets), "Thank you, customer," and if necessary, "No refunds." Though a drainberry bush considers the market value of its berries to be 25 gp, it greatly prefers interesting art objects as payment—even ones of significantly lower value.

DRAINBERRY BUSH — CREATURE 7

N | LARGE | PLANT

Perception +16; lifesense 120 feet

Languages Aklo, Common, Sylvan (can't speak any language); telepathy 100 feet

Skills Acrobatics +11, Athletics +17, Diplomacy +13, Nature +17, Stealth +11 (+15 to appear as a bush)

Str +6, **Dex** +2, **Con** +6, **Int** –2, **Wis** +4, **Cha** +2

Nature Empathy The drainberry bush can use Diplomacy to Make an Impression on and make very simple Requests of animals and plant creatures.

AC 23; **Fort** +17, **Ref** +13, **Will** +13

HP 135; **Weaknesses** fire 5; **Resistances** negative 10

Speed 25 feet, climb 20 feet

Melee ❖ vine +17 (reach 20 feet), **Damage** 2d8+10 bludgeoning plus Improved Grab

Blood Berries The drainberry bush must drain blood from living creatures for sustenance. This causes clusters of bright red berries to grow among its branches. Each cluster of berries lasts for 1 day, and a drainberry bush typically has 1d6+3 clusters when encountered. When consumed, a cluster restores 2d8+10 Hit Points. This effect has the healing, necromancy, and primal traits.

A creature can pluck a cluster of berries with a successful unarmed Strike or Thievery check against the bush's AC.

Consume Berries ❖ (healing, necromancy, positive, primal) The bush draws nourishment from one cluster of blood berries, regaining 2d8+10 HP. That berry cluster wrinkles and dies.

Drain Blood ❖ **Requirements** The drainberry bush has at least one living creature grabbed with one of its vines; **Effect** The bush's hollow thorns siphon blood from creatures it has grabbed. Each creature must succeed at a DC 25 Fortitude save or take 2d8+10 damage and become drained 1 (double damage and drained 2 on a critical failure). For every creature damaged this way, a cluster of blood berries (see above) immediately grows along the bush's branches.

Storm of Vines ❖❖ The drainberry bush makes up to four vine Strikes, each against a different target. These attacks count toward the bush's multiple attack penalty, but the multiple attack penalty doesn't increase until after the bush makes all these attacks.

DRAINBERRY COLLECTIONS

As drainberry bushes sell their berries to others, they collect coins and small curios—such as a cameo depicting a fey noble, a lock of golden hair knotted in a complex pattern, or a ring inscribed "To my dearest Memdaria." Not all of these baubles have monetary value, but those that don't certainly had emotional value to the original owner. Occasionally, drainberry bushes accept intangible trade goods, such as odes celebrating the bushes' grandeur.

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DRAKES AND DRAGONS

Although drakes and dragons are related to one another, little love is lost between them, and even the most territorial drakes know better than to remain in a dragon's territory longer than they have to. In rare cases, large rampages of drakes band together to attack an encroaching dragon, especially if the dragon is young and inexperienced.

DRAKE

Distant cousins to dragons, drakes menace and terrorize settlements.

SHADOW DRAKE

Shadow drakes are typically among the smallest and least powerful of their species. Most stand as tall and long as house cats and have charcoal-colored scales and membranous wings just translucent enough to pass for shadows. Attracted to shiny materials, they employ deception, teamwork, and even rudimentary traps to create opportunities to make off with ill-gotten gains. Shadow drakes have a particular fascination and admiration for umbral dragons—a notable exception to the norm for drakes and dragons.

SHADOW DRAKE — CREATURE 2

CE | TINY | DRAGON | SHADOW

Perception +6; darkvision, scent (imprecise) 30 feet

Languages Draconic

Skills Acrobatics +8, Stealth +8, Thievery +8

Str +1, **Dex** +4, **Con** +1, **Int** –1, **Wis** +0, **Cha** +2

Light Blindness

Shadow Blend The shadow drake's form shifts and blends reflexively with surrounding shadows. A shadow drake gains an additional reaction each round, but it can use this reaction only for Shadow Evade.

Shadow Evade ↻ Trigger A creature attacks the shadow drake while it is in an area of dim light; **Effect** The shadow drake further obscures its position. The attacker must succeed at a DC 11 flat check in order to affect the shadow drake, as if the drake were Hidden for the triggering attack.

AC 17; **Fort** +7, **Ref** +10, **Will** +6

HP 28; **Immunities** paralyzed, sleep; **Weaknesses** fire 5

Speed 15 feet, fly 60 feet

Melee ◆ jaws +11 (finesse), **Damage** 1d10+3 piercing

Melee ◆ tail +11 (agile, finesse), **Damage** 1d8+3 bludgeoning

Draconic Frenzy ◆◆ The shadow drake makes one bite Strike and two tail Strikes in any order.

Shadow Breath ◆◆ (arcane, cold, evocation, shadow) A shadow drake spits a ball of black liquid that explodes into a cloud of frigid black shadow. This attack has a range of 40 feet and explodes in a 5-foot-radius burst.

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Creatures within the burst take 3d6 cold damage (DC 18 basic Reflex save). The explosion of shadow also snuffs out mundane light sources the size of a torch, lantern, or smaller, and attempts to counteract magical light with a +10 counteract modifier. The shadow drake can't use Shadow Breath again for 1d6 rounds.

Speed Surge ❖ **Frequency** three times per day; **Effect** The shadow drake Strides or Flies twice.

SEA DRAKE

Long and slender, sea drakes have fins down the length of their backs and webbing between their talons, making them just as adapted for gliding through ocean waves as the skies above. More solitary than most drakes, they hunt and live alone. Although most sea drakes make their roosts high on ocean-facing cliffs, it isn't unheard of for them to dwell in underwater caves, living entirely aquatic lives.

SEA DRAKE — CREATURE 6

NE | LARGE | AMPHIBIOUS | DRAGON | WATER

Perception +14; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +14, Athletics +16, Stealth +12
Str +6, **Dex** +2, **Con** +4, **Int** –1, **Wis** +2, **Cha** +0

AC 24; **Fort** +16, **Ref** +14, **Will** +12
HP 95; **Immunities** electricity, paralyzed, sleep
Electrified Blood ↻ (electricity) **Trigger** An adjacent creature deals piercing or slashing damage to the sea drake; **Effect** An arc of electricity courses through the sea drake's blood. The triggering creature takes 1d6 electricity damage.

Speed 15 feet, fly 40 feet, swim 50 feet
Melee ❖ jaws +17, **Damage** 2d8+9 piercing plus briny wound
Melee ❖ tail +17 (agile, reach 10 feet), **Damage** 2d6+9 bludgeoning
Ball Lightning Breath ❖❖ (arcane, electricity, evocation) The sea drake spews a ball of electricity that strikes a primary target within 100 feet, dealing 7d6 electricity damage (DC 24 basic Reflex save). The lightning then arcs to up to three secondary targets within 30 feet of the primary target, striking the closest available targets first. The secondary bolts each strike one secondary target and deal the same rolled damage value as the primary bolt (DC 22 basic Reflex save). The sea drake can't use Ball Lightning Breath again for 1d6 rounds.
Briny Wound A sea drake's saliva carries a large quantity of salt, making its bite wounds even more painful. When a creature takes damage from a sea drake's jaws Strike, the creature must attempt a DC 24 Fortitude save; the creature is then temporarily immune to briny wound for 1 minute.
Critical Success The creature is unaffected.
Success The creature is sickened 1.
Failure The creature is sickened 2.
Critical Failure The creature is sickened 2 and slowed 1 as long as it's sickened.
Capsize ❖ (attack) The drake tries to capsize an adjacent aquatic vessel of its size or smaller. The drake must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the drake) or the pilot's Sailing Lore DC, whichever is higher.
Draconic Frenzy ❖❖ The sea drake makes one jaws Strike and two tail Strikes in any order.
Speed Surge ❖ **Frequency** three times per day; **Effect** The sea drake Strides, Flies, or Swims twice.

DRAKE LOCATIONS

While the different species of drakes are adapted to different climates and environments, many drakes share similar preferences regarding nest location, searching out high places that offer cover from above, such as cliffside or mountaintop caverns, jungle canopies, and so on.

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DRAUGR SHIPS

When an entire ship's crew dies in one calamity, they might rise simultaneously, bound together in death. Tirelessly plaguing the seas, these draugr crews slowly corrupt their vessels. The cursed ships often exhibit unsettling phenomena, such as being able to sail against the wind or leaving schools of dead fish in their wake. Sea shanties tell of draugr raiders approaching during the night, wreathed in fog pierced only by the green glow emanating from their eyes.

DRAUGR

Risen corpses of sailors who died at sea, draugr reek of the rot and decay of the briny deep. Their eyes glow with ghastly green light, and rotting seaweed, barnacles, and dead sea creatures cling to their bodies. Draugr can't speak, but expresses their malicious emotions with gurgles, as though they were eternally drowning with lungs full of water. They desire little more than to attack living creatures, especially those who sail the sea. Even when they go upon land, draugrs often drag the corpses of those they strike down back to the water, populating the depths with even more dead.

Draugr rise in the haunted places of the sea, where restless spirits, swells of negative energy, or supernatural storms deliver death. A corpse might rest at the bottom of the sea for some time before awakening as a draugr. Collecting detritus and organisms, a corpse becomes increasingly disgusting before it finally rises. Proximity to intelligent life can expedite this process, and an underwater explorer who happens upon a shipwreck might cause a body to snap to unlife as a draugr suddenly. The creatures don't take intrusions lightly, especially upon their place of death.

Though steeped in evil, draugr are susceptible to reminders of their lives as mariners. In particular, a well-performed sea shanty or call-and-response work song might cause a draugr to become lost in reverie for a moment. The creatures have even been witnessed moaning along, unable to sing the words but providing haunting accompaniment. The lull rarely lasts long, though, as the beauty of the song quickly becomes a reminder of the tragedy that befell the draugr, reaffirming their desire for blood and death.

More powerful draugr with burning red eyes are called draugr captains. They're 3rd-level creatures with elite adjustments (page 6) that can cast *obscuring mist* as an innate divine spell three times per day.

DRAUGR — CREATURE 2

CE | MEDIUM | UNDEAD | WATER

Perception +7; darkvision

Languages Common (can't speak any language)

Skills Athletics +10, Stealth +8

Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +1

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35; negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5; **Resistances** fire 3

The Sea's Revenge (curse, divine, necromancy) A creature that slays a draugr is subjected to a *mariner's curse* spell with a save DC of 17. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

Speed 25 feet, swim 25 feet

Melee ❖ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ❖ fist +10 (agile), **Damage** 1d4+4 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ❖❖ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

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Dweomercat

Dweomercats are magically gifted felines from the First World, where they prey upon other creatures and feed upon their primal energy. They are sometimes encountered in areas of the Material Plane where the veil to the First World is thin, or in regions where magic has been irreparably warped. Dweomercats are famous for their ability to twist the metaphorical strings of spells cast on or near them, which they can transform into their own defensive magic or tap into to instantly teleport across the battlefield.

DWEOMERCAT — CREATURE 7

UNCOMMON | CN | MEDIUM | BEAST

Perception +15; darkvision, *detect magic*, scent (imprecise) 30 feet
Languages Common, Sylvan
Skills Acrobatics +17, Arcana +16, Nature +15, Stealth +17, Survival +15
Str +4, **Dex** +4, **Con** +3, **Int** +3, **Wis** +4, **Cha** +5

AC 25; **Fort** +12, **Ref** +17, **Will** +17; +1 status to all saves vs. magic
HP 100

Alter Dweomer ↻ (abjuration, arcane) **Trigger** The dweomercat is targeted by a spell or is within the area of a spell as it is cast; **Effect** The dweomercat gains an effect related to the school of the triggering spell. This effect occurs before the dweomercat is affected by the triggering spell. The effect lasts for 1 minute, until the dweomercat uses this ability again, or until the dweomercat Dismisses the effect, whichever comes first.
- **Abjuration** The dweomercat gains a +1 status bonus to AC.
- **Conjuration** A cloud of fog appears in a 5-foot burst centered on a corner of the dweomercat's space. Anything in the cloud is concealed.
- **Divination** The dweomercat gains a +1 status bonus to all skill checks.
- **Enchantment** The dweomercat gains a +1 status bonus to all saves.
- **Evocation** Magical feedback deals 4d6 force damage to the triggering spellcaster (DC 22 basic Reflex save).
- **Illusion** The dweomercat becomes invisible. This effect ends if the dweomercat uses a hostile action, in addition to the normal end conditions.
- **Necromancy** The dweomercat gains 10 temporary HP.
- **Transmutation** The dweomercat gains a +1 status bonus to all attack rolls.

Speed 35 feet
Melee ◆ jaws +17 (magical), **Damage** 2d10+7 piercing plus Grab
Melee ◆ claw +17 (agile, magical), **Damage** 2d8+7 slashing
Arcane Innate Spells DC 26; **4th** *dimension door* (×3), *dispel magic* (at will), *globe of invulnerability*; **Constant (4th)** *detect magic*
Dweomer Leap ◆◆ (arcane, conjuration, teleportation) **Prerequisites** The dweomercat has at least one *dimension door* spell remaining; **Effect** The dweomercat casts *dimension door*, then can make a melee Strike against one creature adjacent to it at the end of its teleport. If the dweomercat ends its teleport adjacent to a creature under an ongoing spell effect or who cast a spell since the dweomercat's last turn, this does not expend a casting of *dimension door*.
Pounce ◆ The dweomercat Strides and makes a Strike at the end of that movement. If the dweomercat began this action hidden, it remains hidden until after this ability's Strike.

DWEOMERCAT FAMILIARS

Particularly powerful spellcasters sometimes take young dweomercat cubs as familiars. Their independence and flightiness makes dweomercats somewhat unreliable allies, though, so one is never sure whether their bond with a dweomercat will be long-lasting or a temporary affair.

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LIGHT WEAVERS

The masters of the d'ziriaks' light-weaving craft are occult practitioners, almost always sorcerers of the aberrant bloodline. Light weavers prefer spells that provide light or create magical writing. In their hive cities, light weavers create art, lighting, signage, and magic wards. They also use their light weaving for entertainment and education.

D'ZIRIAK

These strange creatures are native to the Plane of Shadows, where their colorful nature is in opposition to that realm's overwhelmingly monochromatic palette. Averaging 7 feet in height, d'ziriaks have four arms, two legs, and a termite-like abdomen. The larger pair of arms, used for most tasks, have five-fingered hands with sharp, insectile claws. The smaller pair of arms are reserved for fine manipulations and are not effective in combat.

D'ziriaks' otherwise dull brown carapaces are decorated with numerous runes glowing in bright colors. These tattoo-like runes indicate an individual's role in d'ziriak society, and set them apart from their home plane's other native inhabitants. The runes glow with natural bioluminescence, and d'ziriaks can make them flare brightly for an instant, at the expense of overstressing the biochemical glands that create and maintain the runes for an extended time. The color and shape of the runes are partially natural, but can be shaped and customized carefully over time to fit the individual's station.

The D'ziriak language is a mix of buzzes and chitters, and is spoken by few other creatures. D'ziriaks prefer to communicate with other species using telepathy rather than endure the sound of their language being "butchered by fleshy throats." D'ziriaks organize into hive cities led by a king and queen. These hive cities consist of impressive spires, yet these towers are only the foremost part of the settlement, with many more chambers reaching deep below for residences, workshops, and fungus farms. D'ziriak settlements are lit inside and out with alchemical and magical light sources, often in the shapes of runes. These dimly glowing towers provide travelers with landmarks, and perhaps promise safe havens, on the otherwise gloomy Shadow Plane.

D'ZIRIAK — CREATURE 3

N | MEDIUM | ABERRATION | SHADOW

Perception +10; darkvision

Languages D'ziriak, Shadowtongue; telepathy 100 feet

Skills Arcana +8, Athletics +6, Occultism +10, Stealth +10, Survival +8

Str +1, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** +4

AC 19; **Fort** +6, **Ref** +12, **Will** +10

HP 45

Glow (aura, light) 20 feet. The colorful runes that decorate a d'ziriak's body create dim light. The natural bioluminescence is specially adapted to the Shadow Plane, able to overcome magical darkness as if it were magical light of the d'ziriak's level.

Speed 25 feet

Melee ◆ claw +12 (agile, finesse), **Damage** 1d10+4 piercing

Occult Innate Spells DC 19; **7th** *plane shift* (self only, to Shadow Plane only)

Dazzling Burst ◆◆ (light, visual) The d'ziriak causes its body to flare with intense colorful light. Non-d'ziriaks in a 20-foot emanation must attempt a DC 20 Fortitude save. After using this ability, the d'ziriak loses its glow for 24 hours; during this time it can't use Dazzling Burst again. A creature that attempts this save is immune to all Dazzling Bursts for 1 minute.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.

Double Claw ◆ **Frequency** once per round; **Effect** The d'ziriak makes two claw Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. This counts as two attacks for the d'ziriak's multiple attack penalty, and the penalty doesn't increase until after both attacks.

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Elasmosaurus

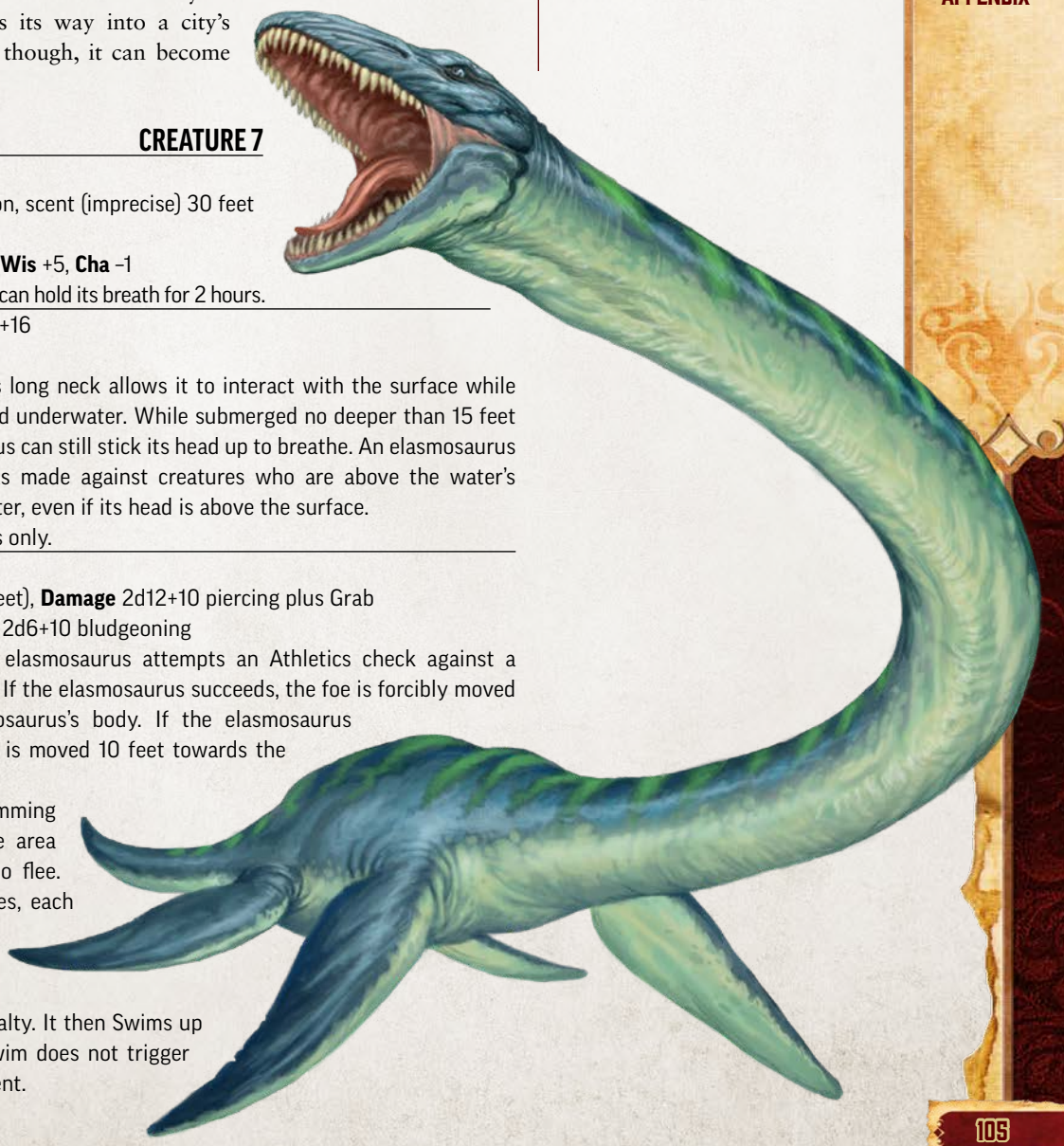
Elasmosauruses are long-necked, primeval reptiles that dwell in deep oceans and seas. Although not truly a dinosaur, elasmosauruses are often found in similar locations and are similarly titanic creatures. Keeping their massive bodies underwater, elasmosauruses use their long necks to catch prey and snorkel air to their massive lungs while remaining mostly hidden from the surface above. An elasmosaurus is 30 feet long and weighs 6,000 pounds.

As rare and reclusive as they are, elasmosauruses are sometimes mistaken for even rarer creatures called water orms, legendary aquatic denizens of remote lakes known for their elusiveness and craftiness. Whereas elasmosauruses are mundane creatures of animalistic intelligence, water orms are magical beings with near-humanoid intelligence and a curious fascination with mortals, and they seem to delight in confounding onlookers. As a result, it's theorized that a typical water orm is more than happy to lead a group of spectators to a lost elasmosaurus, both to throw its pursuers off its tail and for the hilarity that will inevitably ensue.

While elasmosauruses are often found in lost worlds and unsettled regions, those who dwell in the oceans of the world do not contain their hunting grounds to specific regions. As a result, it's not unheard of for a wandering specimen to find its way to coastal waters. Those that do often find the ports of small towns or even large cities to be wondrous banquets and are usually hunted down by coastal guards or adventurers. When a wayward elasmosaurus like this finds its way into a city's sewer system or reservoirs, though, it can become the stuff of urban legends.

OTHER AQUATIC REPTILES

The elasmosaurus is but one of many types of aquatic reptiles found in primeval oceans or lost worlds. Some, like the ichthyosaurus, are almost fishlike in appearance. Others, such as the mosasaurus, are truly massive beasts capable of killing and eating whales.



ELASMOSAURUS — CREATURE 7

N | HUGE | ANIMAL

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17
Str +6, **Dex** +4, **Con** +6, **Int** –4, **Wis** +5, **Cha** –1
Deep Breath The elasmosaurus can hold its breath for 2 hours.

AC 25; **Fort** +17, **Ref** +13, **Will** +16
HP 125
Long Neck An elasmosaurus's long neck allows it to interact with the surface while its body remains submerged underwater. While submerged no deeper than 15 feet underwater, an elasmosaurus can still stick its head up to breathe. An elasmosaurus gains cover against attacks made against creatures who are above the water's surface while it is underwater, even if its head is above the surface.
Attack of Opportunity ↻ Jaws only.

Speed 5 feet, swim 35 feet
Melee ◆ jaws +17 (reach 15 feet), **Damage** 2d12+10 piercing plus Grab
Melee ◆ paddle +17, **Damage** 2d6+10 bludgeoning
Drag Below ◆ (attack) The elasmosaurus attempts an Athletics check against a grabbed foe's Fortitude DC. If the elasmosaurus succeeds, the foe is forcibly moved 5 feet toward the elasmosaurus's body. If the elasmosaurus critically succeeds, the foe is moved 10 feet towards the elasmosaurus's body.
Thrashing Retreat ◆◆ A swimming elasmosaurus thrashes the area around it as it attempts to flee. It makes two paddle Strikes, each of which must be against separate targets, and each of which takes the normal multiple attack penalty. It then Swims up to its swim Speed. This Swim does not trigger reactions based on movement.

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DIVERSE ELEMENTALS

The Elemental Planes are more than expanses of sky, rock, fire, and ocean. Clouds of fog, dust, and storms float through the Plane of Air. The Plane of Earth includes verdant groves, shining metal and crystal, and irradiated wastelands. The Plane of Fire features magma, suffocating smoke, and radiant firelight. Amid the endless sea of the Plane of Water are pockets of ooze and brine, plus the otherworldly environs of the deep.

Elemental, Air

Some elementals embody aspects of air such as smoke, lightning, and fog.

SPARK BAT

Spark bats congregate around volatile weather in the Plane of Air.

SPARK BAT — CREATURE 2

N | TINY | AIR | ELEMENTAL

Perception +7; darkvision

Skills Acrobatics +9, Stealth +9

Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0

AC 19; **Fort** +5, **Ref** +11, **Will** +7

HP 18; **Immunities** bleed, electricity, paralyzed, poison, sleep

Speed 5 feet, fly 50 feet

Melee ❖ jaws +11 (agile, finesse), **Damage** 1d4+5 electricity

Arc Lightning (move, electricity, primal, transmutation) The spark bat transforms into lightning that arcs to a large piece of metal within 100 feet, such as a suit of metal armor or a metal weapon. The bat then returns to its normal form in a space adjacent to the metal. This movement doesn't trigger reactions.

LIVING THUNDERCLAP

A living thunderclap is a humanoid-shaped storm cloud that cracks and booms with thunder.

LIVING THUNDERCLAP — CREATURE 4

N | MEDIUM | AIR | ELEMENTAL

Perception +9; darkvision

Skills Acrobatics +12, Stealth +12

Languages Auran

Str +3, **Dex** +4, **Con** +2, **Int** –3, **Wis** +1, **Cha** +0

AC 22; **Fort** +10, **Ref** +12, **Will** +9

HP 50; **Immunities** bleed, paralyzed, poison, sleep, sonic

Speed fly 50 feet; swiftness

Melee ❖ gust +14 (agile, finesse), **Damage** 2d6+6 bludgeoning plus Push 5 feet

Ranged ❖ lightning bolt +14 (electricity, range increment 50 feet), **Damage** 2d12 electricity

Swiftness The living thunderclap doesn't trigger reactions when it moves.

Thunderbolt ❖❖ (electricity, evocation, primal, sonic) The living thunderclap emits a bolt of lightning that crashes with deafening thunder. The living thunderclap makes a lightning bolt Strike that deals 1d12 electricity damage. If it hits, the target and any creatures within a 15-foot emanation around the target take 2d6 sonic damage and must attempt a DC 18 basic Fortitude save. Any creature that fails its save is also deafened for 1d4 rounds.

BELKER

These reclusive elementals have glowing red eyes, leathery wings, and long, sharp claws. While they always retain their shape, belkers can control the solidity of their forms at will, transforming into clouds of smoke, ash, and dust.

BELKER — CREATURE 6

NE | LARGE | AIR | ELEMENTAL

Perception +14; darkvision, smoke vision

Skills Acrobatics +15, Stealth +15 (+17 in smoke)

Languages Auran

Str +2, **Dex** +5, **Con** +3, **Int** –2, **Wis** +4, **Cha** +0

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Smoke Vision The belker ignores the concealed condition from smoke.

AC 25; **Fort** +13, **Ref** +17, **Will** +12

HP 78; **Immunities** bleed, paralyzed, poison, precision, sleep

Smoke Form The belker can occupy the same space as other creatures.

Speed 25 feet, fly 40 feet

Melee ◆ claw +17 (agile, finesse), **Damage** 2d10+5 slashing

Melee ◆ wing +17 (agile, finesse, reach 10 feet), **Damage** 2d8+5 bludgeoning

Noxious Fumes ◆◆ **Requirement** The belker occupies the same space as a Medium or smaller creature; **Effect** The belker attempts to flow into the creature's lungs; the creature must attempt a DC 23 Fortitude save. On a failure, the creature partially inhales the belker and is immobilized by the pain of the smoke rasping in its throat and lungs. The creature can attempt to exhale the belker by spending an action coughing and succeeding at a DC 23 Fortitude save. Most of the belker remains outside the creature, so the belker can still act normally. If the belker moves out of the creature's space or uses Noxious Fumes again, the creature automatically exhales it.

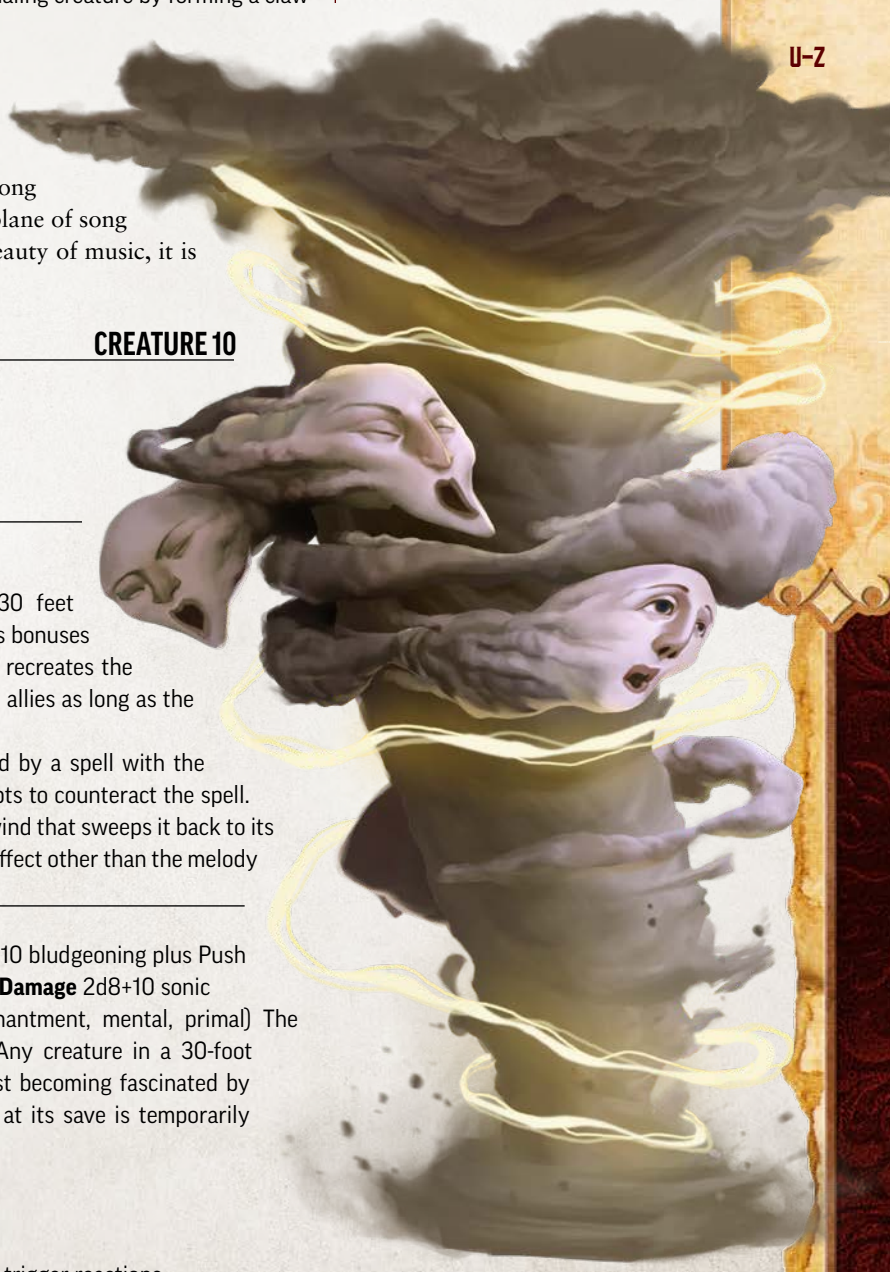
Smoke Slash ◆ **Requirement** The belker is partially inhaled by a creature; **Effect** The belker automatically deals its claw damage to the inhaling creature by forming a claw to slash and scrape the creature from within.

BELKER LORE

Fiercely territorial, belkers attack trespassers into their lands without mercy, slithering inside their lungs and raking their bodies from the inside. Many belkers are loyal to the Elemental Lord of Air, Hshura, but some hold secret allegiances to Ymeri, who holds domain over fire and smoke.

MELODY ON THE WIND

This cloud of song and sound has been caught by the wind and carried across the air. While the melody on the wind (known by some as a song elemental, despite the fact that no such place as a plane of song exists in the known multiverse) might enjoy the beauty of music, it is by nature a destructive elemental force.



MELODY ON THE WIND — CREATURE 10

N | HUGE | AIR | ELEMENTAL

Perception +21; darkvision

Skills Acrobatics +22, Performance +22, Stealth +22

Languages Auran

Str +4, **Dex** +6, **Con** +2, **Int** +2, **Wis** +5, **Cha** +6

AC 30; **Fort** +16, **Ref** +22, **Will** +19

HP 170; **Immunities** bleed, paralyzed, poison, sleep

Hostile Duet ↻ **Trigger** A hostile creature within 30 feet creates an effect with the auditory trait that provides bonuses to itself or its allies; **Effect** The melody on the wind recreates the auditory effect, gaining the bonuses for itself and its allies as long as the original effect persists.

Retune ↻ **Trigger** The melody on the wind is targeted by a spell with the auditory trait; **Effect** The melody on the wind attempts to counteract the spell. If it succeeds, the spell effect is caught in a blast of wind that sweeps it back to its origin, affecting the caster. Targets of the triggering effect other than the melody on the wind are still affected normally.

Speed fly 100 feet; swiftness

Melee ◆ wind gust +23 (agile, finesse), **Damage** 2d10+10 bludgeoning plus Push

Ranged ◆ solid refrain +23 (range increment 70 feet), **Damage** 2d8+10 sonic

Mesmerizing Melody ◆ (auditory, concentrate, enchantment, mental, primal) The melody on the wind sings in a sonorous chorus. Any creature in a 30-foot emanation must attempt a DC 30 Will save to resist becoming fascinated by the melody on the wind. A creature that succeeds at its save is temporarily immune for 24 hours.

Critical Success The creature is unaffected.

Success The creature is fascinated for 1 round.

Failure The creature is fascinated for 1d4 rounds.

Swiftness The melody on the wind's movement doesn't trigger reactions.

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LOOTING EARTH ELEMENTALS

Earth elements sometimes have valuable gemstones or minerals incorporated into their bodies, and once they are slain, these valuables can be scavenged as treasure. Gemstones, precious metals such as silver or gold ore, or rarer materials such as mithral or adamantine can be harvested from these creatures, although the more expensive finds tend to be incorporated into only the most powerful earth elementals.

Elemental, Earth

Certain earth elementals manifest as specific types of material, be they boulders, sand, or crystals.

LIVING BOULDER

Living boulders roll and glide through the Plane of Earth, gathering gemstones and metal shards until their surfaces resemble a ship's hull covered in barnacles. Barely more intelligent than many animals, living boulders fill much the same role on the Plane of Earth as the great herd animals found on Material Plane worlds.

LIVING BOULDER — CREATURE 2

N | SMALL | EARTH | ELEMENTAL

Perception +6; darkvision, tremorsense 30 feet

Skills Athletics +8, Stealth +5 (+7 in rocky areas)

Str +4, **Dex** –1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 17; **Fort** +10, **Ref** +5, **Will** +8

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet; earth glide

Melee ◆ jaws +10, **Damage** 1d8+6 piercing

Earth Glide A living boulder can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Rolling Charge ◆◆ The living boulder Strides twice, and can then make a Strike with its jaws. This jaws Strike gains Knockdown.

EARTHEN DESTRIER

This wave of dirt takes the crude likeness of the melded forequarters of a charging warhorse and a rocky knight wielding a rudimentary lance of gray stone.

EARTHEN DESTRIER — CREATURE 4

N | LARGE | EARTH | ELEMENTAL

Perception +10; darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +12

Languages Terran

Str +4, **Dex** +1, **Con** +4, **Int** –1, **Wis** +3, **Cha** +0

AC 20; **Fort** +14, **Ref** +9, **Will** +10

HP 72; **Immunities** bleed, paralyzed, poison, sleep

Speed 50 feet, burrow 30 feet; earth glide

Melee ◆ lance arm +14 (deadly d8, reach 10 feet), **Damage** 2d8+6 piercing and lancing charge

Melee ◆ hoof +14, **Damage** 2d6+6 bludgeoning

Earth Glide As living boulder above.

Lancing Charge If the destrier moved at least 10 feet directly before its lance arm Strike, it gains a +2 circumstance bonus to its damage roll.

Tilting Strike ↻ **Trigger** The earthen destrier tramples a creature; **Effect** The earthen destrier makes a lance arm Strike against the creature it's trampling at a –5 penalty.

Trample ◆◆◆ Medium or smaller, hoof, DC 20

SAND SENTRY

Shifting back and forth between a detailed likeness of a human and a muted and featureless bipedal form, this creature of pure sand moves with an eerie grace. The sand sentry is often called upon by spellcasters to stand guard over an area of great importance—these elementals are patient participants in such roles, making them well suited for long-term service.

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SAND SENTRY — CREATURE 6

N | MEDIUM | EARTH | ELEMENTAL

Perception +14; darkvision, tremorsense (imprecise) 60 feet
Skills Acrobatics +14, Stealth +14 (+17 in sand)
Languages Terran
Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +1

AC 24; **Fort** +16, **Ref** +12, **Will** +14
HP 94; **Immunities** bleed, paralyzed, poison, sleep
Glass Armor When the sand sentry takes fire or lightning damage, its outer layer of sand fuses into sheets of hardened glass for 1 minute. This increases the sand sentry's AC to 26 and grants it resistance 5 to acid, cold, electricity, fire, force, piercing, and slashing damage. A sand sentry can't use earth glide while glass armor is active.

Speed 25 feet, burrow 50 feet; earth glide
Melee ❖ fist +17, **Damage** 2d8+8 bludgeoning plus blinding sand
Earth Glide As living boulder.
Blinding Sand When the sand sentry critically hits with a fist Strike, the target is blinded for 1 round.

SAND MIMICS

Sand sentries have no true culture or society of their own, but they are endlessly fascinated with the society and culture of humanoids they encounter. They can shape their appearance to mimic any similarly sized humanoids, and although they always remain obviously composed of sand, they do their best to mimic the day-to-day activities they observe other humanoids performing. Of course, structures and objects sand sentries build from sand never last, but this never seems to stifle their obsession.

GRANITE GLYPTODONT

This squat and stony creature looks like an armadillo with a large raised back and a flail-like tail. The granite glyptodont has no true need to feed, as with all elementals, yet it does seem to linger after transforming the flesh of those it calcifies, as if the mere proximity of flesh fossilizing into stone pleases it somehow.

GRANITE GLYPTODONT — CREATURE 8

N | LARGE | EARTH | ELEMENTAL

Perception +17; darkvision, tremorsense (imprecise) 90 feet
Skills Athletics +18
Str +6, **Dex** +1, **Con** +6, **Int** +0, **Wis** +5, **Cha** +0

AC 28; **Fort** +18, **Ref** +13, **Will** +17
HP 145; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide
Melee ❖ tail +20 (forceful, reach 10 feet, versatile piercing), **Damage** 2d12+9 bludgeoning plus calcification
Calcification (incapacitation, primal, transmutation) A blow from a granite glyptodont's tail hardens the flesh of the creature struck. The target must succeed at a DC 26 Fortitude saving throw or become slowed 1 (or slowed 2 on a critical failure). Further failed saves against calcification increase the value of the slowed condition. Once a creature's actions are reduced to 0 by calcification, that creature becomes petrified. If the creature isn't petrified, the slowed conditions end once 1 minute passes without the creature failing a save against calcification.

Every 24 hours after it was petrified, the creature can attempt a DC 26 Fortitude save to recover. On a success, it becomes flesh again, but is slowed 1 for the next 24 hours. On a critical success, the creature recovers and isn't slowed. On a failure, the creature remains petrified, but can try again in 24 hours. On a critical failure, the petrification is permanent, and the creature can't attempt any more saves.

Earth Glide As living boulder.

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FIRE ELEMENTAL TREASURE

Often, nothing remains after defeating a fire elemental but a pile of ashes and the fading smell of smoke. But sometimes, fragments of their elemental power remain behind. At the GM's discretion, a fire elemental can leave behind ashes, lumps of charcoal, or ever-smoldering cinders that are valuable components for the construction of fire-themed magic items.

Elemental, Fire

Fire elementals sometimes incorporate burning materials into their being, or possibly superheated materials such as molten rock or searing smoke.

EMBER FOX

Ember foxes resemble their canid namesakes, save for the flames that make their fur and the tips of their long whiskers flicker and glow.

EMBER FOX — CREATURE 2

NG | SMALL | ELEMENTAL | FIRE

Perception +8; darkvision
Languages Ignan (can't speak any language)
Skills Acrobatics +8, Athletics +5, Stealth +8
Str +1, **Dex** +4, **Con** +2, **Int** –2, **Wis** +2, **Cha** +1

AC 18; **Fort** +6, **Ref** +10, **Will** +8
HP 35; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5
Cloak in Embers ↻ **Trigger** An adjacent ally is targeted by an effect that deals fire damage; **Effect** The ember fox drapes itself across its ally, granting the ally fire resistance 10 against the incoming attack.

Speed 30 feet
Melee ◆ jaws +10 (agile, finesse), **Damage** 1d4+3 piercing plus 1d4 persistent fire

FILTH FIRE

These creatures look like roiling clouds of black smoke churning above a mound of burning refuse. Leering faces form and fade in the smoke above, while the burning trash writhes in spasmodic lurches, obviously alive.

FILTH FIRE — CREATURE 4

NE | MEDIUM | ELEMENTAL | FIRE

Perception +11; darkvision, smoke vision
Languages Ignan (can't speak any language)
Skills Acrobatics +13, Athletics +9
Str +1, **Dex** +5, **Con** +4, **Int** –2, **Wis** +3, **Cha** +0
Smoke Vision The filth fire ignores the concealed condition from smoke.

AC 21; **Fort** +12, **Ref** +13, **Will** +9
HP 70; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5

Speed 25 feet
Melee ◆ burning lash +13 (finesse), **Damage** 2d6+3 bludgeoning plus 1d6 persistent fire
Ranged ◆ ember ball +13 (fire, range increment 20 feet), **Damage** 1d6+3 bludgeoning plus 1d6 persistent fire
Noxious Burst ◆◆ Toxic materials and churning rubbish within the filth fire's body explode in one of three ways. The filth fire chooses the effect, but it can't make the same choice twice in a row.
- **Fiery Beam** (evocation, fire, primal) The filth fire expels a 30-foot line of flame that deals 3d6 fire damage with a DC 21 basic Reflex save.
- **Shrapnel Blast** (evocation, primal) The filth fire shoots jagged rubbish out in a 5-foot emanation that deals 2d12 piercing damage with a DC 21 basic Reflex save.
- **Toxic Fumes** (evocation, poison, primal) The filth

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fire belches a 15-foot cone of toxic smoke that deals 2d6 poison damage (DC 21 basic Fortitude save). A creature that fails is also sickened 1 (or sickened 2 on a critical failure).

STRIDING FIRE

An embodiment of the speed and chaos of a spreading blaze, a striding fire appears as a lithe and long-limbed humanoid composed of shifting-hued flames churning within a skeleton-like framework.

STRIDING FIRE — CREATURE 6

CN | MEDIUM | ELEMENTAL | FIRE

Perception +14; darkvision, smoke vision
Languages Ignan
Skills Acrobatics +15, Athletics +12
Str +2, **Dex** +5, **Con** +3, **Int** +0, **Wis** +4, **Cha** +1
Smoke Vision The striding fire ignores the concealed condition from smoke.

AC 24; **Fort** +11, **Ref** +17, **Will** +14
HP 115; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

Speed 50 feet
Melee ❖ fist +17 (agile, finesse), **Damage** 2d8+5 bludgeoning plus 1d6 persistent fire
Burning Rush ❖❖ (evocation, fire, primal) The striding fire Strides up to double its Speed in a straight line. Its movement during this Stride doesn't trigger reactions. Any creature the striding fire was adjacent to at any point during this Stride must attempt a DC 24 basic Reflex save. If it critically fails, it is knocked prone by a wave of heated air. The striding fire can't use Burning Rush for 1d4 rounds.

MAGMA SCORPION

Whether skittering through Abyssal wastelands or basking in the searing sand of the deepest deserts, magma scorpions have charred carapaces constantly emitting vision-warping waves of heat.

MAGMA SCORPION — CREATURE 8

N | LARGE | ELEMENTAL | FIRE

Perception +18; darkvision, smoke vision
Skills Athletics +18
Str +6, **Dex** +3, **Con** +5, **Int** –4, **Wis** +4, Cha +0
Smoke Vision The magma scorpion ignores the concealed condition from smoke.

AC 28; **Fort** +19, **Ref** +14, **Will** +16
HP 155; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

Speed 40 feet, climb 30 feet
Melee ❖ pincer +20 (agile, reach 10 feet), **Damage** 2d6+9 bludgeoning plus 1d6 persistent fire and Grab
Melee ❖ tail sting +20 (reach 10 feet), **Damage** 1d10+9 piercing plus 1d6 persistent fire and magma scorpion venom
Ranged ❖ magma spit +17 (fire, range increment 40 feet); **Damage** 1d6+9 fire plus 1d6 persistent fire
Magma Scorpion Venom (fire, injury, poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 fire damage (1 round) and enfeebled 1; **Stage 2** 3d6 fire damage and enfeebled 2 (1 round)

ELEMENTAL ALIGNMENTS

More than other elementals, fire elementals tend to deviate from neutrality, and are often good, evil, or chaotic in nature. Lawful fire elementals are rare. Fire's inherently capricious nature seems to prevent these creatures from succumbing to the influence of order.

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Mephit Interactions

Different types of mephits that can be found on the same elemental plane often develop friendly (or, in some cases, fierce) rivalries with one another. While mephits from elementally opposed planes (such as fire and water) may have strong opinions about the superiority of their own element, the fact that they rarely see such mephits means that when they do encounter them, they often get along better than they do with their close neighbors.

Elemental, Mephit

Mephits are small, weak creatures that serve at the whims of other elemental entities. The mephits presented here are less common than air mephits, earth mephits, and the like, as they are a blend of two different elements rather than focusing on one alone.

Dust Mephit

Whining and self-important creatures, dust mephits are known for their tendency to pronounce doom and gloom at every opportunity, lamenting every insignificant and minor difficulty as though it were an insurmountable obstacle and making themselves out to be heroes for struggling valiantly against their cruel fates. They tend to be thin and gaunt, with dusky brown and gray skin and wings.

Dust Mephit — Creature 1

Uncommon | N | Small | Air | Earth | Elemental

Perception +3; darkvision
Languages Auran, Terran
Skills Acrobatics +7, Stealth +7
Str +1, **Dex** +4, **Con** +1, **Int** –2, **Wis** +0, **Cha** –1

AC 17; **Fort** +6, **Ref** +9, **Will** +5
HP 16, fast healing 2 (in dust or sand); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 35 feet
Melee ◆ claw +9 (agile, finesse), **Damage** 1d6+1 slashing
Arcane Innate Spells DC 17; **2nd** *glitterdust*
Breath Weapon ◆◆ (air, arcane, earth) The dust mephit breathes a cloud of dust in a 15-foot cone that deals 2d6 slashing damage to each creature within the area (DC 17 basic Reflex save). The dust mephit can't use Breath Weapon again for 1d4 rounds.

Ice Mephit

Though capable of the same depths of cruelty as their fire mephit kin, ice mephits carry theirs out in a more calculating way. Unlike most mephits, these pale blue mephits prefer solitude to company. Lacking in empathy, they are known for their callousness, and have a reputation for brutal honesty. They also have few moral qualms about acting selfishly and exploiting weakness for their own gain, should the chance arise.

Ice Mephit — Creature 1

Uncommon | N | Small | Air | Elemental | Water

Perception +3; darkvision
Languages Aquan, Auran
Skills Acrobatics +7, Intimidation +5
Str +0, **Dex** +4, **Con** +0, **Int** –2, **Wis** +0, **Cha** +2

AC 17; **Fort** +5, **Ref** +9, **Will** +3
HP 18, fast healing 2 (while touching ice or snow); **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 3

Speed 20 feet, fly 25 feet
Melee ◆ claw +9 (agile, finesse), **Damage** 1d4 slashing and 1d4 cold
Arcane Innate Spells DC 17, attack +9; **Cantrips (1st)** *chill touch*, *ray of frost*
Breath Weapon ◆◆ (arcane, cold) The ice mephit breathes shards of ice in a 15-foot cone that deals 1d6 cold damage and 1d6 piercing damage to each creature within the area (DC 17 basic Reflex save). The ice mephit can't use Breath Weapon again for 1d4 rounds.

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OOZE MEPHIT

Slick in every sense of the word, ooze mephits are unapologetic sycophants, shamelessly flattering anyone they may be able to con a favor out of, although their lack of intelligence and subtlety means that only the most vain or trusting targets fail to see through their honeyed words. Lacking proper bones, these ocher-colored mephits have bodies consisting primarily of ooze and muck. They smell disgusting, and their touch leaves stains that are almost impossible to get out.

OOZE MEPHIT — CREATURE 1

UNCOMMON | N | SMALL | AMPHIBIOUS | EARTH | ELEMENTAL | WATER

Perception +3; darkvision
Languages Aquan, Terran
Skills Athletics +6, Diplomacy +7
Str +3, **Dex** +1, **Con** +2, **Int** –2, **Wis** +0, **Cha** +2

AC 14; **Fort** +7, **Ref** +4, **Will** +3
HP 24, fast healing 2 (while touching mud or slime); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 20 feet
Melee ❖ fist +8, **Damage** 1d6+3 bludgeoning
Arcane Innate Spells DC 17; **1st** *grease*
Breath Weapon ❖❖ (arcane, poison) The ooze mephit spits toxic slime in a 15-foot cone that deals 2d6 poison damage to each creature within the area (DC 17 basic Reflex save). The ooze mephit can't use Breath Weapon again for 1d4 rounds.

STEAM MEPHIT

These brash and arrogant creatures are among the more energetic mephits. They are quick to nominate themselves the leaders of any group, barking out orders in shrill, high-pitched voices and insisting on having everything done their way. Even when they aren't bossing others around, the constant hiss of steam escaping from their pores ensures that there is never a quiet moment.

STEAM MEPHIT — CREATURE 1

UNCOMMON | N | SMALL | ELEMENTAL | FIRE | WATER

Perception +3; darkvision, steam vision
Languages Aquan, Ignan
Skills Acrobatics +7, Intimidation +6
Str +1, **Dex** +2, **Con** +4, **Int** –2, **Wis** +0, **Cha** +0
Steam Vision The steam mephit ignores the concealed condition from mist and steam.

AC 16; **Fort** +9, **Ref** +7, **Will** +5
HP 19, fast healing 2 (in boiling water or steam); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet, swim 25 feet
Melee ❖ claw +7 (agile, finesse), **Damage** 1d6+1 slashing
Arcane Innate Spells DC 17; **2nd** *obscuring mist*
Boiling Rain ❖❖ (arcane, conjuration, fire, water) **Frequency** once per day; **Effect** The steam mephit calls down a rain boiling water that surrounds them in a 10-foot emanation. Creatures in the area take 2d8 fire damage (DC 17 basic Reflex save), and small unattended flames (such as torches) are extinguished.
Breath Weapon ❖❖ (arcane, fire) The steam mephit spits a cloud of steam in a 15-foot cone that deals 2d6 fire damage to each creature within the area (DC 17 basic Reflex save). The steam mephit can't use Breath Weapon again for 1d4 rounds.

MEPHIT NAMES

Perhaps because they're so often compelled into service by mortal conjurers and more powerful elementals, mephits tend to adopt long names peppered with self-proclaimed titles and imagined or exaggerated accomplishments to alleviate their feelings of inadequacy. Some examples of mephit names follow.

- Anothoraxia, Lurker in Dark Places, the Tragic Hero, One Against All
- Silothiscil the Embittered, Rimelord of the Eternal Chill, Lord of Icicles
- Oglophax, Prince of Pungency, the Viscous One, the Forever Stain
- Zarnozath the Magnificent, First of His Name, Boiler of Kettles, the Teapot Terror

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FLAME AND FATHOM MEET

Though fire and water classically oppose one another, in the right mixture they can become a dangerous combination. Water elementals heated to a scalding temperature through natural factors such as underwater volcanoes might deal 1d6 persistent fire damage with their Strikes, while fire elementals infused with moisture might exude clouds of obscuring or even blinding steam.

Elemental, Water

Water elementals that become infused with cold or mist have increased mobility in regions outside of bodies of water.

ICICLE SNAKE

Translucent and capable of hanging suspended and near motionless, icicle snakes sense the heat of living creatures as a threat and attempt to use their camouflage and chilling bite against foes.

ICICLE SNAKE — CREATURE 2

N | SMALL | COLD | ELEMENTAL | WATER

Perception +7; darkvision

Skills Athletics +7, Stealth +7

Str +1, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

AC 18; **Fort** +8, **Ref** +9, **Will** +5

HP 35; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 5

Speed 25 feet, climb 20 feet

Melee ◆ jaws +9 (finesse), **Damage** 1d6+1 piercing plus 1d6 persistent cold

Icicle ◆ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 27 on Deception checks and DCs to pass as an icicle.

MIST STALKER

The tentacled mist stalker shrouds itself in a cloak of mist through which its single, never-blinking eye can see with clarity, allowing it an advantage when stalking its prey.

MIST STALKER — CREATURE 4

N | MEDIUM | AMPHIBIOUS | ELEMENTAL | WATER

Perception +13; darkvision, mist vision

Languages Aquan

Skills Athletics +11, Stealth +12

Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +5, **Cha** +0

Mist Cloud (aura, conjuration, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.

Mist Vision The mist stalker ignores the concealed condition from mist and fog.

AC 20; **Fort** +10, **Ref** +12, **Will** +11

HP 58; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, climb 20 feet, swim 30 feet

Melee ◆ tentacle +14 (finesse, sweep, reach 10 feet), **Damage** 2d8+4 bludgeoning plus Grab

Constrict ◆ 1d8+4 bludgeoning, DC 21

Solidify Mist ◆ (primal, transmutation, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 20 Reflex save or become immobilized until it Escapes or it is no longer in the mist cloud's emanation.

BLIZZARDBORN

Freezing and thawing in a near-constant loop, blizzardborn resemble humanoid forms composed of a mixture of partially melted snow and sleet. These elementals

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move with crunching strides, their bodies constantly sloshing and sloughing off shards of ice. Because of their ability to refreeze, blizzardborn can travel into warmer environments safely, though they tend to look more like slush in these areas.

BLIZZARDBORN — CREATURE 6

N | MEDIUM | COLD | ELEMENTAL | WATER

Perception +14; darkvision, snow vision
Languages Aquan
Skills Athletics +15, Stealth +14 (+16 in ice or snow)
Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0
Snow Vision The blizzardborn ignores the concealed condition from falling snow.

AC 24; **Fort** +16, **Ref** +12, **Will** +14
HP 105; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 5
Shattering Ice ↻ **Trigger** An enemy hits the blizzardborn with an attack that deals physical damage; **Effect** A portion of the blizzardborn's body shatters into an explosion of razor sharp ice crystals and blinding snow that deals 2d6 piercing damage to opponents in a 5-foot emanation (DC 24 basic Reflex save). Anyone who fails is also blinded for 1 round (or 3 rounds on a critical failure).

Speed 25 feet, ice burrow 20 feet
Melee ◆ ice claw +17 (versatile bludgeoning), **Damage** 2d6+8 slashing plus 1d6 persistent cold
Ice Burrow The blizzardborn can Burrow through ice or snow with a Speed of 20 feet. It moves at its full burrow Speed, leaving no tunnels or signs of its passing.

ICEWYRM

Resembling wingless, serpentine dragons formed of jagged ice and shot through with veins of nearly frozen water, these elementals dwell within icebergs and enjoy striking out at passing ships or creatures. They're especially common in frigid stretches of ocean in the Plane of Water, where icebergs cluster together into enormous islands of ice.

ICEWYRM — CREATURE 10

N | HUGE | AMPHIBIOUS | COLD | ELEMENTAL | WATER

Perception +19; darkvision
Languages Aquan
Skills Athletics +21
Str +7, **Dex** +7, **Con** +5, **Int** –1, **Wis** +5, **Cha** +3

AC 30; **Fort** +20, **Ref** +21, **Will** +17
HP 185; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 10
Explosion (cold) When the icewyrm dies, it explodes, dealing 8d6 cold damage to each creature in a 10-foot emanation (DC 27 basic Reflex save).

Speed 25 feet, ice burrow 20 feet, swim 60 feet
Melee ◆ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing
Melee ◆ tail +23 (agile, reach 15 feet), **Damage** 2d6+13 slashing plus 1d6 persistent cold
Ranged ◆ ice shard +23 (range increment 60 feet), **Damage** 1d6+13 piercing plus 1d6 persistent cold
Breath Weapon ◆◆ (cold, evocation, primal) The icewyrm breathes a 60-foot line of freezing shards of razor-sharp ice, dealing 3d12 cold damage and 3d12 piercing damage to every creature in the line (DC 29 basic Reflex save). The icewyrm can't use Breath Weapon again for 1d4 rounds.
Ice Burrow As blizzardborn.

ELEMENTAL WYRMS

The icewyrm is the most widely encountered elemental wyrm, but others exist as well, including the blazing firewyrm, the sleek but somewhat smaller sparkwyrm, and the largest of them all, the immense and acidic sludgewyrm.

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ROGUE ELEPHANTS

Elephants of all species are, by nature, social creatures who form strong bonds with one another, but when an elephant separates from its herd—either due to tragedy or an individual streak of viciousness—they become known as rogue elephants. These dangerous solitary creatures are ill-tempered and quick to attack anything that approaches them, and often have the elite adjustments to their statistics.

ELEPHANT

Primeval variants of the elephant dwell in remote regions of the world.

ANANCUS

The anancus is an ancient species of elephant with unusually long tusks and a trunk shorter than its more modern cousins.

ANANCUS — CREATURE 8

N | HUGE | ANIMAL

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +19, Survival +16
Str +7, **Dex** +0, **Con** +5, **Int** −4, **Wis** +2, **Cha** −2

AC 25; **Fort** +19, **Ref** +14, **Will** +16
HP 170

Speed 40 feet
Melee ◆ tusk +19 (reach 15 feet), **Damage** 2d12+11 piercing
Melee ◆ foot +17 (reach 10 feet), **Damage** 2d10+9 bludgeoning
Critical Success The target is unaffected.
Success The target takes half damage.
Failure The target takes full damage and is knocked prone.
Critical Failure The target takes double damage, is knocked prone, and is pushed 5 feet away from the anancus.
Trample ◆◆◆ Large or smaller, foot, DC 25
Tusk Sweep ◆◆ The anancus sweeps its long tusks back and forth, dealing 4d6 bludgeoning damage to all creatures in a 15-foot cone, who must make a DC 27 basic Reflex save.

MASTODON

Not to be confused with the larger mammoth, mastodons are primeval elephants who dwell predominantly in temperate forests. There, they travel in close-knit social groups and feed on the forest vegetation.

MASTODON — CREATURE 9

N | HUGE | ANIMAL

Perception +17; low-light vision, scent (imprecise) 30 feet
Skills Athletics +21, Survival +17
Str +8, **Dex** +0, **Con** +5, **Int** −4, **Wis** +2, **Cha** −2

AC 26; **Fort** +20, **Ref** +13, **Will** +17
HP 175

Speed 45 feet
Melee ◆ tusk +21 (reach 15 feet), **Damage** 3d8+12 piercing
Melee ◆ trunk +21 (reach 15 feet), **Effect** grabbing trunk
Melee ◆ foot +21 (reach 10 feet), **Damage** 2d10+12 bludgeoning
Dual Tusks ◆ The mastodon makes two tusk Strikes, each against a different creature. This counts as one attack for the mastodon's multiple attack penalty, and the penalty doesn't increase until after both attacks.
Grabbing Trunk A Medium or smaller creature hit by the mastodon's trunk is grabbed. If the mastodon moves, it can bring the grabbed creature along with it.
Trample ◆◆◆ Large or smaller, foot, DC 27

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Fetchling

The people known today as fetchlings are a distinct ancestry descended from generations of humans who became trapped ages ago on the Shadow Plane. No longer human at all, these people, who call themselves kayals, have become monochromatic in coloration, with flesh tones and hair colors varying between white, black, and all shades of gray. Their limbs are lithe and willowy, and their eyes are generally solid yellow, yellow-green, or white, though a rare few have a purple or blue glow.

Fetchlings have developed their own complex societies in the Shadow Plane, often under the tolerance of or in servitude to the strange, malignant creatures there, such as the sinister velstracs or the enigmatic d'ziriaks. While individual fetchlings can be any alignment, they are all survivors in a harsh environment, which leads to a tendency toward pragmatism. Fetchling clothing mimics the regions they dwell in, with drab colors tending toward darker shades. When they trade with humans or other societies on the Material Plane, they often wear masks or concealing clothing to hide their appearance.

Typical fetchling communities are insular and swiftly close ranks in the event of an intruder. Though individual fetchlings don't mind traveling to and blending in with other societies to facilitate trade, they often hide or even react defensively if they have their own visitors. When one considers the nature of the other denizens of the Shadow Plane, however, this tendency to assume the worst of interlopers might make sense to some.

Fetchlings are not as common on the Material Plane; most of those who dwell there are loners by choice who have left their home to seek out adventure elsewhere, exiles who were banished from their homelands, or planar castaways with no ability to return to the Shadow Plane. This last category, the lost and stranded, are the most likely to be found in larger groups. In cities of significant size, one can sometimes even find a small community of a few dozen or more fetchlings living among humans, although they often do so subtly by dyeing their hair, wearing brightly colored clothing, and utilizing layers of makeup to hide their pallid complexions.

Masters of Adaptation

Kayals understand that many Material Plane cultures view them with suspicion or even fear, and take pains to adapt to cultures with which they seek to establish trade. Unfortunately, kayals' mastery at cultural adaptation can often backfire, leading to fears that the so-called "fetchlings" are an invading force that seeks to duplicate and replace those with whom they merely wish to do business.

Fetchling Scout — Creature 1

N | Medium | Fetchling | Humanoid | Shadow

Perception +5; darkvision
Languages Common, Shadowtongue
Skills Acrobatics +7, Athletics +4, Deception +5, Diplomacy +5, Society +3, Stealth +7, Thievery +7
Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +2
Items chain shirt, dagger

AC 18; **Fort** +5, **Ref** +9, **Will** +5
HP 18
Shadow Blending When the fetchling scout is concealed as a result of dim light, the flat check to target them has a DC of 7, not 5.

Speed 25 feet
Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+1 piercing
Ranged ❖ dagger +9 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing
Occult Innate Spells DC 15; **1st** *illusory disguise*
Shadow Stride ❖ (illusion, occult, shadow) **Requirement** The fetchling is in dim light; **Effect** The fetchling Strides. They have a +10-foot status bonus to their Speed during this Stride. The DC from shadow blending increases to 11 during this Stride, and the fetchling remains concealed by dim light until the end of the movement, even if they leave dim light during the Stride.
Sneak Attack The fetchling scout's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

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IRNAKURSE MOCKERIES

When drow capture a particularly hated surface elf, or one with a large following, they inflict even greater pain upon them during the fleshwarping process than most other victims. The resulting irnakurse are known as "mockeries," and always have elite adjustments. Rather than using them, drow keep them close at hand as living "art" akin to a pet or trophy.

FLESHWARP

Horrid abominations reshaped by vile alchemical magic, the two fleshwarps presented here were created by drow, who transform captured elves or xulgaths into twisted monstrosities that can then be loosed to cause havoc and terror.

IRNAKURSE

Irnakurse are surface elves who drow have subjected to particularly cruel and humiliating fleshwarping practices, as drow take special delight in the torment of their surface-dwelling kin. The process of crafting an irnakurse involves twisting an unfortunate elf into a deformed mass of misplaced limbs, loose flesh, and bony protrusions—parts that should be internal are often left on full display to the world. Irnakurse are subject to mental conditioning that causes them to hate their prior forms, and these creatures prefer to attack surface elves over all other targets.

IRNAKURSE **CREATURE 9**

CE LARGE ABERRATION

Perception +18; darkvision

Languages Abyssal, Elven, Undercommon (can't speak any language)

Skills Athletics +20, Acrobatics +20, Stealth +20

Str +5, **Dex** +5, **Con** +3, **Int** –2, **Wis** +3, **Cha** +4

AC 28; **Fort** +20, **Ref** +18, **Will** +16

HP 152

Attack of Opportunity ↻

Speed 15 feet

Melee ❖ jaws +20 (reach 10 feet), **Damage** 2d12+11 piercing

Melee ❖ tentacle +20 (agile, reach 20 feet), **Damage** 2d8+11 slashing plus mind lash

Mind Lash (emotion, enchantment, mental, occult) A non-evil creature hit by an irnakurse's tentacle is overwhelmed with corrupted images of a ruined life and must succeed at a DC 28 Will save or be stunned 2 (or stunned 4 on a critical failure). After attempting this save, a creature is temporarily immune to Mind Lash for 24 hours.

Rend ❖ tentacle

Soul Scream ❖❖ (auditory, concentrate, emotion, enchantment, mental, occult) **Frequency** once per day; **Effect** The irnakurse unleashes an alien shriek of nightmarish horror and pain. All non-evil creatures within a 10-foot emanation must attempt a DC 28 Will save. The irnakurse can Sustain Soul Scream for up to 6 rounds; each time it does, it repeats the effect.

Critical Success The creature is unaffected, and is temporarily immune to Soul Scream for 24 hours.

Success The creature is stupefied 1 for 1 round.

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Failure The creature is stupefied 1. Further failed saves against Soul Scream increase the condition value by 1, to a maximum of stupefied 4. Each time the character gets a full night's rest, the stupefied condition gained from Soul Scream decreases by 1.

Critical Failure As failure, except the stupefied value increases by 2 instead of by 1.

Storm of Tentacles ❖❖ The irnakurse makes up to four tentacle Strikes, each against a different target. These attacks count toward the irnakurse's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all of its attacks.

GHONHATINE

In transforming xulgaths, drow fleshwarpers sought not to create a new type of creature but to recapture a form of xulgath predecessor believed entirely vanished from Golarion. Ghonhatines are the result—hulking reptilian beasts who prefer to crawl on all fours and tear at their foes with bestial fury.

GHONHATINE — CREATURE 10

CE | LARGE | ABERRATION

Perception +19; darkvision, scent (imprecise) 30 feet
Languages Undercommon
Skills Athletics +21, Intimidation +19, Stealth +19
Str +7, **Dex** +3, **Con** +6, **Int** –2, **Wis** +5, **Cha** +3

AC 30; **Fort** +22, **Ref** +17, **Will** +19
HP 175; **Immunities** disease; **Resistances** acid 10
Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 26 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 35 feet
Melee ❖ jaws +23 (reach 10 feet), **Damage** 2d12+10 piercing plus 1d6 persistent acid
Melee ❖ claw +23 (agile, reach 10 feet), **Damage** 2d10+10 slashing
Ranged ❖ vomit +19 (acid, range increment 20 feet), **Damage** 5d6 acid plus fleshgout
Feed ❖ (manipulate) **Requirement** The ghonhatine is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghonhatine devours a chunk of the corpse. For 1 minute, the ghonhatine gains fast healing 5 and a +2 status bonus to damage rolls. It can gain these benefits from any given corpse only once.
Fleshgout (disease) A ghonhatine's vomit carries an awful disease that, over time, can cause a suffering creature's flesh to develop painful boils that eventually slough away, leaving gaping wounds; **Saving Throw** DC 28 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** enfeebled 1 and drained 1 (1 day); **Stage 3** enfeebled 2 and drained 2 (1 day); **Stage 4** enfeebled 2 and drained 3 (1 day); **Stage 5** drained 4, enfeebled 2, and unconscious (1 day); **Stage 6** dead

ZEVGAVIZEB'S FAVORED

The demonic patron of many xulgaths, Zevgavizeb, spends most of his time slumbering in the Abyssal realm of Gluttondark. However, his vile priests actively pursue what they insist are their dormant god's goals. Some xulgath high priests practice fleshwarping upon their own acolytes, creating ghonhatine zealots to serve in their legions and guard their evil temples.

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FLY SPECIES

The giant fly presented here is but the most common of these unsettlingly oversized pests. Others can grow much larger, such as the blood-drinking glutton fly, the highly toxic and foul-smelling blight fly, and the immensely bloated plague fly—a nauseating creature ironically incapable of flight that fattens itself on undead flesh and carries a host of awful diseases.

FLY

Giant flies are pony-sized insects that have massive compound eyes and bodies bristling with short, stiff hairs. Their lairs are notorious for the rotting meat they stockpile to lay their eggs into. Their maggot-dens are also prime breeding grounds for virulent diseases.

GIANT MAGGOT

Giant flies lay their eggs on the bodies of larger monsters or livestock. When they hatch, these eggs release squirming maggots the size of human children, ravenous young who voraciously consume any flesh in the immediate vicinity—typically starting with the body upon which they were born.

GIANT MAGGOT — CREATURE 0

N | MEDIUM | ANIMAL

Perception +3; no vision, tremorsense 30 feet

Skills Athletics +4

Str +2, **Dex** –1, **Con** +3, **Int** –5, **Wis** +1, **Cha** –5

AC 13; **Fort** +9, **Ref** +3, **Will** +3

HP 18; **Immune** visual

Regurgitation ↻ **Trigger** The giant maggot takes damage; **Effect** The giant maggot regurgitates its rancid, foul meal. All creatures in a 5-foot emanation must succeed at a DC 16 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). The giant maggot can't use Regurgitation again until it spends at least an hour feeding on a corpse.

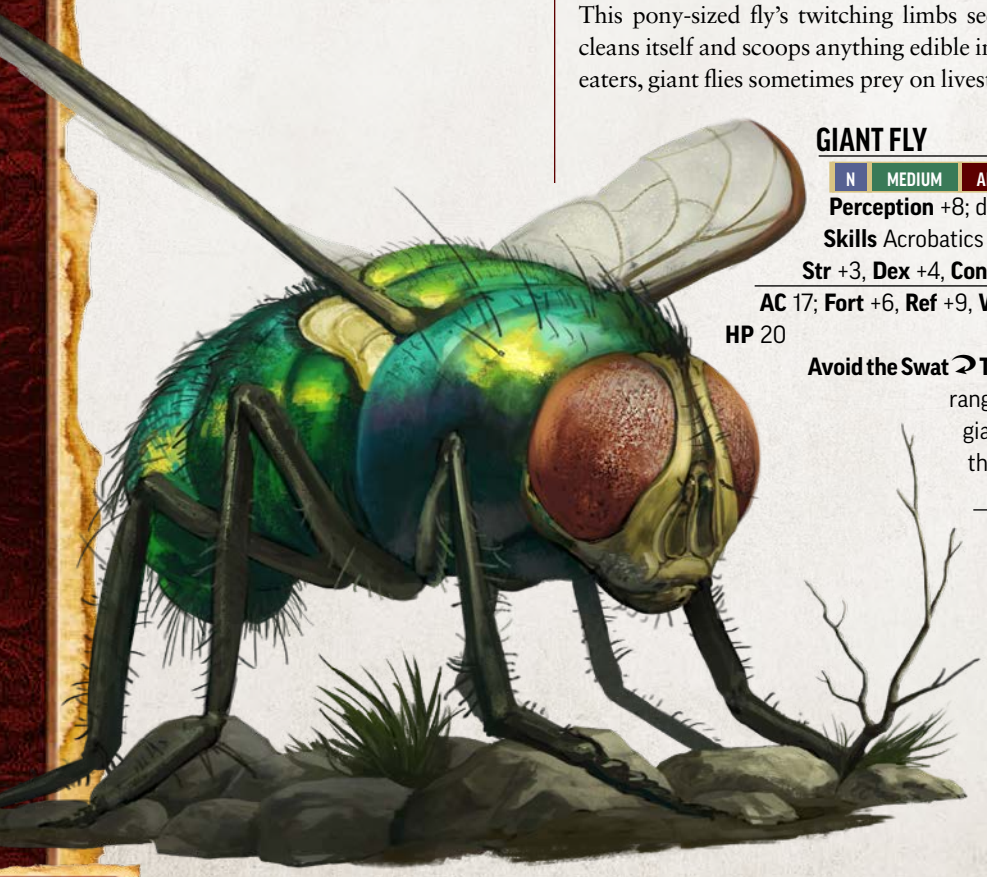
Speed 10 feet

Melee ❖ mandibles +6, **Damage** 1d8+2 piercing plus Grab

Gnaw Flesh ❖ **Requirement** The giant maggot has Grabbed a creature; **Effect** The giant maggot deals 1d8+2 slashing damage to the grabbed creature as it chews the creature's flesh (DC 19 basic Reflex save).

GIANT FLY

This pony-sized fly's twitching limbs seem to never stop moving as it constantly cleans itself and scoops anything edible into its mouthparts. While primarily carrion eaters, giant flies sometimes prey on livestock or other animals too slow to get away.



GIANT FLY — CREATURE 1

N | MEDIUM | ANIMAL

Perception +8; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +7, Athletics +6

Str +3, **Dex** +4, **Con** +3, **Int** –5, **Wis** +3, **Cha** –5

AC 17; **Fort** +6, **Ref** +9, **Will** +6

HP 20

Avoid the Swat ↻ **Trigger** The giant fly is targeted with a melee or ranged attack by an attacker it can see; **Effect** The giant fly gains a +2 circumstance bonus against the triggering attack. If the attack misses, the giant insect can Fly up to its fly Speed.

Speed 20 feet, climb 20 feet, fly 40 feet

Melee ❖ mandibles +8, **Damage** 1d6+3 piercing plus fly pox

Fly Pox (disease, virulent) A giant fly could carry any disease, but most transmit a virulent but not fatal infection called Fly Pox with their bite; **Saving Throw** DC 16 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3; **Stage 5** enfeebled 2 and fatigued (1 day)

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Frog

Frogs that are poisonous or grow to monstrous size can be a menace to adventurers.

Spear Frog

The spear frog is named for its toxin, which is traditionally used to envenom thrown projectiles like spears and daggers.

Spear Frog — Creature 0

N | Tiny | Animal

Perception +6; low-light vision

Skills Acrobatics +5, Athletics +0 (+6 to Climb, High Jump, Long Jump, and Swim)

Str –2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** +0

AC 14; **Fort** +5, **Ref** +7, **Will** +6

HP 12

Toxic Skin Anytime a creature touches the spear frog or an adjacent creature Strikes the spear frog with a melee attack, that creature is exposed to spear frog venom.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ◆ jaws +7 (agile, finesse), **Damage** 1d6 piercing plus spear frog venom

Spear Frog Venom (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Sticky Feet Spear frogs are not flat-footed when Balancing on a narrow surface, and they gain a +4 bonus to Reflex saves to avoid falling.

Spear Frog Poison

A single spear frog yields enough toxin to Craft 1 dose of spear frog poison.

Spear Frog Poison — Item 1

Alchemical | Consumable | Injury | Poison

Price 3 gp

Usage held, 2 hands; **Bulk** L

Activation ◆◆ Interact

Saving Throw DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Giant Frog

Giant frogs can grow up to 6 feet long and weigh over 200 pounds, with rows of razor-sharp teeth lining their gaping mouths.

Giant Frog — Creature 1

N | Medium | Animal

Perception +7; low-light vision

Skills Acrobatics +5, Athletics +6 (+10 to High Jump or Long Jump), Stealth +7

Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 15; **Fort** +8, **Ref** +7, **Will** +5

HP 30

Speed 25 feet, swim 25 feet

Melee ◆ jaws +8, **Damage** 1d6+3 piercing plus Grab

Melee ◆ tongue +8 (reach 15 feet), **Effect** tongue grab

Sticky Feet As spear frog.

Tongue Grab A creature hit by the giant frog's tongue becomes grabbed by the giant frog. The creature isn't immobilized, but it can't move beyond the reach of the frog's tongue. A creature can sever the tongue with a Strike against AC 13 that deals at least 2 slashing damage. This deals no damage to the frog but prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

Frog Species

While all frogs are amphibious, some frogs spend more of their time out of the water. Even those usually found near lakes and streams are adapted for climbing. You can add variety to frog encounters by replacing a frog's swim Speed with a climb Speed (or even allowing it to have both). Likewise, for frogs that are poisonous or venomous, the specific effects of their toxin can vary by species, with exposure to some frog poison causing a creature to become clumsy or stupefied instead of enfeebled.

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ALIEN ORIGINS

Froghemoths have been known to suddenly abandon an established lair to seek a new home, as if in response to some cosmic convergence or subspace signal imperceptible to other creatures. Some argue that the froghemoth is never fully comfortable in any environment because it isn't from this world at all, and that these wanderings are instinctual urges to seek out its true home—a home not represented by the strange world in which the beast finds itself trapped.

FROGHEMOTH

A terrifying abomination of teeth, tentacles, and unbridled rage, the froghemoth is thankfully rarely encountered even in the deepest swamplands or most remote Darklands caverns. Capable of devouring dinosaurs and even dragons, it is a frighteningly effective ambush hunter, immersing itself in the mire with only its eyestalk protruding and watching in every direction at once with uncanny precision.

FROGHEMOTH — CREATURE 13

UNCOMMON | N | HUGE | ABERRATION | AMPHIBIOUS

Perception +25; darkvision, otherworldly vision 30 feet

Skills Acrobatics +23, Athletics +27, Stealth +27 (+30 in swamps)

Str +8, **Dex** +6, **Con** +7, **Int** –4, **Wis** +6, **Cha** +4

Otherworldly Vision A froghemoth's alien eyes allow it to perceive creatures within 30 feet, even if they are invisible or ethereal. It can still be fooled by successful Stealth checks to Hide, but it has Perception DC 38 in such cases. It also sees through and is unaffected by illusions with the visual trait if they are within 30 feet.

AC 32, all-around vision; **Fort** +26, **Ref** +21, **Will** +23

HP 285; **Immunities** electricity

Electric Torpor Though a froghemoth is immune to electricity damage, it is slowed 1 for 1 round whenever it would have otherwise taken electricity damage.

Speed 20 feet, swim 30 feet

Melee ◆ jaws +27 (reach 10 feet), **Damage** 3d12+14 piercing plus Improved Grab

Melee ◆ tentacle +27 (agile, reach 15 feet), **Damage** 3d8+14 bludgeoning plus Improved Grab

Melee ◆ tongue +27 (agile, reach 30 feet), **Damage** 2d10+14 piercing plus barbed tongue

Aquatic Ambush ◆

Barbed Tongue A creature hit by the froghemoth's tongue becomes grabbed by the froghemoth. The creature isn't immobilized, but it can't move beyond the reach of the froghemoth's tongue. A creature can sever the tongue with a successful Strike against AC 31 that deals at least 15 slashing damage. This deals no damage to the froghemoth but prevents it from using its tongue Strike until it regrows its tongue, which takes 1 minute.

Flailing Tentacles ◆◆ The froghemoth makes up to four tentacle Strikes, each against a different target. These count toward the froghemoth's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

Greater Constrict ◆ 3d6+12, DC 33

Retract Tongue ◆◆ The froghemoth pulls a creature grabbed by its tongue toward itself. The froghemoth rolls an Athletics check against the creature's Fortitude DC. On a success, the froghemoth pulls the creature into an adjacent space, and if it critically succeeds it can also make a bite Strike against the creature after the pull.

Swallow Whole ◆ (attack) Large, 3d6+9 bludgeoning, Rupture 24

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Frost Worm

The frost worm's single round, red eye gleams prominently at the head of its monstrous mass, white as a winter snowfall. What appears to be a bifurcated lower jaw is actually two spiky parapodia that the worm uses to shovel food into its lamprey-like mouth. An adult frost worm measures 35 feet long and weighs 8,000 pounds.

A frost worm is an apex predator that uses camouflage, burrowing, and deceit to ambush its prey. When it attacks, a frost worm produces a distinctive, high-pitched trill. Though some survivors of frost worm attacks have compared it to a wailing lament, the trill has a captivating effect on nearby creatures, causing them to stop and listen even as the monstrous creature approaches.

The cold shed by a frost worm is as dangerous as its trill or its jaws, and while it is not fond of warmer climates, neither is it particularly hampered in such regions. A frost worm that somehow finds itself in temperate or even tropical environs causes the immediate area to chill and ice over with frost over time, creating seemingly impossible pockets of frozen terrain.

UNKNOWN ORIGINS

Frost worms are clearly supernatural in origin, though the source of their magical abilities remains unclear. Research is hampered by the fact that neither the corpse nor its magic survive the creature's death, and live frost worms are notoriously difficult and dangerous to keep or transport. Evidence exists that the winter witches of Irrisen may have created the first frost worms, while other clues suggest they hail from the distant planet of Triaxus.

FROST WORM — CREATURE 12

N | HUGE | ANIMAL | COLD

Perception +22; darkvision
Skills Athletics +25, Stealth +20 (+24 in ice and snow)
Str +7, **Dex** +4, **Con** +6, **Int** –4, **Wis** +4, **Cha** +0

AC 33; **Fort** +24, **Ref** +22, **Will** +20
HP 225; **Immunities** cold; **Weaknesses** fire 15
Death Throes (cold, evocation, primal) When a frost worm dies, it explodes in a 100-foot burst of searing cold blood. All creatures and objects in range take 10d8 cold damage (DC 29 basic Reflex save).
Worm Chill (aura, cold, evocation, primal) 5 feet. A creature that enters or begins its turn in the emanation takes 3d6 cold damage (DC 29 basic Reflex save).
Freezing Blood ↻ (cold) **Trigger** The frost worm takes piercing or slashing damage; **Effect** The frost worm's freezing blood sprays out on a random creature within 10 feet of the frost worm. That creature takes 7d6 cold damage (DC 29 basic Reflex save).

Speed 25 feet, burrow 10 feet
Melee ◆ jaws +25, **Damage** 3d8+10 piercing plus 2d6 persistent cold
Breath Weapon ◆◆ (cold, evocation, primal) The frost worm exhales a blast of frost, dealing 13d6 cold damage to creatures in a 50-foot cone (DC 32 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Worm Trill ◆ (auditory, concentrate, enchantment, mental, primal) The frost worm emits a hypnotic trill. Each non-frost worm creature within 100 feet must attempt a DC 32 Will save. The effects of Worm Trill last for 1 round, but if the frost worm uses this ability again on subsequent rounds, it extends this duration by 1 round for any creature already affected.
- **Success** The creature is unaffected and is immune to Worm Trill for 24 hours.
- **Failure** The creature is fascinated by the frost worm.
- **Critical Failure** As failure, but the fascinated condition doesn't end if the frost worm uses hostile actions against the creature.

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WOOD GIANT CELEBRATIONS

Despite the seriousness with which wood giants approach their duties, or perhaps because of it, wood giant gatherings are joyous occasions. Wood giants most often gather to sing, dance, seek life partners, and celebrate their hard work.

GIANT

Giants prosper in many environments, and although they are quite diverse, they all tend to have equally larger-than-life personalities.

WOOD GIANT

Wood giants are the denizens and protectors of the deepest, most primeval forests in the world. They dedicate their entire lives to the preservation of nature—a role that they believe nature itself has selected them to carry out. Wood giants are patient and kind to those who show respect and care for wild places. Although most wood giants consider civilization as simply another part of the world, they value places untouched by permanent structures and dense humanoid settlements.

Wood giants have long, drooping ears and more slender builds than most giants. Despite their size, they are graceful and agile, able to move through dense forests and brush with little sound. They have been known to work closely with druids and others who share their respect for the sanctity of wilderness regions. Wood giants spend their days patrolling vast swaths of territory, foraging, and keeping an eye out for any who would despoil their lands. While they respect the connection to nature they share with many fey creatures and remain on good terms with them, wood giants see most fey as far too flighty to take part in any long-term plans.

An average wood giant stands 14 feet tall and weighs 1,200 pounds.

WOOD GIANT **CREATURE 6**

CG | LARGE | GIANT | HUMANOID

Perception +15; low-light vision

Languages Common, Jotun, Sylvan; *speak with animals*

Skills Acrobatics +13, Athletics +15, Forest Lore +14, Nature +14, Stealth +13 (+15 in forests), Survival +13

Str +5, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1

Items hide armor, *+1 composite longbow* (20 arrows), shortsword

AC 24; **Fort** +17, **Ref** +14, **Will** +13

HP 120

Catch Rock ↻

Speed 35 feet

Melee ❖ shortsword +17 (agile, reach 10 feet, versatile S), **Damage** 1d8+11 piercing

Melee ❖ fist +17 (agile, reach 10 feet), **Damage** 1d6+11 bludgeoning

Ranged ❖ *composite longbow* +18 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Ranged ❖ rock +17 (brutal, range increment 120 feet), **Damage** 2d6+11 bludgeoning

Primal Innate Spells DC 23; **4th** *speak with plants*; **3rd** *earthbind*; **2nd** *entangle*, *tree shape*; **Constant (2nd)** *pass without trace*, *speak with animals*

Piercing Shot ❖ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ❖

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MARSH GIANT

Dwellers of brackish coastal salt marshes and fetid bogs and swamps, marsh giants are hideous in appearance indeed, with fishlike mouths, slimy gray-green skin, and dark, beady eyes. They prefer to eat the flesh of those they slay in battle, but many are also cannibals. It is perhaps this vicious behavior that keeps the creatures in check, for if a fellow marsh giant becomes too dangerous and powerful, it runs the risk of being ambushed and consumed by its clan.

Marsh giants are insular and mysterious, dedicating much of their lives to zealous worship of sea-dwelling deities or stranger entities. While there is no central religion followed by all marsh giants, many are known to venerate the demon lord Dagon, while others worship even more powerful monstrosities from the Elder Mythos, such as distant, dreaming Cthulhu.

Only rarely do more than a dozen marsh giants settle together in a location, but when they do it is often for a religious purpose. Whatever call from the deep draws them together also tugs at nearby creatures such as boggards or skum, who look upon marsh giants in fear and reverence. The grim, terrifying chants and screams coming from such an encampment are a sure sign of terror to come for any other residents of the area.

Barely topping 11 feet tall and 1,000 pounds, marsh giants are small for giants but make up for their relatively diminutive stature with their zealotry.

GAFFS

Many marsh giants fight with oversized gaffs—lengths of wood with a single metal spike affixed to the tip. Used often by fisherfolk to land fish, marsh giants use their gaffs as weapons. A gaff sized for a Medium creature is a common martial weapon in the club group. It deals 1d6 bludgeoning damage and has 1 Bulk. It requires one hand to use and has the trip and versatile P weapon traits. Gaffs are readily available in fishing or coastal settlements for 1 gp.

MARSH GIANT — CREATURE 8

CE | LARGE | AMPHIBIOUS | GIANT | HUMANOID

Perception +16; low-light vision
Languages Aklo, Common, Jotun
Skills Athletics +18, Intimidation +15, Religion +17
Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1
Items *+1 striking gaff*, sack with 5 rocks

AC 27; **Fort** +18, **Ref** +13, **Will** +17
HP 150
Catch Rock ↻

Speed 35 feet, swim 20 feet
Melee ◆ *gaff* +20 (magical, reach 10 feet, trip, versatile P), **Damage** 2d6+14 bludgeoning
Melee ◆ fist +20 (agile, reach 10 feet), **Damage** 2d6+14 bludgeoning
Ranged ◆ rock +20 (brutal, range increment 120 feet), **Damage** 2d6+14 bludgeoning
Occult Innate Spells DC 23; **5th** *mariner's curse*; **2nd** *augury*, *obscuring mist*
Hook Shake ◆ **Requirements** A creature adjacent to the marsh giant is prone in water at least 1 foot deep; **Effect** The marsh giant uses its gaff to shake the creature back and forth and hold it underwater. The giant attempts an Athletics check against the target's Fortitude DC.
Critical Success The target takes 6d6+14 piercing damage and loses 5 rounds' worth of air if they were holding their breath.
Success The target takes 3d6+14 piercing damage and loses 3 rounds' worth of air if they were holding their breath.
Failure The target is unaffected.
Critical Failure As failure, but the giant drops its gaff as well.
Throw Rock ◆
Twist the Hook ◆◆ The marsh giant makes a melee Strike with its gaff. If it hits, it twists and yanks the gaff to create an awful wound, dealing 3d6 persistent bleed damage to the creature.

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TAIGA GIANT CLANS

Each taiga giant clan links its identity to the deeds of their most famous ancestors and heroes. Names such as Cliffsmiter and Mountainripper hint at legendary accomplishments, though the stories are rarely shared with outsiders.

TAIGA GIANT

Taiga giants prefer a nomadic lifestyle, both to keep from depleting any one area's resources while satiating their massive appetites and to satisfy a constant wanderlust. They are deeply spiritual and frequently commune with their ancestors' spirits for guidance and knowledge. Taiga giants are happiest when they are left alone to live out their traditional lives, and their impressive size and strength are enough to persuade all but the most dangerous foes to do so.

Taiga giants subsist on migratory herds of aurochs, mammoths, and elk. They occasionally raid humanoid villages, but such cases are opportunistic rather than malicious, with a focus on stealing away livestock for food rather than people. Nevertheless, the arrival of a group of taiga giants is a potentially devastating event to any town or village, so many communities attempt to placate the giants by creating a yearly offering at those times when they know the giants are scheduled to come close.

Most taiga giants venerate their ancestors and seek to honor their works in everything they do. This deep connection makes them ferociously proud of those legacies, and little can compel taiga giants to go to war more swiftly than insulting their ancestors. Merely mentioning the false rumors that ancient taiga giant spellcasters were responsible for the creation of the first rune giants is a surefire way to earn a taiga giant's unending wrath.

A taiga giant stands 20 feet tall and weighs 10,000 pounds.

TAIGA GIANT — CREATURE 12

CN | HUGE | GIANT | HUMANOID

Perception +23; low-light vision, see invisibility

Languages Common, Jotun

Skills Athletics +22, Genealogy Lore +16, Religion +20, Stealth +10 (+22 in undergrowth), Survival +25

Str +7, **Dex** +1, **Con** +5, **Int** +1, **Wis** +4, **Cha** +2

Items *+1 striking longspear*, sack with 5 rocks

See Invisibility A taiga giant can see invisible creatures and objects as translucent shapes, and they are concealed to the taiga giant.

AC 32; **Fort** +25, **Ref** +20, **Will** +22; +2 status to all saves vs. enchantment and illusion effects

HP 230; **Immunities** controlled

Catch Rock ↻

Guardian Spirit ↻ **Trigger** The taiga giant has Ancestral Guardian active and would take energy or mental damage; **Effect** The taiga giant's ancestral spirits intervene and protect the giant from taking up to 20 energy damage or 30 mental damage. The giant takes any remaining damage; if it does, the spirits depart and the giant is no longer protected by the ancestors.

Speed 30 feet

Melee ❖ *longspear* +26 (magical, reach 20 feet), **Damage** 2d8+15 piercing

Melee ❖ fist +25 (agile, reach 15 feet), **Damage** 3d6+15 bludgeoning

Ranged ❖ rock +25 (brutal, range increment 120 feet), **Damage** 2d10+15 bludgeoning

Ancestral Guardian ❖ (concentrate) **Requirements** The taiga giant must be protected by the ancestors; **Effect** The taiga giant calls upon their ancestors' spirits to rise up and protect them, causing a cloak of spectral faces to shimmer and swirl around them. The taiga giant's AC increases to 34 until the start of its next turn.

Protected by the Ancestors (divine) A taiga giant's prayers to their ancestors grant them spiritual protection. If a taiga giant loses this protection (such as by taking too much damage when using Guardian Spirit, or if the ancestors are counteracted by *dispel magic*), it loses its immunity to the controlled condition and its status bonus to saving throws against enchantment and illusion effects. A taiga giant can once again be

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Protected by the Ancestors by performing a 10-minute prayer as an activity that has the concentrate trait.

Throw Rock ❖

SHADOW GIANT

Shadow giants are fierce natives of the Shadow Plane, where they have dwelled in perpetual twilight for millennia. Their cultures vary greatly depending on whether the giants reside in their land of origin or have relocated to the Material Plane. On the Shadow Plane, they live in familiar groups and uphold a nomadic way of life as they roam across ancestral lands between shadowy forests and misty chasms. These hunter-gatherers pass down lore through oral histories, conduct pilgrimages to unholy ziggurats of black stone, and bathe in the blood of their long-standing foes, including rival shadow giant clans and velstracs intent on enslaving their kind. On the Material Plane, conversely, they are secretive and isolationist, keeping apart from other peoples in forbidding structures of black stone in high, isolated mountain valleys.

Standing 15 feet tall, with gray skin and hair only a shade lighter, shadow giants are fearsome foes with a well-earned reputation as zealous warmongers and ruthless combatants. They rarely interact with outsiders, though they may treat with proven warriors who show the giants the respect and deference they feel they deserve. Only a small subset of shadow giants worship Zon-Kuthon, and most of these Kuthites are so firmly entrenched in the culture of Nidal that their Shadow Plane-dwelling kin would hardly recognize them. Most shadow giants instead practice an ancient religion, unique to their people, with its own bloody themes of sacrifice and self-mutilation.

SHADOW GIANT — CREATURE 13

LE | LARGE | GIANT | HUMANOID | SHADOW

Perception +20; darkvision

Languages Common, Jotun, Shadowtongue

Skills Athletics +27, Intimidation +22, Stealth +21 (+23 to Hide in dim light)

Str +8, **Dex** +2, **Con** +5, **Int** +0, **Wis** +1, **Cha** +3

Items *+1 resilient breastplate*, sack with 5 rocks, *+1 striking spiked chain*

AC 33; **Fort** +25, **Ref** +20, **Will** +23

HP 275

Attack of Opportunity ↻

Catch Rock ↻

Speed 35 feet

Melee ❖ *spiked chain* +27 (disarm, reach 10 feet, trip), **Damage** 3d8+18 slashing plus pall of shadow

Melee ❖ fist +26 (agile, reach 10 feet), **Damage** 3d8+18 bludgeoning plus pall of shadow

Ranged ❖ rock +26 (brutal, range increment 120 feet), **Damage** 2d8+18 bludgeoning

Pall of Shadow (divine, necromancy, shadow) When a shadow giant hits with a melee Strike, the target must succeed at a DC 30 Fortitude save or become drained 1 and take a –1 status penalty to Perception checks involving sight as long as they remain drained. On a critical failure, this condition doesn't heal naturally and can be removed only with magic.

Shadowcloak ❖ (divine, illusion, shadow) The shadow giant becomes shrouded in shadows and becomes concealed. As the nature of this effect leaves the giant's location obvious, it can't use this concealment to Hide or Sneak. This effect lasts for 1 minute or until it is exposed to direct sunlight, whichever comes first.

Throw Rock ❖

SHADOW GIANT LOCATIONS

Some shadow giants travel to the Material Plane to serve as agents in Nidal's Umbral Court. Rumors of these massive shock troops deployed by the court's mysterious members are common, and such rumors often place them in the mountains near Cheliax and Molthune.

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CARRION GOLEM COMPONENTS

The decaying body parts that make up a carrion golem are of little value in most cultures. However, the magic used to preserve them and infuse them with disease can still be harnessed by unscrupulous necromancers and other practitioners of foul arts. Such creatures may be willing to purchase a destroyed carrion golem, but the processes used to extract the power within the pieces are difficult and inefficient, so they won't pay much.

Golems

The shape and structure of a golem are limited only by the power and creativity of its crafter. Over the ages, skilled minds and hands have refined the formulas for creating specific types of golems, resulting in the development of common forms. The secrets of creating the types of golems presented here may be guarded within the halls of famous golemworks or the forgotten libraries of many worlds.

GOLEM ANTIMAGIC

A golem is immune to spells and magical abilities other than its own, but each type of golem is affected by a few types of magic in special ways. These exceptions are listed in shortened form in the golem's stat block, with the full rules appearing here. If an entry lists multiple types (such as "cold and water"), either type of spell can affect the golem.

- **Harmed By** Any magic of this type that targets the golem causes it to take the listed amount of damage (this damage has no type) instead of the usual effect. If the golem starts its turn in an area of magic of this type or is affected by a persistent effect of the appropriate type, it takes the damage listed in the parenthetical.
- **Healed By** Any magic of this type that targets the golem makes the golem lose the slowed condition and gain Hit Points equal to half the damage the spell would have dealt. If the golem starts its turn in an area of this type of magic, it gains the Hit Points listed in the parenthetical.
- **Slowed By** Any magic of this type that targets the golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in an area of this type of magic, it's slowed 1 for that round.
- **Vulnerable To** Each golem is vulnerable to one or more specific spells, with the effects described in its stat block.

CARRION GOLEM

Carrion golems are foul-smelling and fly-swarmed amalgams of putrefied parts stitched together from many different creatures. Unlike most golems, carrion golems only rarely are given a humanoid form, instead appearing more twisted and bestial in frame. As a result, some students of golem crafting claim that the carrion golem isn't a "true golem," but regardless of those claims these foul constructs certainly share other golem-like traits, including their significant immunities. What is true is that most who craft carrion golems don't do so out of true interest in the technique of golem crafting, but for the golem's ability to spread disease. The crafters of carrion golems send their mindless minions to cause immediate destruction and leave wakes of illness and death behind them.

CARRION GOLEM **CREATURE 4**

UNCOMMON | N | MEDIUM | CONSTRUCT | GOLEM | MINDLESS

Perception +6; darkvision

Skills Athletics +14

Str +4, **Dex** −2, **Con** +3, **Int** −5, **Wis** +0, **Cha** −5

AC 19; **Fort** +13, **Ref** +8, **Will** +10

HP 60; **Immunities** bleed, death effects, disease, doomed, drained, electricity, fatigued, healing, magic (see Golem Antimagic below), mental,

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necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine or slashing)

Golem Antimagic harmed by fire (4d6, 1d8 from areas or persistent damage); healed by electricity (area 1d6 HP); slowed by cold

Stench (aura, olfactory) 40 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 19 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Vulnerable to Gentle Repose Casting a *gentle repose* spell on a carrion golem causes it to grow stiff. The golem attempts a DC 19 Fortitude save. It's unaffected on a critical success, slowed 1 for 1d4 rounds on a success, and on a failure is immobilized and slowed for 1d4 rounds.

Speed 25 feet

Melee ❖ jaws +14 (magical), **Damage** 2d10+4 piercing plus filth fever

Melee ❖ claw +14 (agile, magical), **Damage** 2d6+4 slashing plus filth fever

Filth Fever (disease) The sickened and unconscious conditions from filth fever can't end or be reduced until the disease is cured; **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 as long as it remains sickened (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

ICE GOLEM

Ice golems are either carved from massive blocks of ice, or pieced together from individual components that are then fused together through heat and refreezing. In most cases, the resulting shape is little more than a crude approximation of a humanoid form, but given the right talent, an ice golem could be an exquisitely carved statue of a mythical creature, famous persona, or even a deity.

While ice golems most frequently serve as guardians in freezing climates, the magic that holds an ice golem together keeps it from melting in warmer temperatures. This, combined with the fact that ice golems lie on the lower end of the scale as far as cost and difficulty to create, gives these constructs unusual features that puts them in great demand. The rich and powerful in hot, arid regions often commission ice golems not only as guardians for their estates and vaults, but for comfort—the presence of an ice golem standing quietly sentinel in the corner of a room can help to keep the chamber at a comfortable temperature. The truly decadent use ice golems as servants to keep drinks cold.

ICE GOLEM — CREATURE 5

UNCOMMON | N | MEDIUM | COLD | CONSTRUCT | GOLEM | MINDLESS

Perception +9; darkvision

Skills Athletics +15

Str +5, **Dex** +0, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 21; **Fort** +15, **Ref** +11, **Will** +9

HP 80; **Immunities** bleed, cold, death effects, disease, doomed, drained, electricity, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine and bludgeoning)

Golem Antimagic harmed by fire (4d6, 1d10 from areas or persistent damage); healed by cold (area 1d6 HP); slowed by water

Icy Demise (arcane, cold, evocation) When an ice golem is destroyed, its body explodes in a blast of frigid air and razor-sharp ice, dealing 2d6 slashing damage and 2d6 cold damage to creatures in a 20-foot emanation, with a DC 19 basic Reflex save.

ICE GOLEM COMPONENTS

When destroyed, the magic sustaining an ice golem's form quickly dissipates. Unless it is in a freezing environment, the golem's shattered remains soon melt completely away. Still, the animating magic can linger in shards of ice that resist melting; these may fetch a good price from wealthy folk to preserve foods or chill beverages. Pieces of ice that are captured and magically preserved or allowed to melt in sealed containers can also be sold to scholars who may be able to divine arcane secrets from the once magically animated materials.

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WOOD GOLEM COMPONENTS

Unless they are badly damaged by magical fire, the rare woods and exquisitely carved blocks used to craft a wood golem retain much of their value after the golem's destruction. Carpenters, sculptors, and even some merchants will pay a fair price for the remains of a defeated wood golem. However, if the golem belonged to a rich and powerful person and its fragments are thus recognizable, it may be more difficult to find willing buyers.

Vulnerable to Endure Elements An ice golem can be targeted with *endure elements* even if it's not willing. If it is targeted, for 1 round it can't use Breath Weapon or benefit from creeping cold, and its fist attack doesn't deal cold damage.

Speed 25 feet

Melee ◆ fist +15 (magical, versatile P), **Damage** 2d6+7 bludgeoning plus 1d6 cold

Breath Weapon ◆◆ (arcane, cold, evocation) The ice golem exhales a blast of freezing mist that deals 6d6 cold damage in a 30-foot cone (DC 22 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Creeping Cold (arcane, cold, evocation) When the ice golem gets a critical hit with a fist Strike, the target also takes 2d6 persistent cold damage and is slowed 1 for 1 round.

WOOD GOLEM

Wood golems are often given vaguely humanoid shapes, almost as if cobbled together from scraps of firewood and discarded burls. It's less common for wood golems to have artistic embellishments such as engraved patterns, or to be carved in the shapes of different types of creatures to meet the tastes of their owners. While wealthy patrons have been known to commission wood golems to be painstakingly carved to resemble themselves or their ancestors, to serve dual purposes of protection and ego bolstering, most wood golem crafters don't bother. Druids and creatures who protect woodlands, such as arboreals, typically see wood golems as an affront or an abomination, akin to the horror humanoids often feel when facing a carrion or flesh golem. As a result, it is rare to see such creatures serving as guardians for fey or druidic holy sites, despite the thematic match between the wood golem's appearance and such locations.

WOOD GOLEM — CREATURE 6

UNCOMMON | N | MEDIUM | CONSTRUCT | GOLEM | MINDLESS

Perception +12; darkvision

Skills Athletics +17

Str +5, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –5

AC 23; **Fort** +15, **Ref** +16, **Will** +12

HP 95; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine)

Golem Antimagic harmed by fire (4d8, 2d6 from areas or persistent damage); healed by plant (area 2d6 HP); slowed by earth

Vulnerable to Shape Wood A wood golem targeted by *shape wood* takes 2d8 damage per spell level, with a basic Fortitude save against the caster's spell DC. On a critical failure, the golem is also immobilized for 1d4 rounds.

Splinter ↻ (arcane, transmutation) **Trigger** The wood golem takes physical damage; **Effect** A jagged, sizable splinter of wood lances out at the golem's attacker. The golem makes a splinter Strike against an adjacent creature without triggering reactions.

Speed 25 feet

Melee ◆ fist +17 (magical), **Damage** 2d8+8 bludgeoning

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Ranged ◆ splinter +16 (magical, range increment 30 feet), **Damage** 2d4+8 piercing

Splinter Volley ◆◆ (arcane, evocation) The wood golem makes up to four splinter Strikes, each against a different target. These attacks count toward the wood golem's multiple attack penalty, but the multiple attack penalty doesn't increase until after the wood golem makes all of its attacks.

GLASS GOLEM

Crafted of hardened glass and held together by magically treated lead, glass golems are both deadly guardians and works of exquisite art. Glass golems most often protect grand cathedrals or opulent palaces—testaments to the wealth and power of those they serve, or once served. Once spurred into action by the commands of their creators, glass golems are quicker and more agile than most other golems. Their sharp, blade-like limbs can easily sever veins and arteries, creating wounds that bleed profusely.

Of all the various types of golems, the glass golem is the one most akin to a work of art. Just as powerful aristocrats might use an ice golem for temperature regulation or a wood golem as an ego-boosting statue, a glass golem's colorful glass construction can elevate the beauty of any chamber by its mere presence.

GLASS GOLEM — CREATURE 8

UNCOMMON | N | LARGE | CONSTRUCT | GOLEM | MINDLESS

Perception +14; darkvision

Skills Acrobatics +16, Athletics +19, Stealth +14

Str +5, **Dex** +4, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

AC 26; **Fort** +17, **Ref** +16, **Will** +14

HP 135; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine or bludgeoning)

Golem Antimagic harmed by sonic (6d6, 2d6 from areas or persistent damage); healed by fire (area 2d6 HP); slowed by cold

Vulnerable to Shatter A glass golem is affected by the *shatter* spell as though the golem were an unattended object.

Spell Reflection ↻ (abjuration, arcane) **Trigger** The glass golem is targeted by a spell; **Effect** The glass golem positions its magical, reflective surfaces to turn the spell back on the caster. It tries to counteract the spell by attempting an Acrobatics check for its counteract check. If it successfully counteract the spell, the effect is turned back on the caster.

Speed 25 feet

Melee ◆ bladed limb +20 (agile, magical, versatile P), **Damage** 2d6+8 slashing plus 1d6 bleed

Dazzling Brilliance ◆◆ (evocation, light, visual) The glass golem creates waves of scintillating luminosity that cast bright light in a 60-foot emanation (and dim light for the next 60 feet). The light lasts until the start of the glass golem's next turn, after which the glass golem can't use Dazzling Brilliance for 1d4 rounds. A creature within the bright light or that enters the bright light must attempt a DC 23 Will save.

Success The creature is unaffected.

Failure The creature is dazzled for 1 round.

Critical Failure The creature is blinded for 1 round and then dazzled for an additional 4 rounds.

GLASS GOLEM COMPONENTS

The destruction of a glass golem often leaves nothing behind but a pile of tiny shards of crystal and lead. However, if larger pieces survive, the crystal can be sold to glass merchants or skilled crafters who can turn them into glittering works of art.

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ILL-ADVISED TRAININGS

While many have tried to train gorgons as mounts or beasts of war, the combination of their notoriously short tempers and the difficulty in containing the effects of their petrifying breath make this a difficult task. In most cases, those who attempt to domesticate gorgons end up creating untamed gorgon breeding grounds.

Gorgon

Though they may resemble constructs to the untrained eye due to their metallic, interlocking armor plates that look and feel like polished stone, gorgons are a creature of flesh and bone. These ill-tempered beasts greet interlopers with a charge or trample accompanied with belches of petrifying breath. Gorgons are dangerous on their own, and when they band together in herds, they become especially deadly.

Gorgons typically subsist on petrified flesh or fossils. These supernatural beasts can gain sustenance from natural stone if they must, though they find raw stone flavorless, so it's not a preferred food source. In battle, gorgons use their petrifying breath to turn their prey into stone. They break up the resulting statues with their hooves or horns and swallow the stony chunks with loud chewing bites. Gorgons cannot digest unpetrified organic material, and if they try, they experience sickness and great gastrointestinal peril. Such discomforts are not life threatening to gorgons, but they do make the creatures even more ill tempered than usual—much to the chagrin of anyone they subsequently encounter.

Gorgon flesh tastes vaguely like beef, but with a gritty, earthy texture and aftertaste that most meat connoisseurs find off-putting. Creatures with a close association to earth and stone are more likely to find the flavor appetizing; stone giants in particular consider gorgon steaks to be delicacies. Some cultures, notably dwarven cultures, consider the preparation of gorgon for meals as both a physical and a culinary challenge. Chefs who work with gorgon flesh can find renown for their skill in creating palatable dishes from such naturally unpalatable meat.

GORGON **CREATURE 8**

UNCOMMON | N | LARGE | BEAST

Perception +19; darkvision, scent (imprecise) 30 feet

Skills Athletics +19

Str +7, **Dex** +3, **Con** +6, **Int** –4, **Wis** +5, **Cha** +3

AC 28; **Fort** +18, **Ref** +13, **Will** +17

HP 135; **Immunities** petrification

Speed 25 feet

Melee ◆ horn +20, **Damage** 2d12+10 piercing

Melee ◆ hoof +18, **Damage** 2d6+10 bludgeoning

Breath Weapon ◆◆ (earth, incapacitation, primal, transmutation) The gorgon breathes a 60-foot cone of green gas. Each creature in the area must attempt a DC 25 Fortitude save. The gorgon can't use Breath Weapon again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature's body hardens and stiffens, causing it to become slowed 1 for 1 round.

Failure The creature becomes petrified for 1 minute. It can attempt a new save at the end of each of its turns.

Critical Failure The creature becomes petrified permanently.

Powerful Charge ◆◆ The gorgon Strides twice, then makes a horn Strike. If it moved at least 20 feet from its starting position, the Strike's damage is increased to 3d12+12.

Trample ◆◆◆ Medium or smaller, hoof, DC 26

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Gosreg

Gosregs are agents of the Dominion of the Black that insinuate themselves into humanoid societies to foster the goals of their sinister alien masters. They act as spies and special forces that can mingle with humanoid society while enacting plans for the rest of the Dominion in secret.

In their natural forms, gosregs dart about in a jerky gallop due to their stumpy legs and gangly arms. They take on the appearances of humanoids to infiltrate societies, and they drop their disguises only when they feel they are ultimately compromised and must resort to physical violence to protect their agendas. Their brain-like heads and bestial legs suggest a potential link with a similar Dominion of the Black agent: the dreaded intellect devourer.

GOSREG — CREATURE 11

UNCOMMON | CE | MEDIUM | ABERRATION

Perception +21; darkvision, thoughtsense 60 feet

Languages Aklo, Common, Undercommon; telepathy 100 feet

Skills Deception +24, Diplomacy +22, Occultism +23, Society +19, Stealth +23

Str +3, **Dex** +6, **Con** +3, **Int** +6, **Wis** +5, **Cha** +7

Thoughtsense (divination, mental, occult) The gosreg senses a creature's mental essence as a precise sense with the listed range; it cannot sense mindless creatures with thoughtsense.

AC 31; **Fort** +18, **Ref** +23, **Will** +22; +1 status to all saves vs. magic

HP 195; **Immunities** confused; **Resistances** mental 10

Unsettled Aura (aura, mental, occult) 30 feet. Gosregs project a field of discordant energy that unsettles the minds of thinking creatures. Any non-mindless creature within 30 feet of a gosreg takes a –1 status penalty to Will saves.

Speed 25 feet

Melee ❖ jaws +21 (finesse), **Damage** 2d10+7 piercing plus 1d10 mental

Melee ❖ claw +21 (agile, finesse), **Damage** 2d8+7 slashing

Occult Innate Spells DC 30, attack +22; **6th** *phantasmal calamity*, *phantom pain*; **5th** *mind probe*, *sending*, *subconscious suggestion*, *synaptic pulse*; **4th** *nightmare*, *suggestion* (×3); **2nd** *undetectable alignment*; **Cantrips (6th)** *mage hand*, *telekinetic projectile*

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The gosreg takes on the appearance of any Small or Medium humanoid. This doesn't change its Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning).

Mind Bolt ❖❖ (illusion, mental, occult) A gosreg concentrates its field of discordant mental energy and projects it into the mind of an enemy within 60 feet. The target takes 6d6 mental damage (DC 30 basic Will save). On a critical failure, the creature is also confused for 1d4 rounds.

DOMINION PLOTS

While Golarion largely survived the events of the Doomsday Dawn, the threat of the Dominion of the Black is far from over. This alien conglomerate recognizes that it needs to understand the vastness of humanoids in the universe to better enact their plans, and certain nihilistic scholars suggest that the Doomsday Dawn was never intended to end the world, but instead served its primary goal of setting the stage for an even more devastating invasion from the Dominion in the near future.

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GREMLIN MINIONS

Most know better than to employ gremlins, so when the fey creatures live side-by-side with others, it's often as parasites and unwelcome guests. Imaginative and sinister folk who find themselves infested sometimes catch the gremlins and release them in the homes of their enemies.

Gremlin

The mischievous fey known as gremlins seem to come in endless varieties with differing appearances. Preferring to destroy rather than to build, gremlins almost never construct their own homes, instead infesting tunnels and abandoned buildings. They augment these lairs with cruel traps, and sometimes trained animals (often ones considered pests by humanoids). Gremlin lairs are generally near a city or village (whether on the surface or in the Darklands) that provides them with a ready source of food, trap-building materials, and, of course, victims for entertainment.

There is little difference in appearance between male and female gremlins, and many observers wrongly assume that they are single-gender or genderless. Gremlins are prolific breeders, and a handful can quickly become a mob. Young gremlins are raised communally—a necessity, as they exhibit the urge to cause mischief from birth. They grow quickly and reach full size in a matter of weeks.

VEXGIT

These gremlins are covered head-to-toe by a crustacean-like exoskeleton that clacks and rattles whenever a vexgit moves. They delight in sabotaging the works of other creatures, often turning these works into dangerous traps. An individual vexgit might jam a door lock, loosen the wheels on a carriage, or remove nails from a boat hull. Buildings infested by vexgits become filled with traps like portcullises descending suddenly, water pipes exploding violently, and clock towers disgorging an avalanches of gears.

Aware of their own physical weakness, vexgits carry hammers and other tools to leverage pieces apart or smash whatever they're unable to disassemble. Indeed, a hammer sized for a human becomes a maul in the tiny hands of a vexgit.

Vexgit infestations range from one to a score. Larger groups are often led by a more powerful vexgit with additional skill in thievery or primal magic. Trained giant rats, vipers, and rat swarms are common in vexgit lairs.

VEXGIT **CREATURE 1**

LE | TINY | FEY | GREMLIN

Perception +6; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +6, Crafting +6 (+8 traps), Nature +6, Stealth +5 (see clacking exoskeleton), Thievery +7

Str +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +0

Items maul

Clacking Exoskeleton A creature that can hear gains a +2 circumstance bonus to its Perception DC against a vexgit's attempts to Sneak.

AC 16; **Fort** +5, **Ref** +9, **Will** +6

HP 24; **Weaknesses** cold iron 2

Speed 20 feet, climb 20 feet

Melee ◆ maul +8 (shove), **Damage** 1d12+1 bludgeoning plus Destructive Smash

Melee ◆ bite +11 (agile, finesse), **Damage** 1d6+1 piercing

Primal Innate Spells DC 17; **1st** *alarm*; **Cantrips (1st)** *prestidigitation*

Destructive Smash A vexgit's maul Strike against an object deals ignores up to 5 of the object's Hardness.

Gremlin Snare ◆◆◆ (conjuration, primal) **Frequency** once per hour; **Effect** The vexgit creates a snare of their level or lower that normally takes 1 minute to craft at no cost. A single vexgit can maintain one gremlin snare at a time—if they create a new snare, the previously created one vanishes.

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Rusting Grasp ❖❖ (primal, transmutation) **Frequency** once per hour; **Effect** The vexgit makes a +9 spell attack against a creature or unattended object. If they succeed, the vexgit deals 1d6 damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If they hit an unattended metal item, the item takes this damage automatically. If a creature uses Shield Block with a metal shield against this attack, the shield is automatically broken, but no other item is rusted on that attack.

Speedy Sabotage When a vexgit succeeds or critically succeeds at a check to Disable a Device, they gain an additional success toward disabling a complex device.

NUGLUB

The "towering" hunchbacked nuglubs are among the largest gremlins, though they're not quite three feet tall. Nuglubs have three glowing blue eyes and black, oily hair on their head and back that covers them like a cloak. Nuglubs enjoy killing with a glee that other gremlins reserve for sabotage. Indeed, they spend long hours preparing ambushes for unwary travelers or plotting the murders of sleeping villagers. Though less technically inclined than their kin, nuglubs do enjoy building traps. They delight in stealthily constructing traps in places their victims consider familiar, such as front doors and the floors around beds. If someone else gets blamed for the mayhem the nuglub creates, all the better.

In combat, nuglubs focus on targets wearing metal armor. Some attribute this to envy on the part of the nuglubs, who find it difficult to fit armor on their twisted bodies. Nuglubs are particularly talented at causing those nearby to stumble over them and fall prone. Once an enemy falls to the ground, all the nuglubs descend upon the target, biting and scratching until nothing remains.

Nuglubs rarely gather in groups larger than half a dozen, as quarrels often lead to violence and cannibalism. A lone nuglub who bullies a group of smaller gremlins is more likely to get their way, and thus less likely to attack their allies.

GREMLIN FAITH

Lawful evil gremlins are sometimes drawn to the worship of archdevils, though not in an orthodox fashion. Dispater is revered as the archdevil of cities—playgrounds to engage in thievery and sabotage. Mammon is worshipped as the bringer of wealth and protector of gremlin warrens that, like his domain of Erebus, are dark and trap-filled. Neutral evil gremlins have been known to worship Norgorber in his aspect as a patron of thieves, but pugwampis in particular prefer to worship gnolls (or at least, worship whoever the local gnolls worship). Chaotic evil gremlins often revere Andirifkhu, demon lord of illusions, knives, and traps. Those that retain a connection to the First World may swear allegiance to the Lantern King, Eldest of laughter, mischief, and transmutation.

NUGLUB — CREATURE 2

CE | SMALL | FEY | GREMLIN

Perception +5; darkvision
Languages Undercommon
Skills Acrobatics +8, Crafting +5 (+7 traps), Intimidation +7, Stealth +8
Str +1, **Dex** +4, **Con** +3, **Int** –1, **Wis** –1, **Cha** +1

AC 18; **Fort** +9, **Ref** +10, **Will** +5
HP 34; **Weaknesses** cold iron 2
Kneecapper ↻ **Trigger** A Medium creature within the nuglub's reach leaves a square during its move action; **Effect** The nuglub lashes out at the triggering creature's knees and tries to knock them prone. The nuglub makes an Acrobatics check against the creature's Reflex DC. On a success, the target falls and lands prone.

Speed 30 feet, climb 20 feet
Melee ❖ bite +11 (finesse), **Damage** 1d8+1 piercing plus Grab
Melee ❖ claw +11 (agile, finesse), **Damage** 1d6+1 slashing
Primal Innate Spells DC 18, attack +8; **2nd** *shatter*; **1st** *grease*, *shocking grasp*; **Cantrips (1st)** *prestidigitation*
Sneak Attack A nuglub's Strikes deal an additional 1d6 precision damage to flat-footed targets, or 1d10 if the target is prone.

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GRENDEL'S MOTHER

At the bottom of a remote mountain lake filled with sea serpents is a magical house—the lair of Grendel's mother. Among her many treasures is a sword so big and heavy that only a supernaturally strong individual can wield it. When Grendel is injured, he retreats here to heal.

GRENDEL

This reaver of the cold marsh is not just a monster; he is a force of nature. Where there is peace and prosperity in the world, Grendel strikes, eager to prove that tranquility is transitory and death is the only constant. He stalks the edge of his fens, seeking settlements where joy holds sway. He strikes under cover of night, primarily targeting celebrations or festivals. The more happiness or joy he can extinguish, the better.

Although Grendel is a unique creature, killing him won't save the world from his ravages for long. Once Grendel's mother instinctively feels the pain of her violent son's death, she soon births a replacement. The new Grendel seems to avoid the sites his elder brothers terrorized, as if he instinctively knows that such a place hosts heroes powerful enough to defeat him.

GRENDEL — CREATURE 19

UNIQUE | CE | LARGE | HUMANOID

Perception +35; darkvision, keen hearing 120 feet

Languages Common

Skills Acrobatics +34, Athletics +39, Intimidation +34, Stealth +34, Survival +33

Str +10, **Dex** +5, **Con** +7, **Int** +0, **Wis** +6, **Cha** +5

Keen Hearing Grendel's hearing is a precise sense to a range of 120 feet.

AC 44; **Fort** +36, **Ref** +32, **Will** +31

HP 360; **Resistances** all 15 (except unarmed attacks)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 38.

Attack of Opportunity ↻ Grendel gains an extra reaction at the start of each of his turns that he can use only to make an Attack of Opportunity with his claw. He can't use more than one Attack of Opportunity triggered by the same action.

Ferocity ↻

Unstoppable ↻ **Trigger** Grendel would take persistent damage or gain one of the following conditions: blinded, clumsy, confused, controlled, dazzled, deafened, doomed, drained, enfeebled, fascinated, fatigued, fleeing, frightened, paralyzed, petrified, sickened, slowed, stunned, or stupefied; **Effect** The persistent damage or condition from the triggering effect doesn't affect Grendel.

Speed 40 feet

Melee ❖ fist +37 (agile, magical, reach 10 feet), **Damage** 4d8+18 bludgeoning plus Improved Grab

Melee ❖ jaws +37 (magical, reach 10 feet, versatile B), **Damage** 4d10+18 piercing

Ranged ❖ rock +37 (brutal, range increment 150 feet), **Damage** 2d12+18 bludgeoning

Hands of the Murderer Grendel's fist Strikes deal 18 bludgeoning damage on a failure (but no damage on a critical failure).

Tooth Grind ❖ **Requirements** Grendel is grabbing a creature; **Effect** Grendel makes a bludgeoning jaws Strike against the creature he's grabbing. On a hit, the creature also takes 2d6 persistent bleed damage and becomes wounded 1, or increases its wounded value by 1 if already wounded. On a critical hit, the creature instead becomes wounded 2, or increases its wounded value by 2 if already wounded. If a creature dies from Tooth Grind, Grendel regains 40 HP; this is a healing effect.

Throw Rock ❖

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Grimstalker

These violently murderous fey have one purpose: to stealthily hunt down and slay humanoids brazen enough to dare set foot in the wilderness. Though they prefer to hunt from the shadows, grimstalkers do not fear taking their grisly work to the very edges of civilization. This boldness serves as a reminder that nature can be cruel, capricious, and owes no debt to humanity. Grimstalkers are happy to perform nature's dirty work and particularly enjoy targeting loggers, hunters, and explorers, regardless of whether they respect the natural setting they work or travel within.

Grimstalkers are gaunt and hairless, and their mottled, green and brown flesh gives them the appearance of moss-draped bark. When damaged, they bleed a thick, sap-like blood. They mark their territories by lopping off the heads of their victims and stringing them up in the surrounding trees, a practice that often lures dangerous scavengers into their lands. Carnivorous and thorny plants are often found in wilds where grimstalkers dwell, filling roles that pets might in human society, though grimstalkers tend to treat these "pets" poorly at best.

There are few accounts of grimstalkers working with other fey—for the most part, grimstalkers see their kin from the First World as cowards or weaklings, or perhaps both. Even notoriously violent fey such as redcaps shy from them, as grimstalkers consider their own kind the only company worth keeping.

Grimstalkers hunt in small bands, using stealth to approach their targets. They surround enemies first, then work to unnerve them by knocking on trees or howling out threats in Aklo to distract and panic their quarry. Of course, a band of grimstalkers won't stay together for long, quickly succumbing to bickering and infighting. These violent arguments are common pastimes among grimstalkers, often ending with each grimstalker going its own way. Not even the presence of more powerful fey or commanding creatures can keep grimstalkers from their predisposed bickering. Some scholars theorize that this quality speaks to an ancient curse that once afflicted fey who were judged too cantankerous, but in truth, it's just part of what makes a grimstalker what it is: ill-tempered, confrontational, and bitter.

GRIMSTALKER FORESTRY

Grimstalkers often harvest the seeds of carnivorous plants, particularly assassin vines, which they sow during their wanderings. Typically they seed their territory's borders with these dangerous plants as a defense tactic, but they also sow gardens and fields, weaponizing these plots of land against hapless gardeners and farmers.

GRIMSTALKER — CREATURE 5

CE | MEDIUM | FEY

Perception +12; low-light vision
Languages Aklo, Common
Skills Acrobatics +13, Intimidation +13, Nature +11, Stealth +13, Survival +12
Str +4, **Dex** +4, **Con** +2, **Int** +2, **Wis** +3, **Cha** +2
Camouflage A grimstalker can Hide in natural environments, even if it doesn't have cover.

AC 22; **Fort** +9, **Ref** +15, **Will** +12
HP 60; **Weaknesses** cold iron 5

Speed 40 feet, climb 20 feet; woodland stride
Melee ❖ claw +15 (agile), **Damage** 2d6+7 slashing plus grimstalker sap
Primal Innate Spells DC 22, attack +14; **3rd** *earthbind*, *wall of thorns*; **2nd** *entangle*, *pass without trace*, *tree shape*; **Cantrips (3rd)** *tanglefoot*
Grimstalker Sap (poison); **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round), **Stage 3** 2d6 poison damage and clumsy 2 (1 round)
Woodland Stride A grimstalker can always find a path, almost as if foliage parts before it. A grimstalker ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede its progress.

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GIANT GRINDYLOWS

While most grindylows are Small, a minute percentage of these creatures keep growing throughout their lives. Those that become Large or larger gain the giant trait and often become champions of their schools.

GRINDYLOW

The top half of a grindylow looks vaguely like that of a goblin, but from the waist down, their bodies split into a tangle of suckered, wriggling tentacles. They dwell mostly in shallow waters both fresh and briny, including lakes, rivers, coastal regions, and near coral reefs. Grindylows generally organize into schools ranging from a few individuals to a few hundred. Smaller schools can sometimes be brought under the leadership of a powerful aquatic creature, though such alliances last only until the school faces a major setback, at which point the surviving grindylows scatter and form smaller schools of their own.

Grindylows aren't territorial, but they are pragmatic; while they rarely build permanent structures, they will adopt a good hunting ground for generations until driven away by predators. They often lair in mobile shelters, such as a sargasso of seaweed or the hull of an abandoned ship. They are skilled scavengers and hunters that eat anything they can sink their teeth into.

Grindylows respect the power of bigger sea predators but have a special hatred for squids (or anything they believe looks like a squid). Sailors plying grindylow-infested waters often paint the images of squids on the bottoms of their hulls in hopes of warding the little terrors off. While this can keep smaller schools at bay, it can also backfire, potentially inciting larger groups to gather for a coordinated attack; this becomes especially more likely if the ship's route becomes predictable. This hatred of squids does not extend to other tentacled creatures; grindylows consider octopuses to be the epitome of grace and power.

GRINDYLOW **CREATURE 0**

CE | SMALL | ABERRATION | AMPHIBIOUS

Perception +5; darkvision

Languages Aquan

Skills Athletics +5, Stealth +7, Survival +5

Str +1, **Dex** +3, **Con** +2, **Int** –1, **Wis** +3, **Cha** +0

Items spear

AC 15; **Fort** +6, **Ref** +7, **Will** +5

HP 14

Attack of Opportunity ↻ A grindylow gains 1 extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with a tentacle. It can't use more than one Attack of Opportunity triggered by the same choice.

Speed 10 feet, swim 25 feet

Melee ◆ bite +7 (finesse), **Damage** 1d6+1 piercing

Melee ◆ tentacle +7 (agile, finesse, trip), **Damage** 1d4+1 bludgeoning plus Grab

Melee ◆ spear +5, **Damage** 1d6+1 piercing

Ranged ◆ spear +7 (thrown 20 feet), **Damage** 1d6+1 piercing

Clinging Suckers When a grindylow Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindylow moves with it. If the creature is Medium or smaller, it takes a –5-foot status penalty to its Speeds while the grindylow is attached. The grindylow is flat-footed while it is attached to a creature.

Jet ◆◆ (move) The grindylow moves up to 60 feet in a straight line through the water without triggering reactions.

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Grippli

Gripplis make their homes in the treetops of tropical jungles and forests. These frog-like humanoids are uniquely adapted to their environment, with oversized eyes that give them keen vision in both light and dark and large toes that allow them to easily scale trees. Gripplis vary widely in physical appearance, with their physiologies influenced by their surrounding environment. Those who live in verdant forests, for example, typically have bright green skin and red eyes. In contrast, gripplis who live in regions of rot and decay have mottled-brown coloration, and those who dwell near lakes or streams may bear bright blue and orange stripes. Typical gripplis stand just over 2 feet tall and weigh approximately 30 pounds.

Whatever region they come from, gripplis tend to be peaceful hunter-gatherers. Due to their modest understanding of agriculture, gripplis don't maintain typical farms like other humanoids do. Rather, they cultivate mushroom patches and gather a wide array of fruits from the surrounding wilderness. While most gripplis hunt insects, some societies also capture and breed them, nurturing herds of giant dragonflies or beetles that they eventually slaughter for food. Particularly enterprising gripplis might even seek out and tame larger flying insects to use as mounts during their hunts. The rearing of such massive insects is no easy feat, however, so gripplis who manage to do so are often heralded as local heroes.

Gripplis usually construct their villages in particularly dense copses, stringing thin rope bridges between wide wooden platforms built around each trunk. They make use of broad leaves and thick branches to further obscure their villages, making them especially difficult to spot from the forest floor, and riddle the surrounding forest with labyrinthine trails that only they can navigate.

Grippli scouts typically keep watch on the outskirts of grippli settlements. More potent gripplis inhabit the settlements, be they religious leaders, powerful druids, or agile warriors that, due to their small size, focus more on finesse weapons and ranged attacks than on melee tactics.

A History of Neutrality

Grippli villages rarely get involved in the concerns of other communities, preferring to focus on maintaining relative peace within their own small societies. Legends explain this attitude with a tale of a grippli champion who dragged his people into a war between humans and charau-kas. The stories differ as to which side the gripplis took, but every version ends with the bloody deaths of the hero and his family. Since that time, village elders claim, gripplis have done their best to remain far from the conflicts of others.

Grippli Scout — Creature 1

N | Small | Grippli | Humanoid

Perception +8; darkvision
Languages Common, Grippli
Skills Acrobatics +7, Athletics +4, Nature +6, Stealth +7 (+9 in forests), Survival +6
Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** –1
Items dart (5), leather armor, net, sickle

AC 18; **Fort** +7, **Ref** +9, **Will** +6
HP 20

Speed 25 feet, climb 20 feet; jungle stride
Melee ❖ sickle +9 (agile, finesse, trip), **Damage** 1d4+1 slashing
Ranged ❖ dart +9 (agile, thrown 20 feet), **Damage** 1d4+1 piercing
Hurl Net ❖ **Requirements** The grippli is wielding a net in two hands; **Effect** The grippli makes a ranged Strike (with a +9 modifier) against a Medium or smaller creature within 20 feet. On a hit, the target is flat-footed and takes a –10-foot circumstance penalty to its Speeds. On a critical hit, the creature is restrained instead. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it.
Jungle Stride Gripplis ignore difficult terrain in forests and jungles.

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GRODAIR TREASURE

Amid the vile, rubbery entrails of an exploded grodair is a bizarre cluster of tubular organs about the size of a melon that serves as its extradimensional water storage. Harvesting the organ cluster takes 5 minutes and a successful DC 22 Survival check. For the next 2d6 hours, the cluster can then be used produce either the "stream" or the "fountain" effect of a *decanter of endless water* (*Core Rulebook* 573). On a critical failure to harvest the organ cluster, it bursts and deals 2d6 bludgeoning damage to the harvester.

Grodair

Grodairs are bizarre fishlike creature native to the First World. Their supernatural physiology includes a strange organ with an extradimensional space capable of storing thousands of gallons of water. This grants grodairs the ability to create a suitable environment for themselves anywhere by releasing the water, quickly transforming any surrounding land into a shallow bog. When grodairs wish to leave for a new location, they simply suck up all the water back up. When necessary, grodairs can also travel on land by walking upon the tangle of long, fleshy tentacles that dangle from their bellies.

Grodairs have two sets of eyes that function independently. While this makes the creatures difficult to surprise, it also makes them easy to distract. During conversations, they have a tendency to lose focus quickly and have difficulty remembering things. Still, they are avid conversationalists and enjoy hearing tales about the world. While this quality makes grodairs quite likable, they aren't reliable. They have difficulty following plans or schedules, and they can keep a secret only if they happen to forget it first. For these reasons, grodairs don't always make the best allies.

Grodairs are voracious and curious omnivores who love trying new foods—in fact, the pursuit of new and interesting food is the most common reason that they venture out of First World. They can also capture and store within their throats any small animals and plants easily suspended in water, and eject them for consumption at a later time.

GRODAIR — CREATURE 5

CN | MEDIUM | AMPHIBIOUS | BEAST | FEY | WATER

Perception +13; darkvision

Languages Aquan, Sylvan

Skills Athletics +13, Nature +13, Survival +11

Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** +2

AC 20; **Fort** +15, **Ref** +9, **Will** +11

HP 88

Death Flood (conjuration, primal, water) When a grodair dies, its body explodes in a blast of pressurized water that deals 4d6 bludgeoning damage to creatures within a 15-foot emanation (DC 22 basic Reflex save). A creature that fails its save is pushed 5 feet (or 10 feet on a critical failure).

Speed 25 feet, swim 50 feet

Melee ❖ jaws +15, **Damage** 2d8+7 piercing

Melee ❖ tentacle +15, **Damage** 1d10+7 bludgeoning plus Knockdown

Ranged ❖ water jet +13 (range increment 60 feet), **Damage** 3d6 bludgeoning plus Push 10 feet

Primal Innate Spells DC 22; **5th** *control water*

Muddy Field ❖ (primal, transmutation, water) The grodair transforms all soil, sand, or similar sediment in a 10-foot emanation into mud for 1 round. This mud is difficult terrain for creatures other than grodairs.

Organ of Endless Water ❖ (conjuration, manipulate, primal, water) The grodair causes water to pour from a magical sac on its spine, either a stream of water at a rate of 1 gallon per round, or a fountain in a 5-foot-long stream at a rate of 5 gallons per round. It can stop the flow of water as a single action.

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Hellcat

Hellcats are devious predators native to the fiery pits of Hell. While the fiendish creatures appears as skeletal smilodons, their bones smoking with heat and dripping with boiling blood, they are not undead. They are living hellspawn with transparent flesh that reveals their burning skeletons. A typical hellcat is 9 feet long and weighs 1,000 pounds.

Left to their own devices, hellcats spend their time hunting—that is, seeking and stalking prey just for the thrill of the chase. As fiendish creatures, they do not require mortal sustenance, but they do devour their prey for the sheer pleasure of inflicting pain. They are also far more intelligent than most assume, and they resent being treated as unintelligent animals; those who treat a hellcat as a one may find themself made into a trophy for its pack, as a hellcat goes to great lengths to coordinate elaborate revenge upon those who fail to show proper respect.

Though they can't speak, hellcats know Infernal and can communicate by telepathy with any creature capable of speech. They rarely say much except to make whispered threats and to acknowledge the orders of their diabolic masters.

Hellcats are quick to retreat if they are clearly outmatched or up against foes they're unable to reach, but they never forget prey that escapes them. They often track potential victims and recruit allies, including other hellcats, to make coordinated attacks or ambushes against their foes.

Cats and Dogs

If there's one thing more certain to infuriate a hellcat other than to treat it as a mere animal, that is to compare it in any way to a hell hound. Hellcats consider hell hounds little more than vermin infesting the hellscapes they call home, and enjoy torturing them more than any other creature.

HELLCAT — CREATURE 7

LE | LARGE | BEAST | FIEND

Perception +16; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +17, Athletics +17, Intimidation +14, Stealth +17, Survival +14

Languages Infernal (can't speak any language); telepathy 100 feet

Str +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1

AC 25; **Fort** +15, **Ref** +17, **Will** +12; +1 status to all saves vs. magic

HP 110; **Weaknesses** good 5; **Resistances** fire 10, physical 5 (except silver)

Fade into the Light ↻ (divine, illusion) **Trigger** The hellcat begins its turn in bright light; **Effect** The hellcat becomes invisible until its no longer in bright light. If the hellcat uses a hostile action, the invisibility ends after that hostile action is completed.

Speed 35 feet

Melee ◆ jaws +18, **Damage** 2d12+7 piercing

Melee ◆ claw +18 (agile), **Damage** 2d8+7 slashing

Fearful Attack The hellcat deals an additional 1d6 precision damage to frightened creatures.

Infernal Mindlink ◆ (concentrate, divine, divination) The hellcat telepathically link its senses to all other hellcats within 100 feet for 10 minutes. It loses this contact with any hellcat that moves out of a 100-foot radius. While linked to at least one ally, the hellcat can't be flanked and gains a +2 status bonus to Will saving throws.

Menacing Growl ◆◆ (auditory, emotion, fear, mental) The hellcat produces a low growl to disorient and frighten foes. The hellcat can cause this vocalization to originate from somewhere else within 30 feet. Non-fiends in a 15-foot burst must attempt a DC 25 Will save. The hellcat can't issue another Menacing Growl for 1d4 rounds.

Critical Success The creature is unaffected and is temporarily immune for 24 hours.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Pounce ◆ The hellcat Strides and makes a Strike at the end of that movement. If the hellcat began this action hidden, it remains hidden until after the ability's Strike.

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AQUATIC CAVALRY

Protecting the harbor of Absalom and the shores of Starstone Isle, the elite Wave Riders use combat-trained hippocampi as mounts. The Wave Riders harass enemy ships, defend against aquatic foes, and intercept smugglers.

Hippocampus

The strange beasts known as hippocampi resemble terrestrial horses from head to midbody, but on their legs, they have splayed fins instead of hooves, and in place of horses' hindquarters, they have powerful tails resembling those of fish. Hippocampi have colorful scales ranging from pearly white to seaweed green, and brilliant ribbed dorsal sails as manes. In the wild oceans, most types of hippocampi tend to congregate in the shallows near the beds of seaweed and kelp forests that provide them with food and shelter from predators. They form huge schools to provide safety in numbers, like land-bound horses form herds.

Hippocampi are highly prized by undersea societies and surface dwellers alike, as they are as easy to train as horses and serve many of the same functions, be that as beasts of burden, war-trained mounts, transportation, or as pets. Though hippocampi are able to wear barding, it hampers them considerably, so most handlers outfit them with the lightest options available. More often they are trained to pull specially designed underwater chariots or sleds. Hippocampi do not to leave the water, as they are clumsy on land, can't bear riders while flopping about on the ground, and can't breathe air for long.

Numerous variant species of hippocampi exist, although most of them differ from the common hippocampus only in coloration. Heartier species, such as polar hippocampi, dwell exclusively in arctic waters and are best presented as hippocampi with elite adjustments.

HIPPOCAMPUS

Hippocampi serve as steeds for aquatic humanoids or roam wild in the sea.

HIPPOCAMPUS **CREATURE 1**

N | LARGE | ANIMAL | AQUATIC

Perception +6, darkvision, scent (imprecise) 30 feet

Skills Acrobatics +4, Athletics +7

Str +4, **Dex** +1, **Con** +4, **Int** –4, **Wis** +3, **Cha** +1

AC 16; **Fort** +9, **Ref** +4, **Will** +6

HP 24

Buck ↻ DC 17

Speed 5 feet, swim 40 feet

Melee ◆ tail +7 (reach 10 feet), **Damage** 1d6+4 bludgeoning

Sudden Retreat ◆◆ The hippocampus makes a tail Strike, then Swims with a +10-foot circumstance bonus to its swim Speed. It gains a +2 circumstance bonus to AC against reactions triggered by this movement.

GIANT HIPPOCAMPUS

Living in the deepest reaches of the ocean, giant hippocampi haven't been sighted near the shore and are often regarded as legends made up by sailors.

GIANT HIPPOCAMPUS **CREATURE 8**

UNCOMMON | N | HUGE | ANIMAL | AQUATIC

Perception +16, darkvision, scent (imprecise) 30 feet

Skills Acrobatics +14, Athletics +20

Str +6, **Dex** +4, **Con** +7, **Int** –4, **Wis** +4, **Cha** +1

AC 27; **Fort** +18, **Ref** +16, **Will** +14

HP 170

Buck ↻ DC 28

Speed 10 feet, swim 80 feet

Melee ◆ tail +18 (reach 15 feet), **Damage** 2d6+10 bludgeoning

Sudden Retreat ◆◆ As hippocampus.

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Hippogriff

With the proud bearing of a great raptor and the magnificence of a powerful horse, hippogriffs are thought to be an accidental fusion of creatures or perhaps the creation of a flesh-warping wizard with a keen aesthetic sense. Regardless of their original source, these animals are now a common sight in the skies above their favored plains or hill country.

Hippogriffs bear the wings, forelegs, and head of a bird of prey, with feather coloration similar to that of a hawk or eagle, though some breeders have managed to produce specimens with stark-white or coal-black feathers. Their torso, hindquarters, and tail resemble those of a horse and usually are colored bay, chestnut, or gray, with some coats bearing black, pinto, or even palomino coloration.

Hippogriffs are similar in size to large horses. Much like their equine cousins, hippogriffs often have to keep wary eyes on the skies above them, as both are preferred meals for hungry griffons and wyverns. Only hippogriffs' superior speed helps protect them from these predators.

Hippogriffs are exceptionally territorial and fiercely protect the lands under their domain. They typically favor sweeping grasslands, rolling hills, and prairies. Exceptionally hardy hippogriffs make their homes nestled into niches on canyon walls, from which they comb the rocky deserts for coyotes, deer, and the occasional humanoid. Hippogriffs prefer mammalian prey, but they graze after every meal to aid in digestion.

Since hippogriff hunting habits can be dangerous to both ranchers and their livestock, such communities often set bounties on hippogriffs. As a result, preserved hippogriffs frequently decorate frontier taverns and remote outposts alongside the taxidermic remains of deer, elk, and bears.

However, other communities train hippogriffs from hatching to be ridden by elite soldiers in combat—the most notable among these groups in the Inner Sea region is the Sable Company Mercenaries in the city-state of Korvosa. Attempts are sometimes made to train adult hippogriffs in the same manner, but this often proves far more difficult. Hippogriff riders must use special saddles and combat techniques that allow them to act in concert with their mount, fighting effectively while avoiding interfering with the movement of their companion's wings.

HIPPOGRIFF EGGS

Rather than birthing live young, hippogriffs lay a clutch consisting of only a single egg. Hippogriff eggs are sought after by potential trainers and opportunists alike.

HIPPOGRIFF — CREATURE 2

N | LARGE | ANIMAL

Perception +8; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +7, Survival +6
Str +3, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

AC 18; **Fort** +8, **Ref** +9, **Will** +6
HP 32
Buck ↻ DC 17

Speed 30 feet, fly 65 feet
Melee ◆ beak +9, **Damage** 1d10+3 piercing
Melee ◆ talon +9 (agile), **Damage** 1d6+3 slashing
Melee ◆ wing +9 (reach 10 feet), **Damage** 1d6+3 bludgeoning
Flying Strafe ◆◆◆ The hippogriff Flies up to its fly speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.

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HIPPO SWEAT

A hippopotamus's sweat is an unusual reddish color that can lend them an even more frightening appearance that evokes the visage of a blood-coated monster. This sweat helps to protect the hippopotamus from becoming overheated, but it also bolsters their resistance to all manner of diseases.

HIPPOPOTAMUS

Hippopotamuses, or hippos for short, are semiaquatic animals that spend most of their time in rivers and lakes, but they also can thrive on land.

HIPPOPOTAMUS

Typical adult hippos move quickly on land and attack stealthily in the water. Though herbivorous, hippos are notoriously aggressive and territorial.

HIPPOPOTAMUS — CREATURE 5

N | LARGE | ANIMAL

Perception +11; low-light vision, scent (imprecise) 30 feet
Skills Athletics +13, Stealth +11 (+13 in water), Survival +11
Str +6, **Dex** +2, **Con** +6, **Int** –4, **Wis** +4, **Cha** –2
Deep Breath The hippopotamus can hold its breath for 5 minutes.

AC 21; **Fort** +15, **Ref** +9, **Will** +11
HP 85

Speed 25 feet, swim 20 feet
Melee ◆ jaws +15 (deadly d10), **Damage** 2d8+8 piercing
Melee ◆ foot +13, **Damage** 1d10+8 bludgeoning
Aquatic Ambush ◆ 30 feet
Capsize ◆ (attack) The hippopotamus tries to capsize an adjacent aquatic vessel of its size or smaller. The hippopotamus must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot's Sailing Lore DC, whichever is higher.
Trample ◆◆◆ Medium or smaller, foot, DC 23

BEHEMOTH HIPPOPOTAMUS

Behemoth hippopotamuses stand taller than elephants. They spend less time out of water than their smaller kin. Behemoth hippos are omnivorous, and many enjoy the taste of meat.

BEHEMOTH HIPPOPOTAMUS — CREATURE 10

N | HUGE | ANIMAL

Perception +19; low-light vision, scent (imprecise) 30 feet
Skills Athletics +23, Stealth +18 (+20 in water), Survival +17
Str +7, **Dex** +4, **Con** +7, **Int** –4, **Wis** +5, **Cha** –2
Deep Breath The behemoth hippopotamus can hold its breath for 1 hour.

AC 29; **Fort** +22, **Ref** +17, **Will** +19
HP 190

Speed 35 feet, swim 35 feet
Melee ◆ jaws +23 (deadly d12, reach 10 feet), **Damage** 2d12+10 piercing plus Grab
Melee ◆ foot +21, **Damage** 2d8+9 bludgeoning
Aquatic Ambush ◆ 40 feet
Capsize ◆ (attack) As hippopotamus (DC 30 for a Huge vessel).
Double Chomp ◆ The behemoth hippo makes a jaws Strike targeting two creatures adjacent to each other. Roll the attack and damage once, and apply it to each creature separately. An Engulfing Chomp counts as two attacks for the multiple attack penalty.
Swallow Whole ◆ Medium, 2d12+10 bludgeoning, Rupture 26.
Trample ◆◆◆ Large or smaller, foot, DC 29

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Hodag

Because they are often described only in drunken retellings of loggers' or miners' tales, hodags are considered by many to exist only in the local folklore of remote areas. However, some individuals have actually encountered these dangerous beasts firsthand, and even fewer have lived to tell their tales.

Hodags are reptilian creatures the size of bulls. These vicious predators' long claws can tear creatures apart in seconds. Their backs sport dozens of long spines that run from their snouts all the way down the length of their powerful tails. Their wide mouths are full of sharp and twisted rows of teeth not unlike those of a shark. The hodags' rough, scaly hides carry hues of green and brown, allowing them to blend into their forest surroundings where they ambush prey. Only their glowing red eyes reveal their presence, though hodags have learned to use this to their advantage by drawing attention to their eyes in one area, then closing their eyes and stealthily moving to another area to cause their prey to misconstrue their location.

In the wintertime, when snow and ice blankets a region, hodags grow a foul-smelling coat of greasy, dark-brown fur that sprouts in tufts from between their scales. A typical hodag measures over 10 feet long from snout to tail and weighs upward of 700 pounds.

HODAG — CREATURE 6

UNCOMMON | N | LARGE | BEAST

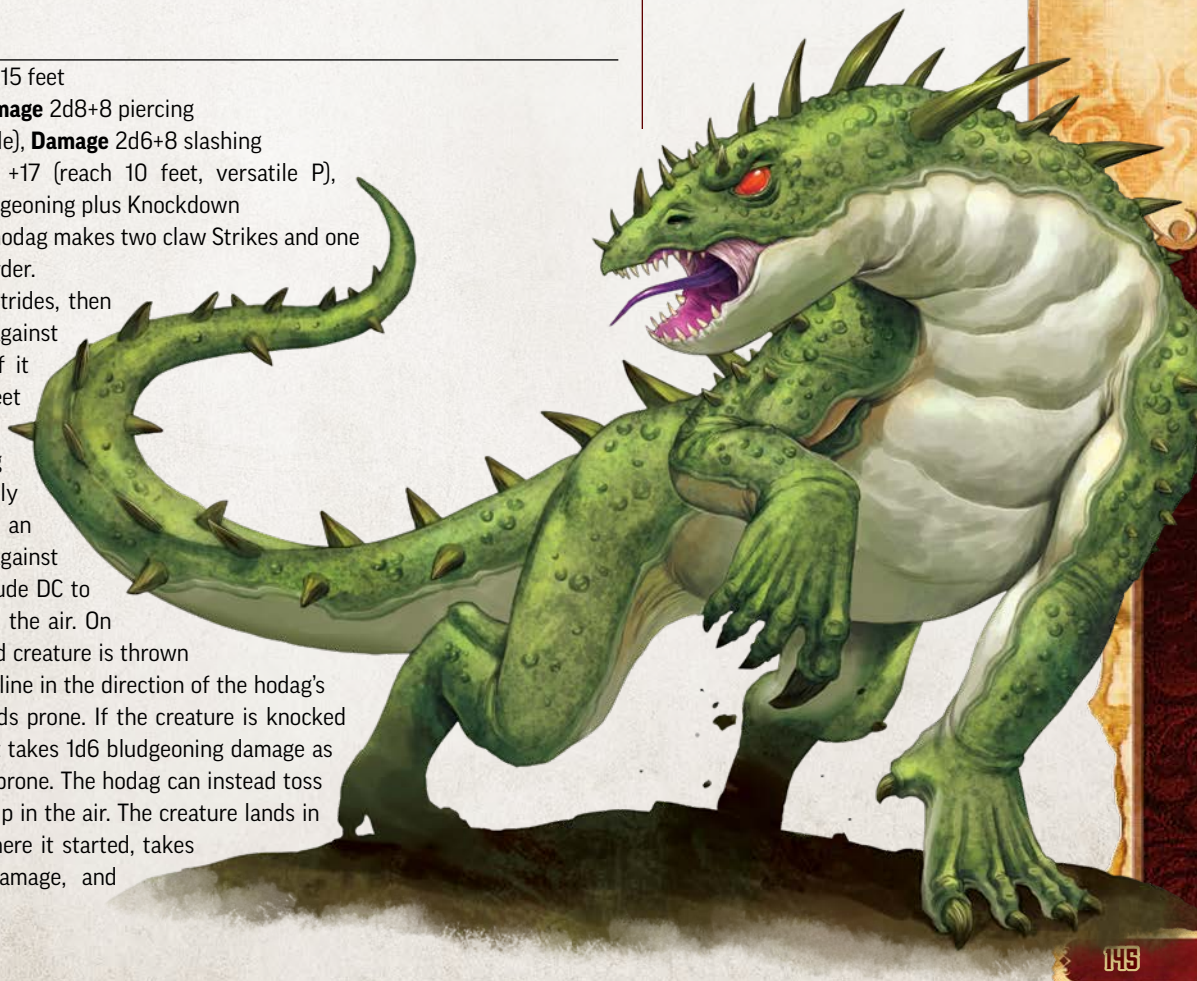
Perception +14; darkvision, scent (imprecise) 30 feet
Languages Common (can't speak any language)
Skills Athletics +15, Stealth +14 (+16 in forests), Survival +12
Str +5, **Dex** +4, **Con** +5, **Int** –2, **Wis** +4, **Cha** +0
Trackless A hodag sweeps the ground behind it with its tail as it moves, obscuring its tracks. The DCs of checks to Track a hodag are increased by 10.

AC 24, **Fort** +17, **Ref** +14, **Will** +12
HP 90
Ferocity ↻

Speed 25 feet, burrow 15 feet
Melee ◆ jaws +17, **Damage** 2d8+8 piercing
Melee ◆ claw +17 (agile), **Damage** 2d6+8 slashing
Melee ◆ spiked tail +17 (reach 10 feet, versatile P), **Damage** 2d6+8 bludgeoning plus Knockdown
Rip and Tear ◆◆ The hodag makes two claw Strikes and one jaws Strike in any order.
Toss ◆◆ The hodag Strides, then makes a Strike against a target in reach. If it moves at least 20 feet and succeeds at its Strike, the hodag deals damage normally and then attempts an Athletics check against the creature's Fortitude DC to toss the enemy into the air. On a success, the tossed creature is thrown 10 feet in a straight line in the direction of the hodag's choice and then lands prone. If the creature is knocked into a solid object, it takes 1d6 bludgeoning damage as well before landing prone. The hodag can instead toss a creature straight up in the air. The creature lands in the same square where it started, takes 1d6 bludgeoning damage, and lands prone.

HODAG TALES

Those who've encountered hodags tend to create larger-than-life reports of the sighting. In the dense Verduran Forest, lumberjacks working for the Lumber Consortium regale each other with competing stories about Big Marna, a legendary hodag who the loggers claim has killed two dozen people. Inhabitants of Echo Wood in the River Kingdoms spin lore about Black Shiv, a hodag spotted haunting the outskirts of small settlements, and in recent months, hunters and miners in the southwestern reaches of Ravounel speak of a frightening undead hodag called Ghouliegut.



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TINDALOS

Ancient texts refer to these relentless temporal hunters as the hounds of Tindalos, yet they never seem to explore what Tindalos actually is. In some references, the implication is that Tindalos is one of the Great Old Ones or Outer Gods, but if this is the case, it is among the most obscure of these entities. Other tomes refer as Tindalos as a location, perhaps even a city or nation that once existed before time began and that can be reached only by methods impossible for any creature bound by the laws of time. In all likelihood, both and neither are right—what Tindalos is may simply be impossible for mortal minds to comprehend.

Hound of Tindalos

Lean and athirst, the hounds of Tindalos are drawn to those who tamper with the flow of time, travel through time, or use magic or rare alchemical drugs to send their thoughts or perception back or forward in time. Powerful spellcasters can draw them from the Dimension of Time via rare rituals, but doing so attracts the hounds' ire, so few who traffic in such rituals live long enough to spread their knowledge. While the hounds possess great cunning and cruel intellect, they rarely interact with other creatures—other than to hunt and destroy those who have attracted their unblinking attention.

Once a hound catches scent of a mortal to hunt, it calls others of its ilk. The pack then pursues its victim through all space and time until it catches, slays and devours them. Those pursued can escape only by avoiding all angles, as hounds of Tindalos could step through them from nothingness at any time.

HOUND OF TINDALOS — CREATURE 7

RARE | NE | MEDIUM | ABERRATION | TIME

Perception +17, greater darkvision

Languages Aklo

Skills Acrobatics +17, Athletics +15, Occultism +17, Stealth +17, Survival +13 (+17 to Track)

Str +4, **Dex** +6, **Con** +2, **Int** +6, **Wis** +4, **Cha** +2

AC 25; **Fort** +13, **Ref** +17, **Will** +15

HP 90; **Immunities** controlled, emotion; **Resistances** mental 10, poison 10, physical 10

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 4d6 mental damage (DC 25 basic Will save). On a critical failure, it also becomes confused for 1d4 rounds.

Ripping Gaze (aura, evocation, occult, visual) 30 feet. The hound of Tindalos's eyes glow balefully, causing painful but bloodless wounds to rip open in the body of a creature that meets its awful gaze. When a creature ends its turn in the aura's emanation, it takes 4d6 slashing damage (DC 25 basic Fortitude save). A creature that critically succeeds at its save is temporarily immune for 24 hours.

Vulnerable to Curved Space When a hound of Tindalos is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet, fly 30 feet

Melee ❖ jaws +17, **Damage** 2d10+7 piercing

Melee ❖ claw +17 (agile), **Damage** 2d8+7 slashing

Occult Innate Spells DC 21; **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste*, *slow*; **2nd** *invisibility* (self only)

Angled Entry ❖ The hound of Tindalos casts a 4th-level *dimension door* spell, but it must transport itself into a space adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges. Once per day, the hound can use this ability to *plane shift* to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

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Intellect Devourer

Intellect devourers serve as advance scouts and infiltrators for the powerful force of alien beings called the Dominion of the Black. These monsters roam the Darklands, from which they mount secret invasions of the world above. When an intellect devourer infiltrates a society, its first priority is to acquire a body. It might first seek out a graveyard for a fresh corpse, as this is easier than fighting and killing someone. When the aberration compresses itself into the host's brain cavity, its real body goes dull to sensation as it connects to the nervous system of its host. If found out, an intellect devourer might quickly inhabit a new body to make its escape, preferably something inconspicuous such as a domestic animal.

INTELLECT DEVOURER — CREATURE 8

UNCOMMON | CE | SMALL | ABERRATION

Perception +16, darkvision, lifesense 60 feet

Languages Aklo, Common, Undercommon (can't speak any languages); telepathy 100 feet

Skills Athletics +14, Deception +20, Diplomacy +16, Occultism +17, Society +17, Stealth +18

Str +2, **Dex** +4, **Con** +4, **Int** +5, **Wis** +4, **Cha** +6

AC 26, **Fort** +14, **Ref** +16, **Will** +18

HP 130; **Immunities** blinded, controlled, emotion, possession

Speed 35 feet

Melee ◆ talon +18 (agile, finesse), **Damage** 2d10+5 slashing

Occult Innate Spells DC 27; **4th** *confusion*, *globe of invulnerability*; **3rd** *soothe* (×3); **2nd** *gentle repose*, *invisibility* (at will, self only), *paranoia* (at will); **Cantrips (4th)** *daze*, *detect magic*, *read aura*

Body Thief ◆◆◆ (manipulate, necromancy, occult, possession) The intellect devourer reduces in size and burrows into the brain of a creature dead for no longer than 1 day. At the start of the intellect devourer's next turn, the body revives at its maximum Hit Points, controlled by the devourer. The intellect devourer is conscious and can sense everything the possessed body could. Any effect that ends the possession kills the host body with the same effects as Exit Body. The intellect devourer can't use any of the host creature's spells with Body Thief but can use its own spells. The host body slowly decays while inhabited by the intellect devourer, becoming uninhabitable after 7 days unless preserved with *gentle repose* or a similar effect.

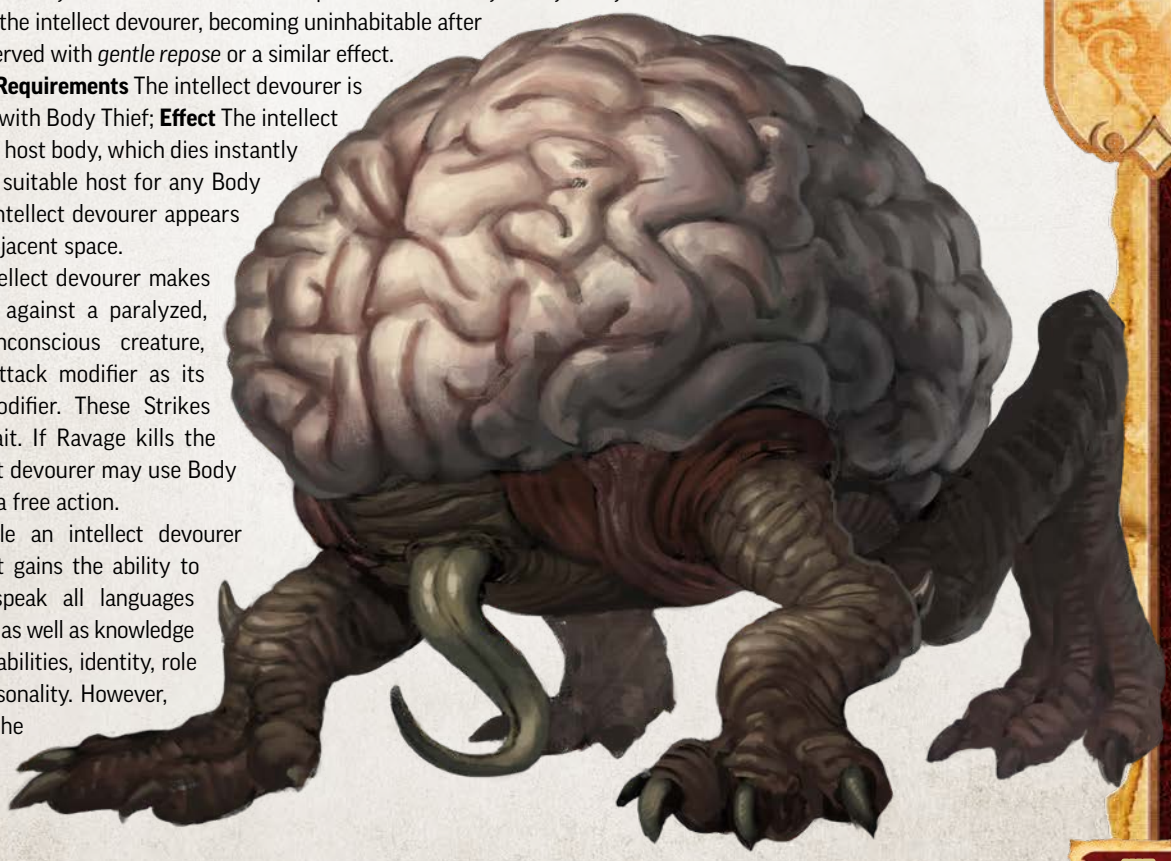
Exit Body ◆ (move) **Requirements** The intellect devourer is controlling a body with Body Thief; **Effect** The intellect devourer leaves its host body, which dies instantly and is no longer a suitable host for any Body Thief ability. The intellect devourer appears at full size in an adjacent space.

Ravage ◆◆◆ The intellect devourer makes two talon Strikes against a paralyzed, restrained, or unconscious creature, using the same attack modifier as its highest attack modifier. These Strikes gain the death trait. If Ravage kills the target, the intellect devourer may use Body Thief against it as a free action.

Stolen Identity While an intellect devourer uses Body Thief, it gains the ability to understand and speak all languages known by the host, as well as knowledge of the host body's abilities, identity, role in society, and personality. However, it does not gain the specific memories or knowledge of the host body.

SENSATION SEEKERS

Intellect devourers steal bodies to experience the physical sensations denied their nearly invulnerable natural forms. Each new body brings the opportunity to explore new vistas of taste, touch, and pain. Intellect devourers occupying a body fear little but discovery, and even that simply puts a temporary end to their games. Harm to the host is just another sensation to experience, and replacement bodies are easy to find.



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IRLGAUNT RELIGION

A small number of irlgaunts actively worship Rovagug, whom they believe to be the progenitor of their species. Instead of living solitary lives, these chaotic evil irlgaunts form cabals that inhabit deep fissures, transforming them into grisly temples by decorating them with the corpses of their sacrifices. They also decorate their own bodies by carving prayers into their chitin and painting themselves with crude and disturbing images. Some claim these runes grant them divine powers of protection and the ability to summon Rovagug's otherworldly kin.

Irlgaunt

Irlgaunts resemble titanic spiders or crabs, but with cephalopod-like tendrils erupting from the tips of their chitin-armored legs. Their jagged gray shells allow them to blend into the rocky walls of the high mountain passes and deep ravines that serve as their hunting grounds. Despite their size, they move with incredible alacrity, bounding across chasms and skittering up sheer mountain cliffs without pause. Though they are formidable in melee, irlgaunts have an even more powerful ranged attack. These creatures can pelt their opponents by forcefully regurgitating gastroliths—melon-sized clusters of rocks enveloped in coagulated digestive enzymes strong enough to break down flesh and bone. Gastroliths are fragile and explode on contact, spraying the area with shards of rock and caustic acid.

While one might easily mistake an irlgaunt for a simple brutish beast, they have a keen intelligence and use devious hunting strategies. They set traps for travelers and are fond of using gems and magical items taken from previous victims as bait. They have been known to start rockslides or otherwise block passages to reroute explorers into their clutches. They also use their gastroliths to direct the movements of their prey, forcing victims into dead ends at the edge of chasms or cliffs.

For the most part, irlgaunts live solitary lives, likely because finding enough food to sustain a community tends to be difficult. However, they still maintain a sense of extended, regional community, actively gathering when organizing for war or to discuss other issues that affect their species or shared territories. They have been known to occasionally ally with giants, but these truces are usually nebulous.

IRLGAUNT — CREATURE 13

NE | LARGE | ABERRATION | EARTH

Perception +24, darkvision

Languages Aklo, Common, Jotun, Terran

Skills Acrobatics +25, Athletics +26, Deception +23, Stealth +27, Survival +22

Str +7, **Dex** +8, **Con** +5, **Int** +4, **Wis** +5, **Cha** +4

AC 34; **Fort** +22, **Ref** +25, **Will** +24

HP 265, **Immunities** acid; **Weaknesses** bludgeoning 10

Speed 30 feet, climb 30 feet; stone step

Melee ◆ jaws +26, **Damage** 3d8+13 piercing plus 2d6 acid

Melee ◆ legs +26 (agile), **Damage** 3d10+13 bludgeoning

Primal Innate Spells DC 31; **6th** *stone tell*; **4th** *meld into stone* (at will), *shape stone* (at will)

Regurgitate Gastrolith ◆◆ (acid, evocation, primal) The irlgaunt violently regurgitates a melon-sized clot of brittle stone supernaturally infused with digestive enzymes. The stone and acid explode on impact within a range of 30 feet, dealing 7d6 piercing damage and 7d6 acid damage to creatures in a 20-foot burst (DC 33 basic Reflex save). The irlgaunt can't Regurgitate Gastroliths for 1d4 rounds.

Stone Step The irlgaunt ignores difficult terrain composed of rocks and stone.

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Isqulug

The isqulug's appearance, though unsettling, might be its least awful aspect. The creature resembles a bipedal amphibian with tentacles instead of arms and a head composed of an undulant mass of what appear to be shifting, slimy transparent eggs filled with writhing larvae. In truth, these larvae constitute the mind and consciousness of the isqulug—its "body" is little more than an organic suit manufactured from the flesh of those it has consumed, analogous to the complex web of a spider or the hive of a colony of bees, but fully capable of movement and violence.

ISQULUG — CREATURE 11

UNCOMMON | NE | MEDIUM | ABERRATION | AMPHIBIOUS

Perception +24, greater darkvision, host scent 30 feet
Languages Aklo
Skills Acrobatics +22, Athletics +24, Nature +22, Survival +22
Str +7, **Dex** +5, **Con** +7, **Int** +3, **Wis** +7, **Cha** +5
Host Scent An isqulug can precisely sense any creature infected with isqulugia within 30 feet, and knows the current stage of the disease.

AC 31, all-around vision; **Fort** +24, **Ref** +20, **Will** +18
HP 230, regeneration 10 (deactivated by cold); **Immunities** swarm mind; **Weaknesses** cold 10; **Resistances** fire 10

Speed 25 feet, swim 25 feet; swamp stride
Melee ❖ tentacle +22 (agile, reach 10 feet), **Damage** 2d12+11 bludgeoning plus isqulugia
Primal Innate Spells DC 30, attack +22; **6th** *tangling creepers*; **5th** *control water*, *entangle* (at will), *hallucinatory terrain*, *obscuring mist* (at will); **4th** *fly*; **Cantrips (5th)** *dancing lights*; **Constant (1st)** *pass without trace*
Expel Infestation ❖❖ The isqulug expels larvae from the hivemind in its head in a 30-foot cone. Creatures in this area take 6d10 piercing damage as the swarm feeds on their flesh (DC 30 basic Reflex save). Any creature that takes damage is exposed to isqulugia. The isqulug becomes stupefied 1 for 1d4 rounds, during which it can't Expel Infestation.
Isqulugia (disease, incapacitation, primal, transmutation, virulent) Isqulugia's sickened, slowed, and paralyzed conditions can't be removed until this affliction is removed; **Saving Throw** DC 30 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** fatigued and sickened 2 (1 day); **Stage 3** fatigued and slowed 1 (1 day); **Stage 4** paralyzed (1 day); **Stage 5** the creature dies, and its body violently transforms into a new isqulug. *Wish*, similar magic, or a 9th-level *resurrect* ritual can return the victim to life. The new isqulug remains even if the victim is brought back to life.
Malleability The isqulug can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The isqulug can even Squeeze through spaces that typically fit only a Tiny creature, but does so at the standard speed for Squeezing.
Swamp Stride An isqulug ignores difficult terrain that's caused by typical features of swamps.

EXILES FROM BEYOND

These disgusting parasites originally manifested in the First World, but the fey denizens of that realm found them too awful to endure and exiled them to the Material Plane. Over time, the isqulugs sloughed off their fey features for new, more powerful bodies of their own. Reports of stranger variants flourishing in areas such as demon-defiled Tanglebriar and remote fungi-ridden vaults in Orv, however, suggest their foothold on Golarion has become more established than previously thought.

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Jabberwock Treasure

Jabberwocks have no interest in treasure for its own sake, but they gather objects of great value or power specifically to entice mortals into seeking it out. As a result, jabberwocks quickly amass impressive hoards of treasures taken from nearby areas.

Jabberwock

Few beasts have inspired as many legends, poems, songs, and myths in as many cultures, as this bizarre draconic creature. The jabberwock hails from the fey realm of the First World and is part of a group of powerful First World creatures known collectively as the Tane.

Like all members of the Tane, jabberwocks are living creatures that age, eat, drink, and sleep, but do not reproduce normally. Instead, they are created directly by the godlike Eldest who rule the First World, and they serve at the pleasure (or frustration) of these capricious and mysterious entities. Believed to be the most powerful of all the Tane, jabberwocks are typically only ever created with one purpose: to wreak destruction and havoc upon the Material Plane. One of the Eldest might send a jabberwock to devastate a country, continent, or even entire world in order to get revenge for some slight made against them by a single mortal. Sometimes, no specific insult or injury is required, as some of the Eldest resent the very existence of the Material Plane and periodically create jabberwocks simply to express the wrath of the First World against its younger and less chaotic sibling.

Once a jabberwock arrives on the Material Plane, its first order of business is to seek out a lair. It prefers dwelling in remote forest locations about a day's flight from civilization—the more dangerous the woodland is to those who might eventually come hunting it, the better!

The relationship between jabberwocks and *vorpal* weapons is the subject of much debate and speculation among scholars, and the various poems, songs, and legends about the jabberwock do little to clarify the issue, conflicting and diverging on this point. Some believe that *vorpal* weapons were first created specifically to combat jabberwocks, but others take the story one step further. They cite evidence in certain ancient myths that there may once have been only a single, unique jabberwock, so powerful that nothing could so much as scratch it—nothing, that is, except for the first *vorpal* sword, crafted for that very purpose. So epic was the resulting battle that it created strange echoes throughout reality, and as a result, these echoes, in the form of *vorpal* weapons, can now be found on many worlds. Those who subscribe to this belief claim that the jabberwocks seen today are but pale imitations of this proto-jabberwock, and they speculate that only the combined efforts of several Eldest would be sufficient to create such a creature again.

Variant Jabberwocks

The Eldest have sometimes altered certain aspects of the jabberwocks they create. Some of the more notorious or legendary variant jabberwocks include the following.

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Frumious Jabberwock: Frumious jabberwocks have two heads. They are level 24 and gain an extra action on each of their turns they can use only to make a jaws Strike.

Mimsy Jabberwock: Typically hailing from wintry regions of the First World, mimsy jabberwocks have glowing blue-white scales, resist cold instead of fire, and have eyes that burn with blue flames that deal cold damage instead of fire damage.

Slithy Jabberwock: Wreaking destruction beneath the waves, these sinuous and slimy jabberwocks are amphibious, have a swim Speed of 80 feet instead of the normal fly Speed, and do not have a wing Strike. A slithy jabberwock's whiffling aura is activated whenever it swims, makes a tail Strike, or Burbles.

JABBERWOCK — CREATURE 23

RARE | CE | HUGE | DRAGON | TANE

Perception +40; darkvision, scent 120 feet, *true seeing*
Languages Aklo, Common, Draconic, Gnomish, Sylvan
Skills Acrobatics +40, Athletics +44, Intimidation +41, Nature +38, Survival +40
Str +11, **Dex** +7, **Con** +10, **Int** +4, **Wis** +9, **Cha** +8
Planar Acclimation The jabberwock always treats the plane it is currently located on as its home plane.

AC 49; **Fort** +39, **Ref** +37, **Will** +40
HP 500, regeneration 25 (deactivated by *vorpal* weapons); **Immunities** paralyzed, sleep; **Weaknesses** *vorpal* weapons 20, vorpal fear; **Resistances** fire 20
Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 43
Vorpal Fear A jabberwock damaged by a *vorpal* weapon becomes frightened 2 (or frightened 4 on a critical hit).
Claws That Catch ↻ **Trigger** A creature within the jabberwock's reach uses a manipulate action or a move action, leaves a square during a move action, makes a ranged attack, or uses a concentrate action; **Effect** The jabberwock makes a claw Strike against the triggering creature. If the Strike hits, the jabberwock disrupts the triggering action.

Speed 35 feet, fly 60 feet
Melee ◆ jaws +42 (deadly 2d12, magical, reach 15 feet), **Damage** 4d12+19 piercing
Melee ◆ claw +42 (agile, magical, reach 15 feet), **Damage** 4d8+19 slashing plus Improved Grab
Melee ◆ tail +42 (magical, reach 15 feet), **Damage** 4d10+19 bludgeoning plus Improved Knockdown
Melee ◆ wing +40 (magical, agile, reach 15 feet), **Damage** 4d8+19 bludgeoning
Ranged ◆ eyes of flame +42 (fire, magical, range increment 60 feet), **Damage** 10d6 fire plus 4d6 persistent fire
Primal Innate Spells DC 43; **Constant (10th)** *true seeing*
Burble ◆◆ The jabberwock creates a blast of strange noises and shouted nonsense in the various languages it knows (and invariably some languages it doesn't know), creating one of two effects. The jabberwock can't Burble again for 1d4 rounds.
- **Confusion** (aura, emotion, enchantment, mental, primal) 60 feet. Each creature in the emanation must succeed at a DC 46 Will save or become confused for 1d4 rounds.
- **Sonic Beam** (evocation, primal, sonic) The jabberwock focuses its Burbling into a 60-foot line of sonic energy that deals 24d6 sonic damage to creatures in the area (DC 46 basic Reflex save).

Jaws That Bite If the jabberwock makes a jaws attack and rolls a natural 19 on the d20 roll, the attack is a critical hit. This has no effect if the 19 would be a failure.
Whiffling ↻ (aura) **Trigger** The jabberwock Flies or makes a wing Strike; **Effect** The jabberwock's wings whiffle, creating severe winds within a 30-foot emanation. These winds move outward from the jabberwock, and they persist until the start of the jabberwock's next turn. During this time, flight of any kind in the emanation requires a successful DC 43 Acrobatics check to Maneuver in Flight, and creatures flying toward the jabberwock are moving through greater difficult terrain. Creatures on the ground in the emanation must succeed at a DC 43 Athletics check to approach the jabberwock.

JABBERWOCKS AND DRAGONS

Although jabberwocks may fear *vorpal* weapons and are filled with rage against all mortal creatures, few things invite a jabberwock's wrath more than a Material Plane dragon. Some scholars believe that in the same way the First World is believed to have been a template or "first draft" of the Material Plane, dragons were created in the likeness of jabberwocks. A jabberwock that learns of a nearby dragon will attempt to kill it to the exclusion of all other priorities.

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JELLYFISH SPECIES

A large number of types of monstrous jellyfish dwell in the world's oceans, each with their own unusual specialty in hunting. The immense vampire jellyfish is a blood-drinking monster that often attacks sailors aboard ships. Among the largest are the dreaded whaler jellyfish, colossal creatures that feed on whales or even krakens.

Jellyfish

Many varieties of jellyfish drift through the world's oceans, feeding on fish and other tiny marine creatures. However, deadly species of monstrous jellyfish pose a threat to unwary swimmers and sailors alike. Note that while jellyfish are animals, they also have the mindless trait because they lack a centralized nervous system.

FIRE JELLYFISH SWARM

While individually one of these fist-sized jellyfish is merely a nuisance, in great numbers, fire jellyfish can form into dangerous swarms. Bobbing in the water, they create a cloud of stinging tentacles. They were named in part for their bright coloration, but those who are stung by fire jellyfish learn the larger reason for their name—the pain of their stings is comparable to being burned alive.

FIRE JELLYFISH SWARM — **CREATURE 6**

N | LARGE | ANIMAL | AQUATIC | MINDLESS | SWARM

Perception +10; low-light vision

Skills Acrobatics +15

Str –4 **Dex** +5, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 13; **Fort** +16, **Ref** +15, **Will** +10

HP 155; **Immunities** mental, precision, swarm mind; **Weaknesses** area damage 7, splash damage 7; **Resistances** bludgeoning 9, piercing 9, poison 10, slashing 5

Speed swim 20 feet

Agile Swimmer Fire jellyfish swarms use Acrobatics to Swim.

Burning Swarm ❖ (poison) Each enemy in the swarm's space takes 3d8 poison damage (DC 24 basic Reflex save) and is exposed to fire jelly venom.

Fire Jelly Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 2 (1 round); **Stage 3** clumsy 3 (1 round)

GIANT JELLYFISH

Unlike its smaller cousins, the giant jellyfish is an active predator that chases down its prey through reefs or open water. It can even squeeze its enormous bell-shaped body into the tight confines of shipwrecks to drape its mane of tentacles across the exposed flesh of its prey.

GIANT JELLYFISH — **CREATURE 7**

N | LARGE | ANIMAL | AQUATIC | MINDLESS

Perception +12; darkvision

Skills Acrobatics +15, Athletics +17, Stealth +15

Str +6, **Dex** +4, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 15; **Fort** +17, **Ref** +15, **Will** +1

HP 165; **Immunities** mental, precision; **Weaknesses** piercing 5, slashing 5; **Resistances** bludgeoning 10, poison 10

Speed swim 20 feet

Melee ❖ tentacle +18 (agile, reach 20 feet), **Damage** 2d8+8 bludgeoning plus jellyfish venom

Jellyfish Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round); **Stage 3** 2d10 poison damage and paralyzed (1 round)

Squeeze A giant jellyfish can fit into tight spaces as if it were a Medium creature. It can move at its full Speed while Squeezing.

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Jyoti

Jyotis are sometimes called "false phoenixes" (a term they find insulting) by the ignorant or willful. These avian humanoids are native to the Positive Energy Plane. They rarely leave this enigmatic realm and view visitors from other planes as stains on the purity of their home. Jyotis particularly distrust divine spellcasters and religious warriors, seeing them as inclined to take credit for manifesting a life force that, from the jyotis' perspective, is as plentiful and ubiquitous as water is to fish.

Despite their distrust of intruders, jyotis rarely attack unprovoked when their homes are not threatened. They are intolerant, however, of those who intrude on the palaces of crystallized light and captured flame in which they dwell. They often chase even those who come bearing gifts away; few visitors have anything they desire, for what they desire most is to be left alone. The jyotis' full wrath is reserved for natives of the Shadow Plane and the Negative Energy Plane. Historically, the promise of battle with the gargoyle-like sceaduinars, whom they consider it their duty to oppose, has been the only thing to lure jyoti armies beyond the Positive Energy Plane.

Crystal Vaults

Jyoti make ideal guardians for artifacts too dangerous to be left where those hungry for power might seize them. Only they know what items of myth and legend, long thought lost or destroyed, lie within their crystal vaults. They are unreliable guardians of religious artifacts, however, which usually disgust them.

Jyoti — Creature 9

N | Medium | Fire | Humanoid | Positive

Perception +21; darkvision
Languages Common, Jyoti
Skills Acrobatics +20, Intimidation +18, Occultism +20, Society +18
Str +3, **Dex** +5, **Con** +4, **Int** +5, **Wis** +6, **Cha** +3
Items *+1 striking longspear*

AC 28; **Fort** +15, **Ref** +18, **Will** +21; +1 status to all saves vs. magic (+2 vs. divine magic)
HP 155; **Immunities** death effects, disease, poison; **Resistances** fire 10, negative 10
Positive Energy Affinity Positive healing effects always heal the jyoti for the maximum amount. It doesn't gain the automatic Hit Points or temporary Hit Points from being on a plane with the positive planar essence.

Speed 25 feet, fly 60 feet
Melee ❖ *flaming ghost touch longspear* +20 (magical, reach 10 feet), **Damage** 2d8+6 piercing plus 1d6 fire
Melee ❖ beak +21 (finesse), **Damage** 2d12+6 piercing plus 1d6 fire
Melee ❖ talon +21 (agile, finesse), **Damage** 2d8+6 slashing plus 1d6 fire
Occult Innate Spells DC 28, attack +20; **5th** *banishment*, *breath of life*; **4th** *dimension door*, *heal*, *searing light*; **3rd** *heal* (×3); **2nd** *restoration* (×3); **Cantrips (5th)** *disrupt undead*, *light*
Breath Weapon (evocation, fire, occult) The jyoti breathes a blast of searing flame infused with positive energy in a 40-foot cone that deals 8d6 fire damage plus 4d6 positive damage to creatures in the area (DC 28 basic Reflex save). The jyoti can't use Breath Weapon again for 1d4 rounds.
Infuse Weapons (occult, evocation) Any weapon a jyoti wields becomes a *flaming ghost touch* weapon while the jyoti holds it.

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KELPIE FOLKTALES

Some fanciful stories about kelpies speak of them appearing in equine form wearing riding tack, complete with silver stirrups and bridle bit. These folktales claim that cutting the harness from the kelpie's body grants the bearer power over it, or causes the kelpie to sicken and die. In truth, doing so has no ill effect on a kelpie, suggesting these stories are spread by kelpies themselves to further trick prey into making foolish mistakes.

KELPIE

Kelpies are malevolent amphibious fey shapechangers intent on luring mortals to their doom. These cruel predators lurk in and around areas of water, slightly preferring freshwater over saltwater. Kelpies lure or drag their prey underwater then drown and devour them, leaving behind only the victim's heart and liver—the only parts of a meal kelpies find unpleasant. Kelpies are fond of magically disguising itself as fine steeds or attractive strangers to draw in victims, but its true appearance takes the form of a hideous equine with slimy, green flesh resembling aquatic plants.

KELPIE — CREATURE 4

NE | LARGE | AMPHIBIOUS | FEY

Perception +11; low-light vision

Languages Aquan, Common, Sylvan

Skills Athletics +11, Deception +14, Stealth +10

Str +5, **Dex** +2, **Con** +3, **Int** –1, **Wis** +3, **Cha** +4

AC 21; **Fort** +11, **Ref** +12, **Will** +14

HP 60; **Weaknesses** cold iron 5; **Resistances** fire 5

Speed 35 feet, swim 35 feet

Melee ◆ jaws +13, **Damage** 2d6+7 bludgeoning plus Grab

Captivating Lure ◆◆ (concentrate, emotion, enchantment, incapacitation, mental, primal) The kelpie instills an overwhelming attraction to itself within the mind of a single creature within 60 feet. The target perceives the kelpie as a desirable person (if the kelpie is in humanoid form) or a valuable steed (if the kelpie is in equine form) and must attempt a DC 23 Will saving throw.

Critical Success The creature is unaffected and is temporarily immune to Captivating Lure for 24 hours.

Success The creature is stupefied 1 for 1 round and is then temporarily immune to Captivating Lure for 24 hours.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the kelpie as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the kelpie, it either attempts to mount the kelpie (if the kelpie is in equine form) or stays still and doesn't act. If the creature is attacked by the kelpie, or if it can't breathe water and enters an area of water, the creature is freed from captivation at the end of the kelpie's turn.

Critical Failure As failure, but the target doesn't consider water a danger and will enter an area of water even if it can't swim or breathe water. If it is attacked by the kelpie or starts to drown, it can attempt a new save at the start of its next turn, but it isn't freed automatically.

Change Shape ◆ (concentrate, polymorph, primal, transmutation) The kelpie can take on the appearance of any Medium or Large animal of an equine nature (such as a horse, hippocampus, or pony), or any Small or Medium humanoid. This doesn't change its Speeds or its attack and damage modifiers with its Strikes.

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Korred

Korreds are reclusive fey in the form of small, hirsute individuals with long, animated manes of hair. While korreds have a natural affinity and admiration for stones and boulders, they prefer to dwell aboveground in areas of rocky forest or wooded hills rather than in caves. Korreds are a private people who don't take kindly to intruders, and they invariably work to drive off or kill any non-fey who stumble into their territory. Staunchly proud of their hair, korreds choose their minimal attire so as to allow their body hair to flow freely, often wearing only a belt with a pouch for throwing rocks and trimming shears—though this belt and pouch are rarely visible under their wild manes.

KORRED — CREATURE 4

UNCOMMON | CN | SMALL | FEY

Perception +12; low-light vision
Languages Common, Sylvan
Skills Acrobatics +11, Crafting +11, Deception +13, Performance +13, Stealth +11
Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +5
Items club, pouch with 5 rocks

AC 21; **Fort** +10, **Ref** +13, **Will** +10; +1 status to all saves vs. magic
HP 65; **Weaknesses** cold iron 5
Animated Hair (aura, primal, transmutation) 5 feet. The korred's long, animated hair reaches out and interferes with creatures in the area. The korred can select which targets are affected by their animated hair. An affected creature that ends its turn in the emanation must succeed at a DC 18 Reflex save or become clumsy 1 (clumsy 2 on a critical failure) as long as it remains in the aura.

Speed 25 feet
Melee ◆ club +14, **Damage** 2d6+7 bludgeoning
Ranged ◆ rock +14 (brutal, range increment 20 feet), **Damage** 1d6+7 bludgeoning
Ranged ◆ club +14 (thrown 10 feet), **Damage** 2d6+7 bludgeoning
Primal Innate Spells DC 21; **6th** *stone tell*; **4th** *shape stone* (at will), *shatter* (at will)
Hair Snare ◆ (incapacitation, primal, transmutation) The korred causes a long, tangled length of their hair to detach from their body and snake out to coil around an adjacent creature. The creature must attempt a DC 21 Reflex save. The korred cannot use Hair Snare again for 1d4 rounds.
Success The creature is unaffected.
Failure The hair wraps around the creature. The creature takes a –10-foot circumstance penalty to all of its Speeds until it Escapes (DC 21) or until the korred uses Hair Snare again (at which point the previous snare drops to the ground, no longer animated).
Critical Failure The creature is immobilized until it Escapes (DC 21) or the korred uses Hair Snare again.
Otherworldly Laugh ◆◆ (auditory, evocation, incapacitation, primal, sonic) **Frequency** three times per day; **Effect** The korred unleashes an otherworldly laugh. Each non-fey creature within a 30-foot burst must attempt a DC 21 Fortitude save. On a failure, the creature is slowed 1 for 1 round (or stunned 1 on a critical failure).
Stone Stride ◆◆ (conjuration, earth, primal, teleportation) The korred steps into a block of stone large enough for them to fit inside and instantly teleports to any other stone within 30 feet that has the same minimum size. Once the korred enters the stone, they instantly know the rough locations of other sufficiently large stones within 30 feet. They can exit from the original stone, if they prefer. They can't carry extradimensional spaces with them when they Stone Stride; if the korred attempts to do so, Stone Stride fails.
Throw Rock ◆

KORRED DANCES

Despite their insular nature, korreds love to dance. On certain auspicious dates, korreds hold great festivals of music and dance in ancient stone circles deep within forest glades. A few non-korred fey sometimes receive invitations to these dances, but any non-fey who interrupts the dance is berated at best or attacked at worst.

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LEECH SPECIES

The spotted hooktooth leech is often found in areas frequented by trolls, who sometimes wear them as awful decorations, relying on their regeneration to control the bleeding effects. The gigantic elephant leech feeds on immense beasts of the swamplands or jungles, like elephants, froghemoths, and dinosaurs, attacking from unexpected range. But it's the relatively small gutleech that provides the most fuel for nightmares, due to its awful habit of feeding on victims from inside.

LEECH

Though valued by apothecaries and field medics as methods to reduce swelling or drain blood, leeches are despised by most who encounter them, regardless of the setting.

GIANT LEECH

Capable of growing to lengths of nearly 5 feet, giant leeches have circular maws filled with hook-like teeth. They prefer to dwell in stagnant or slow-moving shallow water or in damp, moist undergrowth. Horses and larger animals are their favorite prey, but they won't balk at a chance to latch onto a human- or halfling-sized meal.

GIANT LEECH — **CREATURE 2**

N | MEDIUM | AMPHIBIOUS | ANIMAL

Perception +5; tremorsense 30 feet

Skills Athletics +8, Stealth +7

Str +4, **Dex** +1, **Con** +3, **Int** –5, **Wis** +1, **Cha** –5

AC 17; **Fort** +9, **Ref** +7, **Will** +5

HP 32; **Weaknesses** salt 5

Speed 5 feet, swim 20 feet

Melee ❖ mouth +10, **Damage** 1d4+6 piercing plus Grab

Blood Drain ❖ **Requirements** The giant leech has a creature grabbed or restrained; **Effect** The giant leech drains blood from the creature it has grabbed. This deals 2d4 damage. A creature that has its blood drained by a giant leech is drained 1 until it receives any kind or amount of healing.

BROOD LEECH SWARM

Most smaller species of leeches do not tend to swarm, but brood leeches are prone to gathering in seething, undulant mats of squirming gluttony. When they gather in sufficient numbers to swarm, they eschew the stealth of a lone leech's feeding methods in favor of swift and merciless feeding. In these situations, their mild venom can affect much larger creatures than their usual prey.

BROOD LEECH SWARM — **CREATURE 4**

N | LARGE | AMPHIBIOUS | ANIMAL | SWARM

Perception +9; tremorsense 30 feet

Skills Athletics +8, Stealth +11

Str +0, **Dex** +3, **Con** +4, **Int** –5, **Wis** +1, **Cha** –5

AC 19; **Fort** +12, **Ref** +11, **Will** +9

HP 40; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, salt 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 5 feet, swim 20 feet

Blood Draining Bites ❖ Each enemy in the swarm's space takes 2d6 bleed damage and is exposed to brood leech swarm venom.

Brood Leech Swarm Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1, sickened 1, and –5-foot status penalty to Speed (1 round); **Stage 2** clumsy 1, sickened 1, and –10-foot status penalty to Speed (1 round)

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Leng Spider

The monstrous, bloated spiders from the windswept realm of Leng build eerie, dangerous lairs with the aid of magically compelled slaves. Leng spiders have anywhere from five to 13 legs, but never an even number.

LENG SPIDER — CREATURE 13

UNCOMMON | CE | HUGE | ABERRATION | DREAM

Perception +24; darkvision, *detect magic*, greater web sense

Languages Aklo; *tongues*

Skills Acrobatics +24, Athletics +27, Crafting +22 (+26 to make traps), Deception +22, Religion +24, Occultism +26, Stealth +26

Str +6, **Dex** +7, **Con** +5, **Int** +7, **Wis** +5, **Cha** +5

Greater Web Sense While touching its webs, the Leng spider has precise tremorsense to detect the vibrations of creatures touching its web.

AC 34; **Fort** +22, **Ref** +26, **Will** +24; +1 status to all saves vs. magic

HP 235, fast healing 10; **Immunities** cold, confused; **Resistances** poison 15, sonic 15

Speed 40 feet, climb 40 feet; *air walk*

Melee ❖ web war flail +27 (disarm, magical, reach 15 feet, sweep, trip), **Damage** 3d10+14 bludgeoning

Melee ❖ fangs +27 (reach 10 feet), **Damage** 3d12+14 piercing plus Leng spider venom

Melee ❖ leg +27 (agile, reach 10 feet), **Damage** 3d8+14 slashing

Ranged ❖ web bola +28 (magical, nonlethal, ranged trip, thrown 20 feet), **Damage** 2d6+14 bludgeoning

Occult Innate Spells DC 33; **7th** *dispel magic*, *veil*, *warp mind*; **6th** *illusory scene*, *mislead*; **4th** *charm* (×3), *freedom of movement*; **Cantrips (7th)** *detect magic*; **Constant (7th)** *air walk*, *tongues*

Create Web Weaponry ❖ (manipulate) The Leng spider creates a weapon by applying a cord of webbing to heavy objects, such as rocks or chunks of metal, either attaching two heavy objects together to create a web bola or fastening one to its leg to create a web war flail.

Descend on a Web ❖ (move) The Leng spider moves straight down up to 120 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count when calculating falling damage. The web can be severed by a Strike that deals slashing damage (AC 30, Hardness 15, 25 HP), causing the Leng spider to fall.

Lay Web Trap ❖ (manipulate) **Frequency** three times per day; **Effect** The Leng spider spins a web within 20 feet of itself to create a grasping snare, stunning snare, or warning snare. The Leng spider's web provides all the raw materials it needs. All save and Escape DCs associated with web traps use the Leng spider's Crafting DC for traps (DC 36). A web trap decays after 24 hours.

Leng Spider Venom (poison) **Saving Throw** DC 33 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and drained 1 (1 round); **Stage 2** 2d6 poison damage, confused, and drained 2 (1 round); the confused effect has the emotion and mental traits.

Ranged Trip A Leng spider can use a web bola to Trip a target with the Athletics skill. The skill check takes a –2 circumstance penalty. A web bola deals no damage when used to Trip.

WEB TEMPLES

Leng spiders build complex lairs out of their webs, many of which serve a dual purpose as temples to the eldritch gods they venerate. Most Leng spiders worship deities of the Elder Mythos, such as Hastur, Nyarlathotep, or Yog-Sothoth, among others.

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POTS OF GOLD

While it's true that leprechauns typically return items they steal, they particularly love gold and often hoard gold coins and treasures in pots tucked away in hidden places. It's rumored that a person who finds a gold coin in the forest and returns it to the leprechaun who dropped it will be granted a wish as a reward. Unfortunately, this rumor is false—a deception perpetrated by leprechauns to trick others into bringing them even more gold for their pots.

Leprechaun

Leprechauns are mostly jovial tricksters who prefer mischief over conflict. They fill their days with as much fun, wine, and food as possible. Mostly found in forested regions, leprechauns respect nature and those who protect it.

Leprechauns do not attack on sight. Rather, they engage in conversation and try to charm, cajole, or trick those they meet into doing favors for them or freely giving over a treasured item, usually in return for illusory wealth or false promises of wealth and success. These small tricksters are masters at discerning the desires of those they meet—a knack that puts them in a powerful position when bargaining for goods or favors. They aren't above turning people against each other for their own benefit but generally not to an extent that causes harm.

In most cases, a leprechaun doesn't keep a purloined possession for long. The leprechaun most often returns such stolen prizes just in time to defuse tensions, often as they point out the humor of the situation, hoping to share their amusement and mirth with the victim. In cases where a leprechaun's trick goes too far and results in an incensed victim, the leprechaun quickly flees the conflict rather than engage in combat. This willingness to return stolen goods or to flee from battles fades as leprechauns grow older. Ancient leprechauns who have lived for thousands of years often spiral into dark bitterness and increasingly use their powers and illusions to lure those who offend them or fail to appreciate a joke into danger... or even death.

LEPRECHAUN **CREATURE 2**

CN SMALL FEY

Perception +11; low-light vision

Languages Common, Sylvan

Skills Acrobatics +8, Deception +9, Gold Lore +7, Nature +7, Performance +9, Thievery +8

Str +1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +3, **Cha** +4

AC 18; **Fort** +8, **Ref** +11, **Will** +10

HP 25

Speed 30 feet

Melee ❖ club +7, **Damage** 1d6+3 bludgeoning

Primal Innate Spells DC 18, attack +10; **2nd** *illusory creature*, *illusory object*, *invisibility* (self only); **1st** *color spray*, *shillelagh*, *ventriloquism*; **Cantrips (2nd)** *dancing lights*, *ghost sound*, *mage hand*, *prestidigitation*, *telekinetic projectile*

Create Object ❖❖❖ (conjuration, manipulate, primal) **Frequency** three times per day; **Effect** The leprechaun produces an item out of their hat, from behind their jacket, from within a hole in a tree stump, or from any other unexpected location. This conjured item must be no more than 1 Bulk and must be made of relatively commonplace material (such as cloth, wood, stone, or even low-value metal like iron or lead). It can't rely on intricate artistry or complex moving parts, never fulfills a Cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. The created object is temporary and lasts for 1 hour or until the leprechaun creates a new item, whichever comes first.

Leprechaun Magic When a leprechaun uses their innate spells to deceive, trick, or humiliate a creature, the spell DC increases to 20 and the attack modifier to +11.

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Lerritan

Lerritans are unstoppable giants with skin of volcanic glass and blood of roiling lava. These malicious arsonists would see the world burned to a cinder. They pay homage to Ymeri, the evil elemental demigod of fire, and they bully other fiery creatures. When the urge to immolate grows too great to ignore, lerritans burn forests, destroy villages, and boil rivers, but they avoid large bodies of water.

LERRITAN — CREATURE 21

NE | GARGANTUAN | EARTH | ELEMENTAL | FIRE

Perception +35; low-light vision
Languages Common, Ignan, Jotun, Terran
Skills Athletics +41, Crafting +33, Intimidation +35, Religion +36, Survival +38
Str +10, **Dex** +5, **Con** +7, **Int** +2, **Wis** +7, **Cha** +4
Items *+3 greater striking warhammer*

AC 46; **Fort** +38, **Ref** +34, **Will** +36
HP 490; **Immunities** fire, paralyzed, poison, sleep; **Weaknesses** cold 20; **Resistances** piercing 20, slashing 20
Tenacious Flames (aura, evocation, fire, primal) 100 feet. Creatures in the emanation cannot recover from persistent fire damage.
Attack of Opportunity ↻

Speed 50 feet
Melee ◆ *warhammer* +40 (magical, reach 25 feet, shove), **Damage** 4d12+18 bludgeoning plus 2d6 persistent fire damage
Melee ◆ jaws +39 (agile, reach 25 feet), **Damage** 4d10+18 piercing plus 2d6 persistent fire damage
Ranged ◆ rock +39 (brutal, range increment 120 feet), **Damage** 4d6+18 bludgeoning plus 2d6 persistent fire
Primal Innate Spells DC 46; **10th** *cataclysm*; **9th** *meteor swarm*, *fireball*; **8th** *earthquake*; **7th** *plane shift* (to the Material Plane, Plane of Fire, or Plane of Earth only); **Cantrips (10th)** *produce flame*
Throw Rock ◆ A lerritan can break stony scales off its body to throw; these scales reform at the end of each round, so the lerritan is never without a supply of rocks to hurl.
Volcanic Eruption ◆◆ (earth, evocation, fire, primal) The volcano on the lerritan's back erupts and sends lava bombs raining down in a 30-foot emanation, dealing 12d12 fire damage. Each creature in the area must attempt a DC 46 Reflex saving throw. The lava globules quickly cool into heavy stones, transforming the area into greater difficult terrain for non-lerritans. The lerritan can't use Volcanic Eruption for 1d4 rounds.
- **Critical Success** The creature is unaffected.
- **Success** The creature takes half damage and is encumbered for 1 round.
- **Failure** The creature takes full damage and is immobilized (Escape DC 46).
- **Critical Failure** The creature takes double damage and is encased in a rocky crust with lava on the inside. The creature is restrained (Escape DC 46), can't breathe, takes 3d12 persistent fire damage, and can't recover from this persistent fire damage until freed.

LERRITAN CAVALCADES

Every few decades, lerritans gather in large bands to travel from one volcanic region to another, razing every sign of civilization they find along the way. Lerritan cavalcades contain up to a dozen lerritans and their lackeys: crimson worms, powerful fire elementals, and fire giants.

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LESHY COMMUNITIES

Leshys are fairly egalitarian when interacting with their own kind. Most communities are meritocracies, rewarding leshys who defend their communities and help each other succeed, and they see working together as the best path to a successful future.

Leshy

These intelligent plant creatures maintain complex societies in remote wildernesses and places of primal power. By working together, leshys help to defend powerful fey and druidic sites from interloping humanoids. They often have good relations with local fey and druidic orders but distrust most other humanoids.

A primal spell caster, often a druid, can create a leshy by binding a nature spirit to a carefully crafted body grown from specific vegetation. The details of these rites vary based on the type of leshy, but all are carefully guarded secrets and tend to take place in sacred areas associated with nature or primal magic, such as a druid circle or dryad grove.

SUNFLOWER LESHY

Sunflower leshys are the ambassadors and social leaders of their kind. Their petals radiate from their heads in various hues with a serrated, leafy, beard-like ruff. When particularly excited, their eyes and petals glow with collected sunlight, and when they become depressed or saddened, their usually vibrant coloration grows correspondingly muted. These shifts in coloration are echoed in sunflower leshy art, which can lead to unexpected color palettes for artworks. For example, a human artist might illustrate Hell as a place of glowing lava and flickering flames, drawing upon many vibrant colors, but to a sunflower leshy, the only proper way to depict a place like Hell is in morose grays, blacks, and whites.

The more adventurous sunflower leshys leave their communities to grow bonds with nearby settlements of humanoids. When interacting with humanoids, sunflower leshys are some of the most likely to act friendly and give strangers a chance to prove their good intentions, though they remain cautious. They're often accompanied by other, more powerful leshys.

SUNFLOWER LESHY — **CREATURE 1**

N | SMALL | LESHY | PLANT

Perception +7; darkvision

Languages Common, Druidic, Sylvan; *speak with plants* (sunflowers only)

Skills Acrobatics +6, Diplomacy +8, Nature +5, Stealth +7 (+9 in plains)

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +3

AC 16; **Fort** +4, **Ref** +10, **Will** +7

HP 20

Heliotrope ◆ (aura, evocation, light, primal) 20 feet; **Requirements** The sunflower leshy begins its turn in an area of bright light; **Effect** The sunflower leshy reflects the sun or another source of bright light from their face. Each creature that ends its turn in the emanation must attempt a DC 16 Will save.

Success The creature is unaffected and is temporarily immune to heliotrope for 24 hours.

Failure The creature is distracted by the light, becoming flat-footed for 1 round.

Critical Failure As failure, but the creature is also dazzled for 1 round.

Verdant Burst (healing) When a sunflower leshy dies, a burst of primal energy explodes from its body, restoring 1d8 Hit Points to each plant creature in a 30-foot emanation. This area immediately fills with sunflowers, becoming difficult terrain. If the terrain is not a viable environment for these sunflowers, they wither after 24 hours.

Speed 25 feet

Melee ◆ tendril +6 (agile, finesse), **Damage** 1d8 bludgeoning

Ranged ◆ seed +6 (range increment 20 feet), **Damage** 1d6 bludgeoning

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Primal Innate Spells DC 17; **4th** *speak with plants*

Change Shape ◆ (concentrate, polymorph, primal, transmutation) The sunflower leshy transforms into a Small flower. This ability otherwise uses the effects of *tree shape*.

Seed Spray ◆◆ (conjuration, primal) The sunflower leshy launches a deluge of seeds from their head in a 15-foot cone, dealing 2d6 bludgeoning damage to creatures within the area (DC 16 basic Reflex save). It gains a +2 status bonus to this damage against dazzled creatures. The sunflower leshy can't use Seed Spray again for 1d4 rounds.

FLYTRAP LESHY

While often seen as unfriendly by non-leshys, flytrap leshys get along well with other leshys. Nonetheless, they're among the most aggressive leshys, often guarding the most vulnerable places in the natural world with their flytrap mouths and hands.

When a large threat emerges, pairs of flytrap leshys band together to create amalgams capable of driving back powerful foes. This unusual form of communal defense suffuses flytrap leshy society, and they often form relationships between multiple individuals that would confuse or even scandalize more uptight humanoids—to a flytrap leshy, though, there's nothing strange about sharing your innermost secrets with people you literally merged together with to defend your home from an enemy.

LESHY HEROES

Occasionally, a leshy proves so valuable to their community that they're uplifted as a hero. These admired leshys are not all warriors; outstanding artisans, caretakers, or diplomats might also be lauded as heroes.

FLYTRAP LESHY — CREATURE 4

N | SMALL | LESHY | PLANT

Perception +11; darkvision

Languages Common, Druidic, Sylvan; *speak with plants* (carnivorous plants only)

Skills Athletics +12, Nature +10, Stealth +12

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +3, **Cha** +2

AC 20; **Fort** +9, **Ref** +12, **Will** +13

HP 72; **Resistances** acid 5

Attack of Opportunity ↻

Verdant Burst (healing) As sunflower leshy, except plants regain 3d6 Hit Points and the area sprouts flytraps instead of sunflowers.

Speed 25 feet

Melee ◆ flytrap mouth +13 (versatile S), **Damage** 1d8+6 piercing plus 1d6 acid and flytrap toxin

Melee ◆ flytrap hand +13 (agile, versatile S), **Damage** 1d6+6 piercing plus 1d6 acid and flytrap toxin

Ranged ◆ spittle +11 (acid, range increment 10 feet), **Damage** 1d6+6 acid plus flytrap toxin

Primal Innate Spells DC 21; **4th** *speak with plants*; **2nd** *pass without trace*

Amalgam ◆ (polymorph, primal, transmutation) A flytrap leshy can combine itself with an adjacent and willing flytrap leshy that is not currently affected by Amalgam. The leshy using Amalgam physically merges with the target, restoring 3d8 Hit Points to the target. The leshy can Sustain a Spell to continue Amalgam, but once they stop, the target leshy takes 3d8 damage. If the target leshy dies, Amalgam ends at once and the original leshy gains the dying condition or increases their dying condition value by 1 if they were already dying. As long as Amalgam is sustained, the target leshy gains a +1 status bonus to attack rolls and saving throws, its AC increases to 21, and it gains an additional reaction at the start of each turn.

Change Shape ◆ (concentrate, polymorph, primal, transmutation) The flytrap leshy transforms into a Small flytrap. This ability otherwise uses the effects of *tree shape*.

Flytrap Toxin (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** sickened 1 (1 round), **Stage 2** sickened 2 (1 round)

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GNOLL MASTERS

Leucrottas often associate with gnolls. They never submit to serve others as beasts of burden, but they sometimes permit gnoll leaders who impress them to ride them into battle as steeds. More often, a leucrotta considers itself to be the true leader of a gnoll clan, whispering and manipulating a gnoll warchief into doing its bidding or (if it tires of the game) goading them into challenging the leucrotta for leadership and then taking over the clan directly after eliminating its rival.

LEUCROTTA

The vile and vicious offspring of a demon lord and a monstrous species of hyenas, leucrottas are intelligent and cruel beasts. They use their astounding vocal mimicry to lure unsuspecting creatures near so that they can first torment and then devour them. Leucrottas measure 5 feet at the shoulder and weigh 800 pounds, and they are perpetually filthy. A leucrotta's oversized jaws are lined with rows of jagged, hardened bony ridges rather than teeth, and it can shear through flesh, bone, and even steel with ease.

LEUCROTTA — CREATURE 5

CE | LARGE | BEAST

Perception +11; darkvision, scent (imprecise) 30 feet

Languages Common, one additional language (usually Gnoll)

Skills Athletics +13, Deception +13, Stealth +11

Str +6, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +4

Language Adaptation A leucrotta can learn any language it hears spoken for at least 10 minutes, adding it to its languages known and replacing the language it previously learned using this ability. Typically, a leucrotta knows Gnoll as the language granted by this ability.

AC 21; **Fort** +15, **Ref** +9, **Will** +11

HP 85

Speed 50 feet, climb 25 feet

Melee ❖ jagged jaws +15 (fatal d10), **Damage** 2d8+8 slashing

Melee ❖ hoof +13 (agile), **Damage** 2d4+8 bludgeoning

Luring Cry ❖❖ (aura, enchantment, incapacitation, linguistic, mental, primal) 60 feet; **Requirements** The leucrotta's last action was Sound Mimicry; **Effect** The leucrotta utters a plaintive cry to draw its prey closer. Each creature within the emanation that was deceived by Sound Mimicry must succeed at a DC 19 Will save or become fascinated and compelled to move toward the sound of the leucrotta's voice on their turn. Fascinated creatures are also flat-footed. If the leucrotta attacks, the fascinated condition ends only for the creature that is attacked. If the leucrotta speaks a creature's name while using its Luring Cry, that creature takes a –2 circumstance penalty to their saving throw to resist the ability. On a successful save, a creature is temporarily immune to Luring Cry for 24 hours.

Sound Mimicry ❖ The leucrotta perfectly imitates voices and speech and attempts a Deception check against listeners' Will DC to fool them. The leucrotta gains a +4 bonus to this Deception check if it has listened to the creature it's imitating for at least 10 minutes at any point in the last 24 hours. The leucrotta can't duplicate voice-based abilities or spells, though it can perfectly mimic the sound of verbal spellcasting and can attempt to deceive constructs or undead that respond to voice commands. The leucrotta can't imitate speech in languages it doesn't know.

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Leydroth

In ancient times, a cabal of primalists imbued an amalgam of beasts with both supernatural might and a hatred of magic itself, hoping to achieve a potent weapon for use against arcane spellcasters. Effective beyond expectation, the first leydroths broke free and turned on their creators. Worse, the leydroths bred true, and these reclusive predators have long outlived their original creators.

Leydroths look like distorted, apelike felines with many-branching horns growing from the backs of their heads. Their thickly muscled limbs end in glowing claws.

LEYDROTH — CREATURE 17

UNCOMMON | NE | LARGE | BEAST

Perception +30; darkvision, magic sense (imprecise) 60 feet

Languages Aklo

Skills Acrobatics +32, Athletics + 33, Deception +28, Intimidation +28, Stealth +32, Survival +30

Str +8, **Dex** +7, **Con** +9, **Int** –3, **Wis** +5, **Cha** +5

Magic Sense (primal) The leydroth detects the source and school of each source of magic within 60 feet as an imprecise sense.

AC 40, or 36 vs. non-magical; **Fort** +32, **Ref** +30, **Will** +28; +2 status to all saves vs. magic

HP 315; **Resistances** all 15 (except non-magical)

Menace to Magic ↻ (abjuration, primal) **Trigger** A creature within 60 feet Casts a Spell; **Effect** The leydroth attempts an Intimidation check to counteract the triggering spell.

Speed 50 feet

Melee ◆ jaws +33 (magical, reach 10 feet), **Damage** 3d10+16 piercing plus 1d10 persistent bleed

Melee ◆ claw +33 (agile, magical, reach 10 feet), **Damage** 3d10+16 slashing

Melee ◆ horn sweep +33 (magical, reach 10 feet, sweep, versatile P), **Damage** 3d12+16 bludgeoning

Primal Innate Spells DC 38; **9th** *disjunction* (×2); **7th** *dispel magic* (at will)

Dispelling Roar ◆◆ (abjuration, auditory, emotion, fear, mental, primal) The leydroth unleashes a bestial roar that reverberates within a 30-foot emanation. It rolls an Intimidation check and compares the result to the Will DC of each creature in the area, with the effects of Demoralize. It also uses this result to attempt to counteract each spell or magical effect in the area, plus one item or effect on each creature in the area, with the effects of *dispel magic*. The leydroth can't use Dispelling Roar again for 1d4 rounds.

Dispelling Strike ◆ (abjuration, primal) **Frequency** once per round; **Trigger** The leydroth hits a creature, object, or spell effect with a Strike; **Effect** The leydroth casts its innate *dispel magic*, targeting one effect on the creature struck.

Spell Feedback (primal) Any time a leydroth counteracts a spell or item, the spell's caster or the creature holding the item takes 8d6 mental damage (DC 38 basic Will save).

LEYDROTH LEGACY

On Golarion, the first leydroths were created by a secret society of Azlanti sorcerers who drew their powers from elemental bloodlines. These sorcerers clashed often against various wizardly guilds who held power throughout the various regions of Azlant, and intended for leydroths to serve as weapons of terror against their foes. Today, leydroths remain isolated on certain particularly dangerous islands among the remnants of the shattered continent of Azlant, but now and then foolish explorers seek to transport them back to the mainland.

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LINNORM LEGENDS

Creatures as powerful as linnorms tend to spawn stories of their own, accurate or not. Critical failure on a check to Recall Knowledge on linnorms might suggest that you can avoid a linnorm's death curse by closing your eyes as you deliver the fatal blow, or that rubbing poison oak on yourself can ward off a linnorm's attention.

Linnorm

The powerful, serpentine beings known as linnorms may be distantly related to the more well-known chromatic and metallic dragons, but their draconic physiologies are where any such similarities end. Whereas true dragons boast incredible intellectual capabilities and far-reaching plans, linnorms are driven only by their insatiable hunger and desire to inflict cruelty on others. Linnorms are exceptionally difficult to outwit due to their strong wills, and it's not wise to try bargaining with them—when faced with one of these legendary beasts, one's best option is flight, pure and simple. Failing that, a noble death is a viable back-up plan.

Extremely powerful linnorms dwell in remote parts of the world. One such creature is the legendary Fafnheir, the Father of All Linnorms, said to be the oldest and mightiest linnorm of them all. Fafnheir's death curse causes anyone who would slay him to slowly erode away physically and mentally until they die, at which point the cursed victim's body fuels Fafnheir's resurrection.

SHOAL LINNORM

Shoal linnorms occupy rocky shoreline shallows and slither along lonely coastlines. While they do not intentionally seek out large settlements, these linnorms nonetheless beleaguer fishers headed out from small coastal towns, and they may even follow skiffs back to their home port to appraise the town's defenses and plan a raid. Shoal linnorms tend to hunt large prey, both underwater and on land. Their preferred quarries includes giant squid and grizzly bears—meals rich in fat, which the linnorms metabolize into the fiery steam that courses through their veins.

SHOAL LINNORM **CREATURE 15**

UNCOMMON | CE | GARGANTUAN | AMPHIBIOUS | DRAGON

Perception +27; darkvision, scent (imprecise) 60 feet, *true seeing*

Languages Aklo, Draconic, Sylvan

Skills Acrobatics +28, Athletics +31, Stealth +28

Str +8, **Dex** +5, **Con** +7, **Int** –3, **Wis** +6, **Cha** +7

AC 38; **Fort** +29, **Ref** +25, **Will** +22; +1 status to all saves vs. magic

HP 295, regeneration 10 (deactivated by cold iron); **Immunities** curse, fire, paralyzed, sleep; **Weaknesses** cold iron 10

Curse of Drowning (curse, primal, water) When a creature slays a shoal linnorm, it must succeed at a DC 38 Will save or become cursed. As long as the curse of drowning persists, the character must spend 3 actions when drinking any liquid. Attempting to drink liquid faster causes the victim to begin drowning, immediately running out of air and falling unconscious.

Attack of Opportunity ↩ Tail only.

Speed 35 feet, fly 100 feet, swim 100 feet; *freedom of movement*

Melee ❖ jaws +31 (magical, reach 20 feet), **Damage** 3d12+16 piercing plus shoal linnorm venom

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Melee ◆ claw +31 (agile, magical, reach 15 feet), **Damage** 3d8+16 slashing
Melee ◆ tail +31 (magical, reach 25 feet), **Damage** 4d6+16 bludgeoning plus Improved Grab
Primal Innate Spells DC 36; **Constant (7th)** *freedom of movement*; **(6th)** *true seeing*
Breath Weapon ◆◆ (evocation, fire, primal, water) The shoal linnorm exhales scalding steam that deals 12d8 fire damage in a 60-foot cone (DC 36 basic Reflex save). The steam lingers until the end of the linnorm's next turn; anyone who enters the area or begins their turn in the area takes 6d8 fire damage (DC 36 Reflex save negates). During this time, the steam is so thick that it impedes movement as well as sight, turning the area into difficult terrain. All creatures in the steam become concealed, and all creatures outside the steam become concealed to creatures within it. The shoal linnorm can't use Breath Weapon again for 1d4 rounds.
Shoal Linnorm Venom (fire, poison) **Saving Throw** DC 36 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 fire damage and enfeebled 1 (1 round); **Stage 2** 6d6 fire damage and enfeebled 2 (1 round)

FJORD LINNORM

Fjord linnorms make their homes in damp caves behind ice-cold waterfalls in the river-veined coastal reaches of the north. While they may appear graceful as they swim up the fjords for which they're named, they are as vile as any other of their species and take pleasures in capsizing river boats before gobbling up their terrified crews.

FJORD LINNORM — CREATURE 16

UNCOMMON | CE | GARGANTUAN | AMPHIBIOUS | DRAGON

Perception +28; darkvision, scent (imprecise) 60 feet, *true seeing*
Languages Aklo, Draconic, Sylvan
Skills Acrobatics +27, Athletics +33, Stealth +29
Str +9, **Dex** +5, **Con** +8, **Int** –3, **Wis** +6, **Cha** +7
AC 40; **Fort** +30, **Ref** +28, **Will** +24; +1 status to all saves vs. magic
HP 315, regeneration 10 (deactivated by cold iron); **Immunities** cold, curse, paralyzed, sleep; **Weaknesses** cold iron 15
Curse of Stolen Breath (curse, primal, water) When a creature slays a fjord linnorm, it must succeed at a DC 41 Will save or become unable to ever breathe underwater (either via a natural ability or a spell such as *water breathing*). In addition, the victim can hold its breath only half as long as normal, and whenever it holds its breath it becomes sickened 2.
Attack of Opportunity ↩ Tail only.
Speed 35 feet, fly 75 feet, swim 50 feet; *freedom of movement*
Melee ◆ jaws +33 (magical, reach 20 feet), **Damage** 3d12+17 piercing plus fjord linnorm venom
Melee ◆ claw +33 (agile, magical, reach 20 feet), **Damage** 3d10+17 slashing
Melee ◆ tail +33 (agile, magical, reach 25 feet), **Damage** 3d6+15 bludgeoning plus Improved Grab
Primal Innate Spells DC 37; **Constant (7th)** *freedom of movement*; **(6th)** *true seeing*
Breath Weapon ◆◆ (cold, evocation, primal) The fjord linnorm expels a 120-foot line of icy bile, dealing 17d6 cold damage to creatures within the area (DC 37 basic Reflex save). Any creature that fails its save is covered by the ice, which freezes and fuses with the

NEWBORN LINNORMS

Almost all linnorms lead solitary lives; they are too reprehensible for even their own kind to tolerate for any length of time. Most species do not even meet to reproduce; rather, female linnorms usually deposit a solitary egg in a remote location, which a wandering male linnorm then fertilizes and places in a nook suitable for incubation. Newborn linnorms range in size from that of adult crocodiles to full-grown bulls, and their growth is rapid. Even a juvenile linnorm is strong enough to wreak havoc on a small settlement—though most don't dare to commit such audacious pillaging, for fear of evoking the anger of another, larger linnorm in the area.

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FIRST WORLD CONNECTIONS

Linnorms have a deep connection to the First World, the primordial home of the fey. While linnorms typically won't think twice before devouring a gnome or other fey, they do have an unusual respect for wielders of powerful primal magic. The only way to cow a linnorm, according to common wisdom, is to remind it that there are forces of nature even stronger than itself.

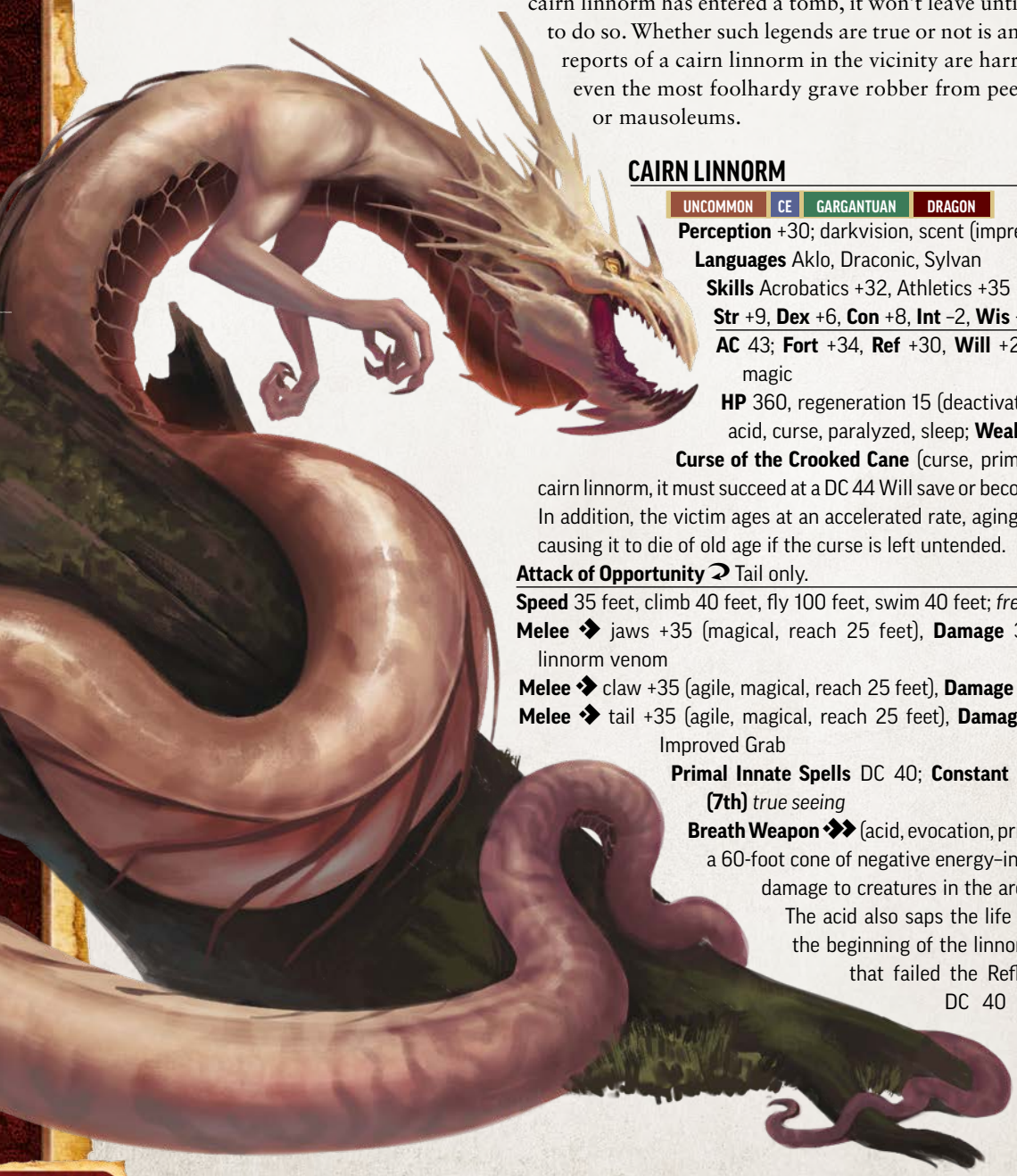
creature's skin, giving it a –10-foot penalty to Speed. A creature can Escape or Force Open the ice (DC 34) to free itself; otherwise, the ice remains for 1 minute. The fjord linnorm can't use Breath Weapon again for 1d4 rounds.

Fjord Linnorm Venom (cold, poison) **Saving Throw** DC 37 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 cold damage and clumsy 1 (1 round); **Stage 2** 6d6 cold damage and clumsy 2 (1 round)

CAIRN LINNORM

Cairn linnorms are disturbing, even by linnorm standards. They make their homes in necropolises, burial grounds, and the sites of immense and gory battles. Some point out that cairn linnorms feast on shambling undead and thus provide a service to the living, but these beasts are not choosy and will happily consume any creature, whether or not it draws breath.

Some tales state that cairn linnorms will not—or cannot—enter a tomb without the permission of a descendant of the deceased (or the permission of the deceased itself, in the instance that it has risen from the dead). Likewise, once a cairn linnorm has entered a tomb, it won't leave until it has secured permission to do so. Whether such legends are true or not is anyone's guess; nevertheless, reports of a cairn linnorm in the vicinity are harrowing enough to dissuade even the most foolhardy grave robber from peeking into too many crypts or mausoleums.



CAIRN LINNORM — CREATURE 18

UNCOMMON | CE | GARGANTUAN | DRAGON

Perception +30; darkvision, scent (imprecise) 60 feet, *true seeing*

Languages Aklo, Draconic, Sylvan

Skills Acrobatics +32, Athletics +35

Str +9, **Dex** +6, **Con** +8, **Int** –2, **Wis** +6, **Cha** +7

AC 43; **Fort** +34, **Ref** +30, **Will** +26; +1 status to all saves vs. magic

HP 360, regeneration 15 (deactivated by cold iron); **Immunities** acid, curse, paralyzed, sleep; **Weaknesses** cold iron 15

Curse of the Crooked Cane (curse, primal) When a creature slays a cairn linnorm, it must succeed at a DC 44 Will save or become permanently enfeebled 2. In addition, the victim ages at an accelerated rate, aging 1 year every day, eventually causing it to die of old age if the curse is left untended.

Attack of Opportunity ↩ Tail only.

Speed 35 feet, climb 40 feet, fly 100 feet, swim 40 feet; *freedom of movement*

Melee ◆ jaws +35 (magical, reach 25 feet), **Damage** 3d12+17 piercing plus cairn linnorm venom

Melee ◆ claw +35 (agile, magical, reach 25 feet), **Damage** 3d8+17 slashing

Melee ◆ tail +35 (agile, magical, reach 25 feet), **Damage** 3d10+17 bludgeoning plus Improved Grab

Primal Innate Spells DC 40; **Constant (8th)** *freedom of movement*; **(7th)** *true seeing*

Breath Weapon ◆◆ (acid, evocation, primal) The cairn linnorm expels a 60-foot cone of negative energy–infused acid, dealing 19d6 acid damage to creatures in the area (DC 40 basic Reflex save). The acid also saps the life out of affected creatures. At the beginning of the linnorm's next turn, each creature that failed the Reflex save must succeed at a DC 40 Fortitude save or become drained 1 (drained 2 on a critical failure). The cairn linnorm can't use Breath Weapon again for 1d4 rounds.

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Cairn Linnorm Venom (acid, poison) **Saving Throw** DC 41 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 6d6 acid damage and drained 1 (1 round); **Stage 2** 8d6 acid damage and drained 2 (1 round)

TAIGA LINNORM

Taiga linnorms are covered in hundreds of quill-like black spines as sharp as spears. Wise hunters native to linnorm-infested lands know to watch for spines stuck in the bark of conifers—a sure sign that a taiga linnorm has recently passed through. Sometimes this means of tracking isn't enough to avoid an encounter, however; taiga linnorms, like their tarn and tor brethren, are skilled stalkers. They prefer to lurk in half-frozen bogs or swampy marshlands with their heads poking just above the water's surface, ever watchful for unwary prey.

RARER LINNORMS

While the linnorms presented here and in the first *Bestiary* constitute the majority of these creatures, others exist, particularly in the remote regions of the First World. It may be that these rare linnorms simply find the Material Plane too constraining for their might!

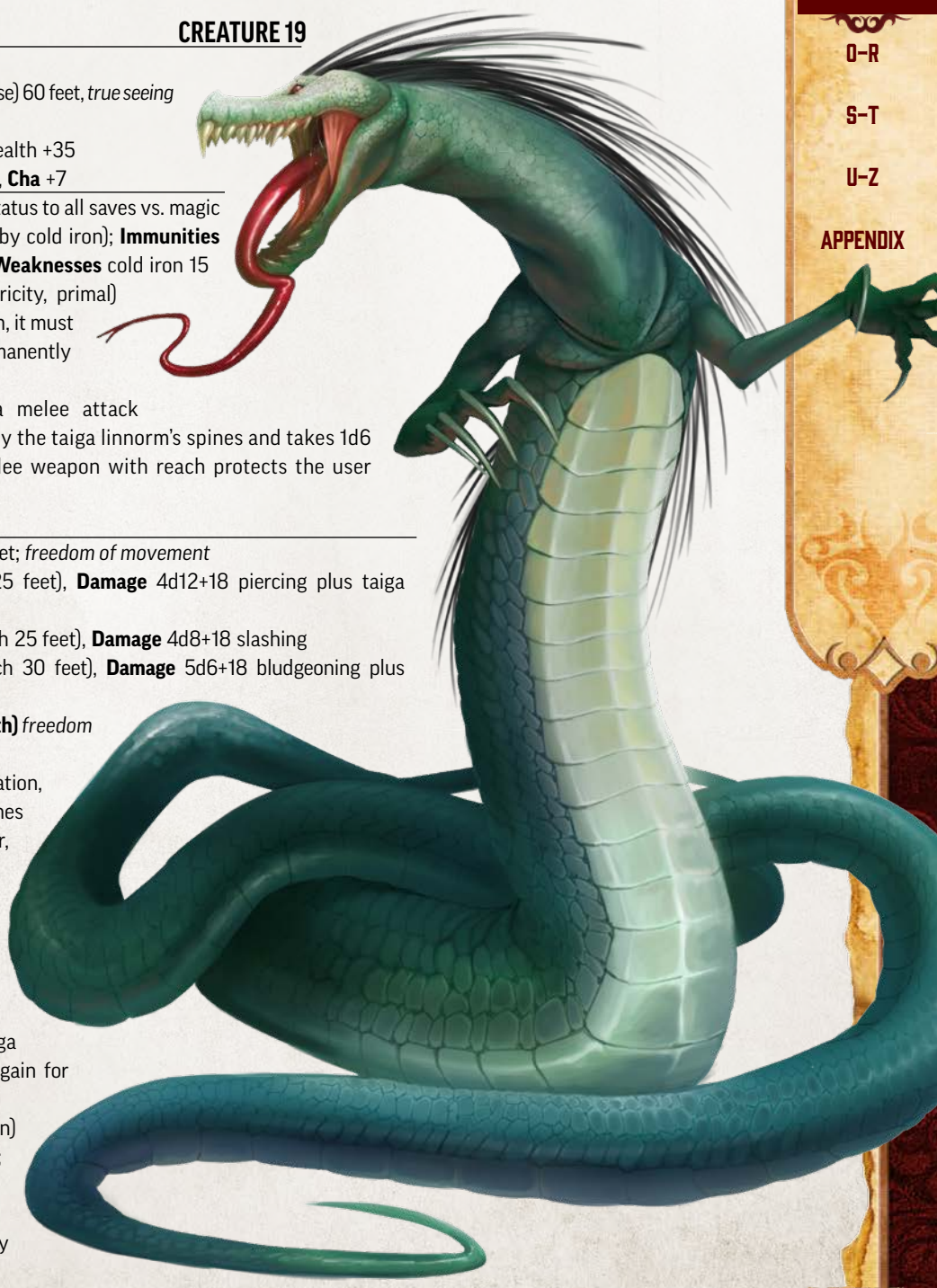
TAIGA LINNORM — CREATURE 19

UNCOMMON | CE | GARGANTUAN | DRAGON

Perception +33; darkvision, scent (imprecise) 60 feet, *true seeing*
Languages Aklo, Draconic, Sylvan
Skills Acrobatics +33, Athletics +37, Stealth +35
Str +10, **Dex** +6, **Con** +8, **Int** –2, **Wis** +6, **Cha** +7

AC 44; **Fort** +35, **Ref** +31, **Will** +29; +1 status to all saves vs. magic
HP 385, regeneration 15 (deactivated by cold iron); **Immunities** curse, electricity, paralyzed, sleep; **Weaknesses** cold iron 15
Curse of Endless Storms (curse, electricity, primal) When a creature slays a taiga linnorm, it must succeed at a DC 46 Will save or permanently gain weakness 20 to electricity.
Spines Any creature that makes a melee attack against a taiga linnorm is stabbed by the taiga linnorm's spines and takes 1d6 piercing damage per attack. A melee weapon with reach protects the user against these spines.
Attack of Opportunity ↻ Tail only.

Speed 40 feet, fly 100 feet, swim 50 feet; *freedom of movement*
Melee ◆ jaws +37 (magical, reach 25 feet), **Damage** 4d12+18 piercing plus taiga linnorm venom
Melee ◆ claw +37 (agile, magical, reach 25 feet), **Damage** 4d8+18 slashing
Melee ◆ tail +37 (agile, magical, reach 30 feet), **Damage** 5d6+18 bludgeoning plus Improved Grab
Primal Innate Spells DC 41; **Constant (9th)** *freedom of movement*; **(8th)** *true seeing*
Breath Weapon ◆◆ (electricity, evocation, primal) The taiga linnorm breathes a 60-foot cone of electrified vapor, dealing 20d6 electricity damage to creatures in the area (DC 41 basic Reflex save). The electrified mist persists for 1d4 rounds, dealing 6d6 electricity damage (DC 41 basic Reflex save) to each creature that ends its turn in the mist. The taiga linnorm can't use Breath Weapon again for 1d4 rounds.
Taiga Linnorm Venom (electricity, poison) **Saving Throw** DC 42 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 7d6 electricity damage and drained 1 (1 round); **Stage 2** 10d6 electricity damage and drained 2 (1 round)



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LIZARD LOCATIONS

Giant lizards can be found in all temperate or tropical climates, often in relatively close proximity to smaller villages or rural regions where they can be a dangerous threat to livestock or travelers. The two lizards presented here tend to dwell in warmer regions—jungles for giant chameleons, and savannas for megalanias.

LIZARD

Giant lizards come in a wide variety of species, but they all tend to be voracious hunters and quick to anger—particularly when they're molting.

GIANT CHAMELEON

Giant chameleons are legendary for their ability to change their skin color in response to their surroundings. Their eyes are capable of peering in different directions independently, making them almost as difficult to sneak up on as they are to notice in the first place.

GIANT CHAMELEON — CREATURE 3

N | LARGE | ANIMAL

Perception +10; low-light vision

Skills Athletics +10, Stealth +10 (+13 to Hide)

Str +5, **Dex** +3, **Con** +1, **Int** –4, **Wis** +3, **Cha** –2

Camouflage The giant chameleon can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

AC 18, all-around vision; **Fort** +8, **Ref** +12, **Will** +8

HP 60

Speed 30 feet, climb 20 feet

Melee jaws +12 (reach 10 feet), **Damage** 1d10+7 piercing

Melee tongue +12 (agile, reach 15 feet) **Effect** tongue grab

Tongue Grab If the giant chameleon hits a creature with a tongue Strike, that creature becomes grabbed by the giant chameleon. The target isn't immobilized, but it can't move beyond the reach of the giant chameleon's tongue. A creature can sever the tongue with an attack that hits AC 15 and deals at least 4 slashing damage. Though this doesn't deal any damage to the giant chameleon, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

MEGALANIA

Megalanias, like their smaller cousins the giant monitor lizards, strike fast and use their powerful bite to grip their prey. They prefer to swallow their prey whole rather than risk others getting a bite of a hard-won meal.

MEGALANIA — CREATURE 7

N | HUGE | ANIMAL

Perception +15; low-light vision, scent (imprecise) 60 feet

Skills Athletics +18, Stealth +15 (+17 in undergrowth)

Str +7, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 25; **Fort** +17, **Ref** +15, **Will** +13

HP 125

Speed 25 feet, swim 25 feet

Melee jaws +18 (reach 10 feet), **Damage** 2d10+9 piercing plus Grab and megalania venom

Megalania Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage, clumsy 2, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 3, and flat-footed (1 round)

Swallow Whole (attack) Large, 2d10+7 bludgeoning, Rupture 16

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Lurker in Light

These malicious and strange fey appear as fairies about 2 feet tall, with insectile wings, large eyes, and bulbous heads. They slaughter and cause mischief in a pattern only their alien intellect understands, but they've been seen to take particular umbrage against dwarves, gnomes, and creatures who live in darkness. With their grudges and pursuit of their own wicked and sadistic whims, lurkers in light deftly overturn the conventional wisdom that creatures associated with light are benign and friendly.

While lurkers in light are fey and have ties to the First World, these creatures are often found elsewhere in the Great Beyond. They are particularly fond of invading the Shadow Plane to bring light to those who dwell there—not to help, but to spread misery and pain among those to whom light is agonizing.

LURKER IN LIGHT — CREATURE 5

NE | SMALL | FEY

Perception +13; low-light vision
Languages Aklo, Common, Sylvan
Skills Acrobatics +14, Nature +11, Occultism +11, Stealth +14, Survival +13
Str +0, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2

AC 22; **Fort** +9, **Ref** +14, **Will** +13
HP 72; **Immunities** blinded; **Weaknesses** cold iron 5

Speed 25 feet, fly 25 feet
Melee ❖ claw +14 (agile, finesse), **Damage** 2d6+2 slashing
Ranged ❖ mote of light +14 (agile, magical, range increment 10 feet), **Damage** 2d4+2 force plus lurker's glow
Primal Innate Spells DC 22, attack +14; **4th** *dimension door* (only when in bright light, and only to an area in bright light), *summon fey*; **3rd** *blindness*, *searing light*, *summon fey*; **Cantrips (3rd)** *dancing lights*, *ghost sound*, *light*, *mage hand*
Blend with Light ↻ **Trigger** The lurker in light uses a move action; **Requirements** The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.
Lurker's Glow (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 22 Will save.
- **Success** The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.
- **Failure** The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.
- **Critical Failure** As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

Ritual Gate ❖ (conjuration, primal) **Requirements** The lurker in light has reduced a living creature to 0 Hit Points on this turn or its previous turn and has a *summon fey* innate spell available; **Effect** The lurker in light casts *summon fey* with only a verbal component, using the act of slaughter to replace the normal material and somatic components for the spell. If the fey creature summoned has the same alignment as the lurker in light, the lurker in light can sustain the *summon fey* spell for up to 1 hour instead of 1 minute.
Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

GREATER RITUAL GATES

Well-versed and knowledgeable lurkers in light can lead groups of their kind in a more advanced Ritual Gate to enable travel to other planes, rather than just summoning. Doing so requires the sacrifice of a creature of equal or greater size to the lurker in light who wishes to travel the planes. Multiple lurkers in light can travel in this way, but this requires multiple sacrifices. The creation of a greater Ritual Gate is a 1-hour activity, at the end of which all affected lurkers in light travel to the same plane, chosen from the Material Plane, one of the Elemental Planes, or the First World.

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MANDRAGORA SUCKLINGS

Sometimes a mandragora offers its services to a spellcaster in exchange for sustenance. Tales tell of sorcerers or other magical creatures who keep mandragora "familiars" whose loyalty is sustained by feeding the little beasts with their own blood. These tales generally have gruesome endings wherein the mandragora is overcome with bloodlust and, unable to control itself, devours its master.

MANDRAGORA

A mandragora looks like a freshly pulled tuber that has grown into the malformed shape of a child with a grotesque face and hideously bloated body. These insidious little plants typically form when a mandrake root is watered with a demon's blood. Upon absorbing the otherworldly properties of the demon's blood, the root animates and is forced to seek out blood to feast from, lest it die of thirst.

Always famished and in search for sustenance, mandragoras live haunted, pained lives and perform vile and desperate acts to acquire the blood they crave. While they prefer magically infused blood such as that of unicorns, fey, or sorcerers, and they can also feed off of potions, alchemical bombs, and other magical elixirs, a mandragora can subsist on the blood of non-magical creatures. They find the flavor of mundane blood to be bland and bitter, and they do not blanch at voicing these complaints to the creatures from which they drink.

While the typical mandragora is the size of a human child, some of these evil plants continue to grow and grow, reaching sizes more comparable to those of giants. Sometimes as they grow, they form additional limbs or rudimentary faces, eventually transforming into truly hideous mockeries of the human form.

MANDRAGORA — CREATURE 4

CE | SMALL | PLANT

Perception +11; blood scent, low-light vision

Languages Abyssal, Common

Skills Acrobatics +10, Athletics +10, Stealth +12 (+20 in vegetation)

Str +2, **Dex** +5, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0

Blood Scent A mandragora can smell creatures with blood as an imprecise sense at a range of 30 feet, and it can smell demons, fey, and sorcerers with blood as a precise sense at a range of 30 feet.

AC 21; **Fort** +11, **Ref** +13, **Will** +8

HP 60; **Weaknesses** fire 5; **Resistances** bludgeoning 5, electricity 5

Vulnerability to Supernatural Darkness Whenever a mandragora begins its turn in an area of magical darkness, it is slowed 1 on that turn.

Speed 30 feet, burrow 10 feet, climb 30 feet

Melee ❖ jaws +14 (finesse), **Damage** 2d8+4 piercing plus Grab

Melee ❖ thorny vine +14 (agile, finesse, reach 10 feet), **Damage** 2d4+4 slashing plus mandragora venom

Blood Drain ❖ **Requirements** The mandragora has a creature grabbed; **Effect** The mandragora drains blood from the creature it has grabbed, dealing 2d6 damage. If the creature is a demon, fey, or sorcerer, the mandragora gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a mandragora is drained 1 until it receives healing of any kind or amount.

Mandragora Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 2d6 poison damage, confused, and stupefied 1 (1 round)

Piercing Shriek ❖ (auditory, evocation, mental, primal) **Frequency** once per day; **Effect** The mandragora emits an unsettling shriek. Each non-mandragora creature within 30 feet must attempt a DC 25 Will save.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 2 and slowed 1. As long as the creature remains sickened, this slowed condition value can't be reduced below 1.

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Marrmora

On the First World, marrmoras dwell in ruined wildlands perpetually scourged by fire and rarely, if ever, travel elsewhere. When a wildfire devastates a wilderness region on the Material Plane and results in the death of other fey, marrmoras can be drawn across the planar boundary to revel in the resulting destruction. They seek to reignite the fires that beckoned them, to gather up and feed upon the charred remains of those who perished within (particularly the bodies of dead fey), though they do grow homesick if they spend too much time away from the First World. They are burdened by a capricious but persistent rage and are unfailingly cruel. While they are capable of negotiation and intelligent interaction, they almost never bargain in good faith and typically interact with others only as a means to more efficiently spread their fiery devastation.

A marmorra's twisted appearance evokes the look of an arboreal whose bark has been burnt down to charcoal. They have nearly featureless faces and hands ending in long, sharp claws. Their broken flesh looks like charcoal-burnt wood, riddled with cracks that still glow with an unwholesome heat. They trail ash wherever they walk, and wisps of smoke curl off of their bodies. Though marrmoras enjoy the sight of any woodland and its inhabitants roasting in the flames of their carefully curated fires, there is little that brings more pleasure to a marrmora than the sight of good-aligned plant creatures cooking to a crisp.

FEY MANIPULATORS

Marrmoras exert a strange and subtle dominance over other fey. The fey under their control are filled with both horror at the destruction wrought by marrmoras and fascination with their fiery power.

MARRMORA — CREATURE 15

NE | MEDIUM | FEY | FIRE

Perception +27; low-light vision

Languages Common, Elven, Sylvan

Skills Acrobatics +25, Athletics +25, Deception +30, Intimidation +30, Nature +30, Stealth +27, Survival +27

Str +6, **Dex** +4, **Con** +8, **Int** +4, **Wis** +6, **Cha** +8

AC 37; **Fort** +29, **Ref** +25, **Will** +27

HP 280; **Immunities** fire; **Weaknesses** cold iron 15; **Resistances** physical 10 (except slashing)

Fascination of Flame (aura, emotion, enchantment, mental, primal) 30 feet. A creature that enters or begins its turn in this aura's emanation must attempt a DC 33 Will save. Regardless of the result of the saving throw, the creature is temporarily immune for 1 minute.
- **Critical Success** The creature is unaffected.
- **Success** The creature loses any resistance to fire for 1 round.
- **Failure** The creature loses any resistance to fire for 1 hour.
- **Critical Failure** The creature loses any resistance to fire for 1 hour and gains weakness 15 to fire for the same duration.

Absorb Flame ↻ Trigger The marrmora is targeted by a fire spell or effect, or is in the area of a fire effect; **Effect** The marrmora is healed by the fire damage, regaining Hit Points equal to half the damage the fire effect would have dealt.

Speed 30 feet, fly 30 feet

Melee ❖ claw +29, **Damage** 3d6+14 slashing plus 3d6 fire and 1d6 persistent fire

Ranged ❖ flame jet +29 (fire, range increment 40 feet), **Damage** 6d6 fire plus 2d6 persistent fire

Primal Innate Spells DC 36, attack +28; **8th** *fire shield*, *fireball*; **7th** *elemental form* (fire elemental only), *volcanic eruption, wall of fire*; **6th** *fire shield* (×3), *fireball* (×3), *tree shape* (at will; appears as a burnt, dead tree); **Cantrips (8th)** *produce flame*

Igniting Assault ❖ Requirement The marrmora is not under the effect of *fire shield*; **Effect** The marrmora makes a claw Strike. If it hits, it can immediately cast one of its available *fire shield* innate spells as a free action.

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INHUMAN MURDERERS

While it's true that most mohrgs seem to rise from the corpses of humanoid killers, the capacity to murder is not limited to humanoids. Mohrgs of other sorts could certainly exist—as long as they come from a society that has the capacity not only to judge and execute, but also to harbor murder within their hearts.

MOHRG

The weight of murder wears heavy on the soul. With souls marked by a lifetime of dealing death, these killers, whether mass murderers, bloodthirsty soldiers, or sadistic executioners, sometimes do not let judgment and lawful execution stanch their slaying sprees. When such individuals are brought to justice, they may rise after death as mohrgs to continue their ruinous work.

Drawn to others of their kind, mohrgs prefer to hunt in small groups, occasionally in partnership with weaker free-willed undead such as shadows and wights. They seek out weak prey and revel in causing drawn-out suffering. Some mohrgs haunt locations they favored in life, reenacting old crimes on new victims. They may even skulk about in public, wearing rags, cloaks, or freshly harvested skins to hide their nature. The most dangerous mohrgs are those who grow powerful enough to no longer fear being struck down again and openly assault settlements in an attempt to turn living towns into mass graves.

Since those slain by a mohrg rise soon thereafter as mohrg spawn, the murders of a mohrg rarely go unnoticed for long, even when they take extra care to prey only on a society's dregs. Since mohrg spawn remain under a mohrg's control, a canny mohrg might order its spawn to remain in hiding to keep its presence secret until a point where it feels confident unleashing its undead army upon a doomed settlement.

Mohrgs retain a twisted sentimentality for the crimes of their mortal life, seeking out trinkets that remind them of favorite murders. When not out hunting, mohrgs arrange their mementos into disturbing shrines. Often, these trinkets are valuable objects, and might even provide important clues to ongoing mysteries.

MOHRG — CREATURE 8

CE | MEDIUM | UNDEAD

Perception +17; darkvision

Languages Common, Necril

Skills Acrobatics +16, Athletics +18, Intimidation +19, Society +15, Stealth +18

Str +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +3, **Cha** +5

AC 28; **Fort** +18, **Ref** +16, **Will** +13

HP 120, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** piercing 10, slashing 5

Mohrg Spawn (occult, necromancy) A living creature slain by a mohrg that had a lower level than the mohrg rises as a mohrg spawn after 1d4 rounds, on its turn. This mohrg spawn is under the command of the mohrg that created it. If the creator of the mohrg spawn is destroyed, the mohrg spawn is destroyed as well, immediately collapsing into a pile of decayed flesh and bones.

Speed 25 feet

Melee ❖ claw +20, **Damage** 2d10+9 slashing plus Grab

Melee ❖ tongue +20 (agile), **Effect** paralysis

Paralysis (occult, incapacitation, necromancy) A living creature hit by a mohrg's tongue Strike must succeed at a DC 26 Fortitude save or become paralyzed. The creature can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each attempt.

MOHRG SPAWN

When a creature returns after death as a mohrg spawn, its flesh decays away save for its entrails, and it grows a long, awful tongue. The creature gains the undead trait and becomes chaotic evil, and it loses any abilities that come from it being a living creature. It gains darkvision, negative healing, and the mohrg's immunities and resistances. If the creature had hands, it gains a claw Strike (an unarmed attack that deals slashing damage). The creature also gains a tongue Strike, an agile attack that causes paralysis, as the mohrg ability; the Fortitude save uses the DC for the mohrg spawn's level (*Pathfinder Core Rulebook* 503). Mohrg spawn cannot create mohrg spawn of their own.

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Moonflower

These enormous plants have thick, knotted trunks festooned with fanged blossoms. A gaping mouth sits at the top of the trunk, capable of swallowing most creatures smaller than the moonflower whole. Moonflowers can move slowly on their powerful roots or use them to attack, but usually they dig them deeply into the surrounding ground and remain stationary to await prey.

Though moonflowers can't speak in the conventional sense, they communicate telepathically with other moonflowers. Explorers who encounter a single moonflower can thus be assured that any other moonflowers in the vicinity will be prepared for them. Those who manage to intercept a moonflower's telepathic communications are assaulted by visions of dreadful, primeval jungles ruled over by titanic plant life. Whether this is some vision of the past or a dream of the future shared by all moonflowers is unknown.

Moonflowers are alien life-forms from a long-dead planet, but their proliferation throughout the galaxy has been ensured through the machinations of the Dominion of the Black, a sinister, alien organization from the dark places between the stars.

DOMINION SEEDLINGS

Moonflower seeds are tough and fibrous, capable of surviving the fire of reentry into a planet's atmosphere. They are often dropped by agents of the Dominion of the Black in orbit above unsuspecting worlds.

MOONFLOWER — CREATURE 8

UNCOMMON | N | HUGE | PLANT

Perception +16; darkvision
Languages telepathy 1 mile (other moonflowers only)
Skills Athletics +19 (can't Jump or Swim), Stealth +14 (+18 in thick vegetation)
Str +7, **Dex** +0, **Con** +4, **Int** –2, **Wis** +4, **Cha** +3

AC 24; **Fort** +18, **Ref** +10, **Will** +16
HP 120, fast healing 10; **Immunities** electricity; **Weaknesses** fire 10; **Resistances** physical 10 (except slashing)

Speed 20 feet
Melee ◆ bite +20 (reach 15 feet), **Damage** 2d10+10 piercing plus Grab
Melee ◆ root +20 (agile, reach 15 feet), **Damage** 2d8+10 bludgeoning
Light Pulse ◆◆ (evocation, light, primal, visual) 50 feet. The moonflower releases a pulse of bright light. Each non-moonflower creature in the emanation must attempt a DC 23 Fortitude save. The moonflower can't use Light Pulse again for 1d4 rounds.
Success The creature is unaffected.
Failure The creature is dazzled for 1d4 rounds.
Critical Failure The creature is blinded for 1d4 rounds.
Pod Prison ↻ **Trigger** The moonflower has swallowed a creature; **Effect** The swallowed creature is wrapped in a tight cocoon and extruded from the moonflower's body into an adjacent square. The creature continues to be Swallowed Whole. It can't use Acrobatics to Escape a pod, but other creatures can attempt to Rupture the pod. The cocooned creature takes half damage from any damage dealt to the cocoon. Once the cocoon is Ruptured, it deflates and decays.
Pod Spawn Should a Small or larger creature die within a pod prison, the pod transforms into an adult moonflower with full Hit Points after 1d4 hours of growth. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved if the moonflower is slain.
Swallow Whole ◆ (attack) Large, 2d10+10 bludgeoning and 2d6 acid, Rupture 21

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MORLOCK MACHINERY

Morlocks tend toward brutish actions and violent traditions and have little interest in bettering their societies or creating art. However, they have a strange obsession with ancient machinery and magical items, particularly clockwork constructions. Their knack for tinkering helps keep ancient guardians and traps functional, even if their work backfires now and then.

MORLOCK

Originating from humans long lost from the world of light, morlocks are brutal monsters that dwell in the tangled tunnels of the upper reaches of the Darklands. Their wiry frames mask the strength of their limbs and their swift reactions, and their arms are long enough that they can drop into an uncanny, four-limbed shuffle for speed or stealth. They no longer remember the lives their ancestors led on the surface, although many morlocks still dwell in the shattered ruins of their ancient homes. Some morlocks worship the statues of humans from these bygone eras as gods, but others now worship Lamashtu, Rovagug, or other violent deities.

Morlock young are insatiable and clamor for even the slightest morsel of food, even consuming their siblings if no other meal presents itself. Most morlocks encourage the practice to ensure their ancestral group as a whole grows stronger.

A typical morlock stands just over 5 feet tall and weighs roughly 150 pounds.

MORLOCK — CREATURE 2

CE | MEDIUM | HUMANOID

Perception +7; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +8 (+11 Climbing), Crafting +8 (Repair only), Stealth +9

Str +4, **Dex** +3, **Con** +1, **Int** –2, **Wis** +3, **Cha** +1

Items club

Light Blindness

AC 17; **Fort** +7, **Ref** +11, **Will** +9; +2 status to all saves vs. disease and poison

HP 38

Speed 30 feet, climb 20 feet

Melee ◆ club +9, **Damage** 1d6+4 bludgeoning

Melee ◆ jaws +9 (agile), **Damage** 1d4+4 piercing

Ranged ◆ club +8 (range increment 10 feet), **Damage** 1d6+4 bludgeoning

Instinctual Tinker ◆◆ The morlock tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't succeed if the target's level is more than double the morlock's.

Critical Success The target gains 4d6 HP and a +1 circumstance bonus to attack rolls for 1 minute.

Success The target gains 2d6 HP.

Critical Failure The morlock injures itself, taking 2d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).

Leap Attack ◆◆ The morlock Strides up to twice its Speed, during which it attempts a High Jump or a Long Jump. At any point during its movement, the morlock can make a melee Strike against an enemy in its reach. The morlock then can't use Leap Attack for 1 round.

Sneak Attack A morlock's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

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Mosquito

While the common mosquito is a pest capable of spreading deadly diseases, their giant kin and the ravenous clouds of mosquito swarms are even more dangerous.

Fen Mosquito Swarm

When deadly fen mosquitoes gather in large numbers, they form into lethal swarms capable of draining blood at a truly alarming rate. Fen mosquito swarms are typically encountered only in tropical swamps or bogs, but during humid months in spring or summer they can drift into riverine areas or even through the waterfront reaches of settlements.

Fen Mosquito Swarm — Creature 3

N | Large | Animal | Swarm

Perception +8; darkvision
Skills Acrobatics +6, Stealth +8
Str +0, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –5

AC 19; **Fort** +8, **Ref** +11, **Will** +5
HP 25; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 5 feet, fly 25 feet
Pyrexic Malaria (disease) The victim can't reduce its sickened condition while it's affected by pyrexic malaria; **Saving Throw** DC 20 Fortitude; **Onset** 4 days; **Stage 1** sickened 1 (1 day); **Stage 2** enfeebled 1 and sickened 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead
Swarming Bites ❖ Each enemy in the swarm's space takes 1d6 piercing damage (DC 20 basic Reflex save) and is exposed to pyrexic malaria. Creatures that fail the saving throw also take 1d4 persistent bleed damage.

Giant Mosquito

These horrifically enlarged versions of the common mosquito often prey upon megafauna like dinosaurs and other large creatures, but they won't turn down a chance to drink the blood of a smaller target—such as a humanoid.

Giant Mosquito — Creature 6

N | Medium | Animal

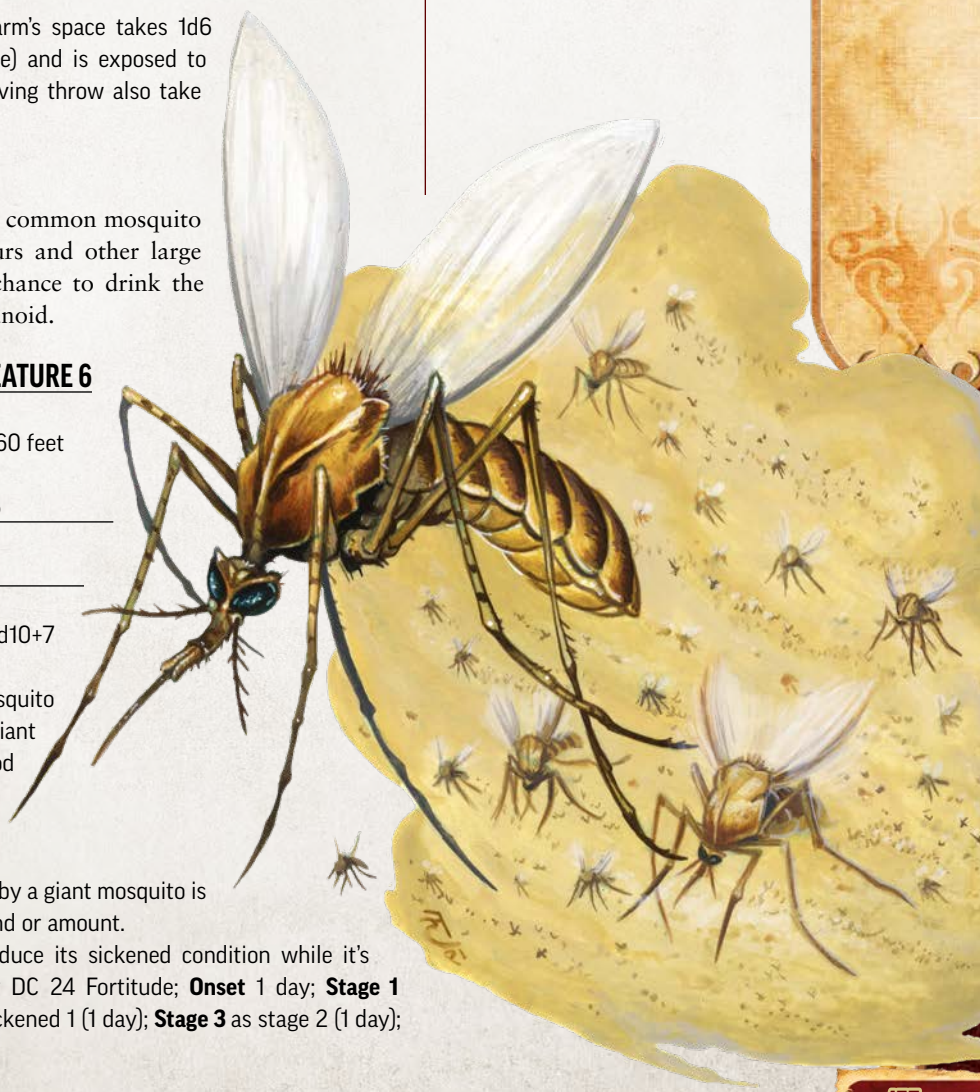
Perception +17; darkvision, scent (imprecise) 60 feet
Skills Acrobatics +13, Stealth +13
Str +4, **Dex** +5, **Con** +2, **Int** –5, **Wis** +2, **Cha** –5

AC 24; **Fort** +14, **Ref** +17, **Will** +12
HP 80

Speed 20 feet, fly 50 feet
Melee ❖ proboscis +17 (finesse), **Damage** 2d10+7 piercing plus Grab and septic malaria
Blood Drain ❖ **Requirements** The giant mosquito has a creature grabbed; **Effect** The giant mosquito uses its proboscis to drain blood from the grabbed creature. This deals 3d6 damage, and the giant mosquito gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a giant mosquito is drained 1 until it receives healing of any kind or amount.
Septic Malaria (disease) The victim can't reduce its sickened condition while it's affected by septic malaria; **Saving Throw** DC 24 Fortitude; **Onset** 1 day; **Stage 1** sickened 1 (1 day); **Stage 2** drained 1 and sickened 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

Malaria Strains

This pernicious disease is often associated with mosquitoes. The most common version of malaria is presented on page 118 of the *Pathfinder Gamemastery Guide*, and while the variants inflicted by mosquito swarms and giant mosquitoes are deadlier, they don't have the chance to recur after 1d4 months. Pyrexic malaria also causes weakness and fevers, while septic malaria causes painful and infected lesions to form on the body. Regardless of the strain you contract, you can't reduce your sickened condition while you are affected with malaria.



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MUDWRETCH LIFESTYLES

Mudwretches are rarely encountered alone. They inhabit swampy patches in small groups, often gathering near the ruins of sites that once held great significance. Mudwretches can remain dormant for centuries, always eager to lurch up to attack passersby. They're usually more interested in defending territory than killing intruders, and they won't pursue victims for long if they flee.

MUDWRETCH

In its resting form, a mudwretch looks like a large puddle of thick, dark mud, heaped at the center in a slightly drier patch of loam. When a living creature approaches, though, the mudwretch lurches upward, piling its muddy flesh upon itself to form a roughly humanoid shape, often in vague mockery of the approaching creature's general form in cases where the creature is a humanoid itself.

Mudwretches possess a low level of intellect, and while they do not form societies or cultures of their own, they are attracted to ruins or abandoned settlements. They have little need to eat, but without a constant source of moisture, a mudwretch dries out, suffering from low throbbing aches until it can resaturate. Often, blood from living creatures has to do—a dried mudwretch is more dangerous to intruders than one that's comfortably wallowing on a river bank.

MUDWRETCH — CREATURE 2

N | MEDIUM | EARTH | ELEMENTAL | WATER

Perception +9; darkvision
Languages Terran
Skills Athletics +8, Stealth +6

Str +4, **Dex** +0 **Con** +3, **Int** –2, **Wis** +3, **Cha** +0

Muddy Field (aura) 10 feet. The ground in the area is difficult terrain for all non-mudwretch creatures.

AC 16; **Fort** +11, **Ref** +4, **Will** +9

HP 40; **Immunities** bleed, critical hits, paralyzed, poison, sleep; **Weaknesses** fire 5; **Resistances** acid 3, physical 3 (except bludgeoning)

Susceptible to Desiccation If a mudwretch takes any damage from *horrid wilting* or a similar effect, takes 10 or more fire damage from a single effect, or spends more than 24 hours outside of a source of sufficient hydration (such as a swamp, river, well, or recent rainfall), it becomes dehydrated. While dehydrated, the mudwretch can't Spew Mud, is sickened 2, and is slowed 1 until it either fully immerses in water, spends 1 minute in the rain, or rehydrates in another way (such as via Gory Hydration).

Speed 20 feet, swim 20 feet

Melee ◆ fist +10 (agile), **Damage** 1d8+4 bludgeoning plus Grab

Constrict ◆ 1d8+2 bludgeoning, DC 18

Gory Hydration ↻ **Requirements** The mudwretch is dehydrated; **Trigger** The mudwretch deals Constrict damage to a living creature that has blood; **Effect** The mudwretch squeezes harder, dealing 1d6 persistent bleed damage to the target. The mudwretch absorbs this blood, removing any penalties it had as a result of being dehydrated.

Mud Puddle ◆ (concentrate) Until it next acts, the mudwretch appears to be an ordinary puddle of mud. It has an automatic result of 20 on Deception checks to pass as a mud puddle and can make a fist Strike against a creature that walks onto the mud puddle as a reaction.

Spew Mud ◆◆ (conjuration, primal) The mudwretch spews a 20-foot line of pressurized mud that deals 2d10 bludgeoning damage (DC 18 basic Reflex save). On a critical failure, a creature also takes a –10-foot status penalty to its Speeds for 1 round. The mudwretch can't Spew Mud again for 1d4 rounds.

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Mummy, Bog

The cultural practice of mummifying the dead is not the only way a body can become preserved, nor is it the only route that gives rise to these disease-spreading undead monstrosities.

Bog mummies (also called peat mummies or mire mummies) rarely, if ever, leave their marshy realms. Less powerful than their more notorious artificially preserved kin, bog mummies are preserved not by agents introduced during rituals but by the natural elements present in the airless, acidic morass of a peat bog or muddy swamp. While corpses preserved in this manner can certainly rise from the mire as bog mummies as the result of a curse by fell powers or the directed influence of a necromancer, the vast majority of them animate from a seething need for vengeance or to pursue some dire agenda left unfinished at the time of death—often because the creature was slain or otherwise betrayed. The nature of this emotional tie to life and the emotional power of the deceased compel unlife beyond death, while the preservative qualities of the bog within which the body was disposed of does the rest.

Although most bog mummies are motivated by vengeance, many fulfill their dark yearnings with general violence. Filled with wrath and hatred for the living, they mercilessly attack any living creatures that dare to venture into their dismal domains. Their agonized moans echo over their putrid homes, driving away most natural life dwelling therein and often alerting travelers to the potential danger that lies beneath the surface.

NATURAL WARNINGS

Regions haunted by bog mummies lack small animals, insects, and other wildlife. A character who is Investigating, Searching, or Scouting during exploration mode can attempt a secret Nature check against the bog mummy's Stealth DC to notice something sinister. A critical success is enough to specifically suggest the presence of undead in the area.

BOG MUMMY — CREATURE 5

LE | MEDIUM | MUMMY | UNDEAD

Perception +12; darkvision, tremorsense (imprecise) 30 feet
Languages Common, Necril
Skills Athletics +12, Stealth +11 (+13 while buried in a bog)
Str +5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +1, **Cha** +0

AC 21; **Fort** +13, **Ref** +9, **Will** +14
HP 85, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** cold 5; **Resistances** fire 5

Breath of the Bog (aura, divine, enchantment, mental) 30 feet. A creature that begins its turn within the area feels as if its lungs were filling with water and must succeed at a DC 19 Fortitude save or be unable to speak or breathe. The creature can still hold its breath and can attempt a new saving throw at the end of its turn. A creature that succeeds is temporarily immune to breath of the bog for 24 hours.

Rise Up ↻ **Trigger** A creature walks on top of a bog mummy that lies buried in the mud or peat below; **Requirements** Initiative has not yet been rolled; **Effect** The bog mummy automatically notices the creature and Burrows before rolling initiative.

Speed 20 feet; burrow 15 feet
Melee ❖ fist +14, **Damage** 2d6+5 plus bog rot
Bog Rot (curse, disease, divine, necromancy, negative) This affliction can't be reduced below stage 1, nor can the damage from it be healed, until it's successfully treated with *remove curse* or a similar effect; the affliction can then be removed as normal for a disease. A creature killed by bog rot melts into a noxious sludge and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 3d6 negative damage and clumsy 1 (1 day)

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LUNAR NAGA ADDICTION

Some people enjoy the effects of lunar naga venom and have developed ways to enhance the euphoric qualities through alchemical refinement. While some merchants pay nagas for their venom, most hire hunters to capture and enslave the creatures. As a result, nagas despise any humanoid who sells or buys their venom for any reason. Refined lunar naga venom is identical in price and effect to dreamtime tea (*Pathfinder Gamemastery Guide* 121).

Naga

Nagas are identifiable by their serpentine bodies and strange, humanlike heads. All nagas have magical abilities and great intelligence, which they combine to advance their own agendas.

LUNAR NAGA

Lunar nagas are skilled diviners and astrologers whose dark scales and white hair sparkle with motes of light that mimic the night skies to which they are forever drawn. While they are less physically imposing than other nagas, they possess a graceful beauty that many find entrancing, even without the help of the naga's inherent magical abilities. Earning a lunar naga's trust is difficult, but not impossible, especially for someone who shares the creature's interest in the celestial sphere.

As they have no hands, lunar nagas use *mage hand* to manipulate delicate instruments and fine telescopes to observe the night sky. They track the positions of celestial bodies, recording their discoveries in esoteric journals. At their best, lunar nagas are wise and mysterious beings who seek to expand their knowledge of the cosmos. At their worst, after too much exposure to the unfathomable entities that dwell in the darkness between the stars, they become dark prophets who drive others to commit terrible deeds in the name of abominable masters.

On Golarion, the lunar nagas of the nation of Nagajor use their abilities to serve many communities as soothsayers. A few have founded observatories in which they and their followers explore the night sky. Some nagas even use their knowledge of the stars as navigators on ships or overland caravans. In the broader world, where people do not give nagas deference as nearly divine rulers, lunar nagas try to avoid contact with outsiders or use their magical powers of disguise to hide their true forms from all but their most worthy allies.

LUNAR NAGA — CREATURE 6

UNCOMMON | N | LARGE | ABERRATION

Perception +16; darkvision

Languages Aklo, Celestial, Common

Skills Acrobatics +14, Astronomy Lore +11, Deception +15, Diplomacy +15, Nature +13, Survival +14

Str +2, **Dex** +4, **Con** +4, **Int** +1, **Wis** +4, **Cha** +3

AC 24, **Fort** +15, **Ref** +16, **Will** +17

HP 100

Speed 25 feet

Melee ❖ fangs +16 (agile, finesse), **Damage** 2d6+8 piercing plus lunar naga venom

Primal Spontaneous Spells DC 24, attack +16; **3rd** (4 slots) *heal*, *lightning bolt*, *slow*; **2nd** (4 slots) *humanoid form*, *glitterdust*, *invisibility*, *web*; **1st** (4 slots) *charm*, *fleet step*, *heal*, *spider sting*; **Cantrips (3rd)** *dancing lights*, *daze*, *detect magic*, *mage hand*, *read aura*

Hypnosis ❖❖ (concentrate, enchantment, incapacitation, mental, primal, visual) **Frequency** once per day; **Effect** The lunar naga twists the coils of their serpentine body, causing the starlike motes on their scales to shift and move as they glow brighter, creating a mesmerizing swirl of light and darkness. All creatures within a 30-foot emanation must succeed at a DC 21 Will save or become fascinated until the end of the naga's next turn (on a critical failure, fascinated creatures drop whatever items they are carrying as well). The lunar naga can Sustain a Spell on Hypnosis. If the naga moves, affected creatures are compelled to remain within 30 feet of the naga and must spend each of its actions moving closer to the naga as expediently as possible on its next turn. If a creature is unable to end its turn within 30 feet of the naga, the effect ends for that creature.

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Lunar Naga Venom (poison, sleep) **Saving Throw** DC 24; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** as stage 1 (1 round); **Stage 3** stupefied 2 (1 round); **Stage 4** unconscious (1 round). Once a creature falls unconscious from lunar naga venom, they remain asleep for 1d8 hours unless woken.

SPIRIT NAGA

In naga culture, the foul-tempered, unkempt spirit naga holds a contemptible place similar to that of hags in humanoid cultures. These decrepit creatures live out lives of solitude, sought out only by those who are foolish or brave enough to think they can benefit from the spirit naga's powers without paying a heavy price—for most who dare to show such hubris, the price is their own lives.

Spirit nagas seek out desolate ruins and places long associated with death and corruption. These sinister, serpentine beings can be found in abandoned graveyards, crumbled fortresses, rotting swamps, and blighted woodlands. Though they may know little of the actual history of such places, the nagas are nonetheless attracted to the psychic remnants of evil deeds and tormented spirits that remain within the earth and stones there.

Despite their hideous appearance and treatment as pariahs by other nagas, spirit nagas feel a profound pride in their abilities and even in their hermetic existences. They see themselves as connected to a greater force whose mysteries are revealed only to those who can cast off the trappings and morals of "civilized" society. Even so, spirit nagas gleefully accept the worship of other creatures willing to bow to their capricious whims. They often form cults around themselves, using their charm spells and rituals to ensnare the minds of a few key individuals who spread the nagas' foul influence throughout a community.

SPIRIT NAGA — CREATURE 9

UNCOMMON | NE | LARGE | ABERRATION

Perception +18; darkvision
Languages Aklo, Common
Skills Acrobatics +18, Athletics +16, Deception +17, Intimidation +19, Occultism +20, Stealth +20
Str +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +5
Coven A spirit naga adds *hallucination*, *mind probe*, and *suggestion* to their coven's spells.

AC 28; **Fort** +15, **Ref** +20, **Will** +18
HP 160

Speed 25 feet, swim 15 feet
Melee ❖ fangs +19 (agile, finesse), **Damage** 2d8+9 piercing plus spirit naga venom
Occult Spontaneous Spells DC 28, attack +20; **5th** (3 slots) *black tentacles*, *sending*, *subconscious suggestion*; **4th** (4 slots) *clairvoyance*, *confusion*, *fly*, *modify memory*; **3rd** (4 slots) *dream message*, *mind reading*, *paralyze*, *vampiric touch*; **2nd** (4 slots) *blur*, *humanoid form*, *mirror image*, *telekinetic maneuver*; **1st** (4 slots) *charm*, *command*, *grim tendrils*, *unseen servant*; **Cantrips (5th)** *daze*, *detect magic*, *mage hand*, *read aura*, *sigil*
Rituals DC 28; *inveigle*
Spirit Naga Venom (poison) **Saving Throw** DC 28; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and stupefied 2 (1 round)

SPIRIT NAGA COVENS

Like hags, spirit nagas occasionally form small groups of their own kind. They normally do this for mutual protection against a greater threat or to accomplish a goal that a single spirit naga cannot complete on their own. Sometimes, spirit nagas form a coven to bring groups of cultists together or take over a city or other large community, and in rare cases a spirit naga might even join a hag or witch coven.

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OTHER NECROPHIDIUSES

Ultimately, a necrophidius's abilities are the result of its creators' designs. Some have different immunities or have bites that deal poison, cold, or negative damage instead of inflicting paralysis. There are even rumors of soulbound necrophidiuses whose creators arranged for the soul of the skull's donor to empower the construct. These necrophidiuses are not only sentient but also have the facility to reason and even cast spells.

Necrophidius

Although the necrophidius is a mindless construct with no particular ability to comprehend the complexities of good or evil, these sinister-looking constructs are often crafted by evil or macabre creators seeking to imbue their guardians with a frightening aesthetic.

Constructed from bones harvested from serpents and humans, a necrophidius is animated by occult magic, not unlife. Each necrophidius is built from the skeleton of a large snake, but its skull has been replaced by that of a humanoid creature. Some death cults or particularly cruel crafters seek out the skulls of specific individuals against whom they bear grudges to provide the head for their necrophidius. The final step of the construction is the alteration of the teeth and jaws to give the creature a more serpentine visage, complete with fangs.

If a necrophidius's creator dies, the construct follows the last series of commands it was given. If it cannot do so, the necrophidius aimlessly wanders the area near where it last served its creator and attacks any creatures it encounters. Some believe that those who know the secrets of a necrophidius's origins can command it, provided its original creator no longer exists and no one else currently commands it. There are also a number of reports concerning strangely aware and intelligent necrophidiuses that roam with a purpose and track down or hunt specific living creatures they interpret as the targets of former assassination missions.

NECROPHIDIUS — CREATURE 3

N | MEDIUM | CONSTRUCT | MINDLESS

Perception +9, darkvision

Skills Acrobatics +9, Athletics +10, Stealth +9

Str +3, **Dex** +4, **Con** +0, **Int** –5, **Wis** +2, **Cha** –5

AC 19; **Fort** +7, **Ref** +11, **Will** +9

HP 50; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** bludgeoning 5

Speed 25 feet

Melee ◆ jaws +8 (agile, finesse), **Damage** 1d10+3 piercing plus necrophidic paralysis

Dance of Death ◆◆◆ (enchantment, mental, occult, visual) The necrophidius sways, its serpentine form undulating and clattering in a hypnotic rhythm. Each creature that witnesses the dance must attempt a DC 18 Will save.

Critical Success The creature is unaffected and is temporarily immune for 24 hours.

Success The creature is unnerved by the swaying and becomes flat-footed until the end of the necrophidius's next turn.

Failure The creature is distracted by the swaying, becoming stunned 1. After it recovers, it is flat-footed until the end of the necrophidius's next turn.

Critical Failure As failure, but stunned 3.

Necrophidic Paralysis (incapacitation, occult, necromancy) A living creature bitten by a necrophidius must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 for each save attempted. A creature that succeeds at this save is temporarily immune to necrophidic paralysis for 24 hours.

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Neothelid

This gigantic, mauve worm has a hooked mouth with multiple circular bands of teeth and four barbed tongues. A wielder of terrible occult powers and a vast alien intellect, the neothelid serves the ageless horrors that dwell in strange dimensions beyond known reality—the Outer Gods and Great Old Ones of the Elder Mythos. Neothelids pass down these mysteries to the eerie wormlike creatures they spawn and create in preparation for a future where the worms below shall rule—a time when all other life is nothing more than food.

NEOTHELID — CREATURE 15

UNCOMMON | CE | GARGANTUAN | ABERRATION

Perception +29; greater darkvision, thoughtsense 100 feet

Languages Aklo, Alghollthu, Undercommon; telepathy 100 feet

Skills Acrobatics +25, Athletics +28, Deception +29, Diplomacy +27, Intimidation +29, Occultism +29

Str +9, **Dex** +4, **Con** +6, **Int** +8, **Wis** +6, **Cha** +8

Thoughtsense (divination, mental, occult) The neothelid uses its mind as a precise sense at the listed range to notice all non-mindless creatures.

AC 37; **Fort** +27, **Ref** +23, **Will** +29; +1 status to all saves vs. magic

HP 345; **Immunities** acid; **Weaknesses** cold iron 15; **Resistances** mental 15

Dimensional Wormhole ↻ (conjuration, occult, teleportation) **Trigger** A creature the neothelid is aware of uses a teleportation effect; **Effect** The neothelid creates an extradimensional wormhole at the triggering creature's initial location that persists for up to 1 minute. If the neothelid moves into the wormhole's space, the neothelid teleports to the same destination as the triggering creature.

Speed 30 feet, fly 50 feet

Melee ❖ jaws +28 (reach 15 feet), **Damage** 3d12+13 piercing plus Improved Grab

Melee ❖ rasping tongue +28 (agile, fatal d10, reach 25 feet), **Damage** 3d8+13 slashing

Occult Innate Spells DC 38, attack +30; **8th** *charm*, *suggestion*, *summon entity*; **7th** *phantasmal calamity*, *teleport*; **6th** *scrying* (×3), *suggestion* (at will); **5th** *mind probe* (at will), *telekinetic haul* (at will); **Cantrips (8th)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

Rituals DC 38; *geas*, *inveigle*

Breath Weapon ❖❖ (acid, evocation, occult) The neothelid breathes a spray of acid that deals 16d6 acid damage in a 60-foot cone (DC 38 basic Reflex save). The neothelid can't use Breath Weapon again for 1d4 rounds.

Instant Suggestion ↻ **Trigger** A creature fails a Will save against a spell or effect created by the neothelid; **Effect** The neothelid casts a *suggestion* spell it has available on the creature that failed its Will save.

Lashing Tongues ❖❖ The neothelid's four tongues lash out in a frenzy at several targets. It makes up to four rasping tongue Strikes, each against a different target. These attacks count toward the neothelid's multiple attack penalty, but the multiple attack penalty doesn't increase until after the neothelid makes all of its attacks.

Swallow Whole ❖ Large, 2d12 bludgeoning plus 2d12 acid, Rupture 27

DENEBRUM

Most neothelids on Golarion reside in the Vault of Derebrum, deep within the Darklands. Here, in a vast cavern of fetid pools of stinking swamps and surreal forests of poisonous fungi, neothelid hives nestle among twisted spires of hardened resin that look as horrific as the monstrous worms themselves. Tended by armies of worm-like minions who worship them as gods, they endlessly plot, scheme, and wage war.

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NEREID SHAWLS

A nereid's shawl has Hardness 1 and 4 Hit Points (BT 2). If the shawl is broken, it no longer grants the amphibious trait. If it's destroyed, it melts away into water, and the nereid who created it becomes doomed 1 and drained 1. These conditions values increase by 1 every 2d6 hours thereafter until it creates a new shawl.

Nereid

Nereids are aquatic fey with deep ties to water. They share some similarities with naiads, but they are not guardians and do not bind themselves to a specific body of water. Although they are primarily aquatic creatures, their unique ability to imbue their vitality into a supernatural shawl allows them to travel on land as well. A nereid must be careful when manifesting a shawl, however, as their life essence is bound to it, so it can be stolen or destroyed to threaten the nereid.

Nereids prefer to exist in isolation. Left to their own devices, they avoid combat, but when forced to fight, their ability to transform the natural waters in their flesh into poison serves them as well as any weapon.

Often, ignorant sailors lump all water-dwelling fey into a single category of "aquatic tempters," regardless of the fey's type or gender, using these creatures' names interchangeably to represent the concept of a beautiful figure who exists to lure mortals to a drowning death. Whereas naiads have more patience and often seek to educate the ignorant regarding the harm that stereotypes can cause, nereids and rusalkas have little patience for such methods. Rusalkas are the primary source for the legends of fey preying upon sailors, and nereids loathe them for that, as they prefer to live apart from humanity and enjoy the beauty of the natural world in peace.

When a nereid learns of a rusalka's increased activity, it often seeks out the rusalka to route them—not so much out of an urge to protect humanoids (in whom nereids traditionally have little interest), but to prevent the rusalka from inadvertently riling up violent responses from humanoids who can't be bothered to note the difference between a murderous fey and one who just wants to be left alone.

NEREID — CREATURE 10

CN | MEDIUM | AQUATIC | FEY | WATER

Perception +20; low-light vision

Languages Aquan, Common, Sylvan

Skills Athletics +12 (+18 to Swim), Deception +20, Diplomacy +22, Stealth +22

Str +0, **Dex** +7, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7

AC 30; **Fort** +16, **Ref** +22, **Will** +18

HP 175; **Immunities** poison; **Weaknesses** cold iron 10

Watery Transparency (primal, transmutation, water) When underwater, the nereid's body is invisible. The nereid can dismiss or resume this transparency as an action that has the concentrate trait.

Speed 25 feet, swim 50 feet

Melee ◆ poisonous touch +23 (agile, finesse, magical), **Damage** 6d6 poison

Primal Innate Spells DC 29; **6th** *summon elemental* (water elementals only); **5th** *control water*, *elemental form* (×3, water only) **4th** *suggestion*

Drowning Touch ◆◆ (conjuration, incapacitation, primal, water) The nereid touches a creature and causes water from its own body to flow into the creature's lungs. If the creature cannot breathe water, it must attempt a DC 29 Fortitude save.

Success The creature is unaffected and is temporarily immune to Drowning Touch for 24 hours.

Failure The creature becomes sickened 3 as it chokes on the water.

Critical Failure The creature chokes on the water and runs out of air. It falls unconscious and starts drowning (*Pathfinder Core Rulebook* 478). If the creature is above water, it recovers from drowning as soon as it succeeds at a saving throw against suffocation.

Manifest Shawl ◆◆◆ (conjuration, primal) The nereid divests themself of part of their connection to the First World and imbues this essence into a flowing shawl that enables them to function on land. The nereid can Dismiss this effect as long as they are touching the shawl. As long as the shawl exists, the nereid gains the amphibious trait. A non-nereid who carries the shawl also gains the amphibious trait. If a nereid's shawl is destroyed rather than Dismissed, the nereid can't Manifest a Shawl for 24 hours.

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Nixie

These aquatic fey often guard ponds, rivers, lakes, and springs, protecting their bucolic homes from the advances of predators and careless humanoids alike. Nixies tend to be reclusive and try to keep their presence hidden from humanoids, hoping trespassers won't give them cause to act. Stories of minor miracles granted by nixies to those they befriend encourage humanoids to seek out these reclusive fey, and ironically make it even more unlikely for a nixie to grant such a boon. On the other hand, if someone approaches a nixie with respect, or even better, a positive attitude that displays just the right amount of humility and easygoing openness, a nixie is far more likely to respond positively to any requests for aid. Often a nixie will ask those who seek their assistance to perform a task for them first; such requests can be minor acts of entertainment (such as telling a rousing story or performing a requested song), but in other cases the nixie might need more significant aid, such as driving off an unwanted local predator or investigating the source of pollution near their home.

Nixies resort to violence only if no other tactic works. They much prefer solutions that rely upon primal magic to defuse conflicts before they can escalate to bloodshed. In pursuit of such resolutions, nixies rely on their ability to charm individuals and, when they can establish magical influence, encourage intruders to leave peacefully. While some nixies try to confuse intruders and subtly guide them from the area, others use local animals and beasts to scare off trespassers. Occasionally, nixies recruit charmed humanoids to act as protectors or help with a task that is simply too big for them to deal with. If this task is underwater, nixies use their magic to temporarily grant the ability to breathe water to the charmed creature. Only those who manage to befriend a nixie are given invitations to return to swim or dine with the fey, and only the most trusted of allies are granted a minor wish.

Nixies appear as aquatic humanoids the size of a child, with large eyes, catfish-like whiskers, and webbed fingers and toes. They have scaly skin, pointed ears, and long hair the color of seaweed. Nixies often form small communities, even building underwater societies if their numbers are great enough. In many cultures' folklore, there are stories of nixie nations hidden at the bottom of particularly large lakes.

BOG NIXIES

Nixies who dwell in swampy regions tend to have fouler attitudes and are more eager to turn to violence. Known as bog nixies, these evil fey prefer dwelling in festering swamps or blighted fens and delight in using their ability to grant desires to tempt visitors into acts of unplanned evil.

NIXIE — CREATURE 1

N | SMALL | AQUATIC | FEY

Perception +6; low-light vision
Languages Aquan, Sylvan
Skills Athletics +6, Nature +5, Stealth +8
Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +4
Wild Empathy The nixie can use Diplomacy to Make an Impression on and make very simple Requests of aquatic or amphibious animals.

AC 16; **Fort** +6, **Ref** +10, **Will** +6; +1 status to all saves vs. magic
HP 25; **Weaknesses** cold iron 3

Speed 20 feet, swim 30 feet
Melee ❖ claw +7 (agile, finesse), **Damage** 1d6 slashing
Primal Innate Spells DC 17, attack +9; **2nd** *water breathing*; **1st** *charm* (×3), *hydraulic push*
Grant Desire ❖❖❖ (divination, primal) **Frequency** once per day; **Effect** The nixie can duplicate any 1st-level spell or produce any effect with a power level in line with a 1st-level spell, but only in response to the request or desire of a non-fey creature. The creature whose desire is granted can never again benefit from that particular nixie's Grant Desire ability.

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NORN TRIUMVIRATES

Norns who visit the Material Plane often do so in groups of three known as triumvirates. The norns of a triumvirate can communicate with each other telepathically over a planetary distance. Regardless of their appearance on the First World, when a norn becomes part of a triumvirate on the Material Plane, her apparent age shifts so that in each group, there always appears to be one young adult norn, one middle-aged norn, and one elderly norn—a Maiden, a Mother, and a Matriarch.

Norn

Ancient beyond imagining, norns are powerful fey women who hold in their hands the physical manifestation of fate and destiny in the form of golden thread. They watch over all life, intervening with reluctance when called upon—or with a vengeance when the strands of fate are twisted and abused by lesser beings.

Norns' relationship with the Eldest of the First World is complex. Many among norns serve Magdh the Three, the triune Eldest who some norns believe to be the first norn triumvirate bound together into one entity, as Magdh has three bodies: a Maiden, a Mother, and a Matriarch. Magdh claims to be watching the threads of fate for some ominous prophesied cataclysm, and in addition to assisting in her divinations, Magdh expects the norns who serve her to follow her cryptic commands to help nudge the future away from the brink. However, norns are powerful beings in their own right, themselves capable of granting divine power, and many balk at serving the enigmatic demigod. These norns find the other Eldest even more alien and challenging to interact with, for they believe that while the Eldest wield great power, even these powerful beings should not be granted leave to meddle with fate as much as they desire.

While even the weakest of the Eldest could destroy an unaffiliated norn with ease, they tend to obey the proclamations and judgments of norns when they are spoken. These norns, for their part, use their perceived neutrality judiciously. They know better than to issue too many demands to the Eldest, lest the capricious demigods grow frustrated and tired of norns' interference. And so the balance of power remains tenuous between unaffiliated norns and the Eldest, as it has for eons. However, norns know that it's merely a matter of time before the Eldest lose their respect for this tradition and start acting entirely as they please, despite norns' best efforts to rein in their most disruptive actions.

A norn stands 14 feet tall and weighs 800 pounds.

WORSHIPPING NORNS

On the Material Plane, some mortals worship norns as deities, while others, especially witches and bards, admire them as patrons or muses. Those who uphold norns as deities are known as Followers of Fate. Norns do little to discourage this veneration, but neither do they go out of their way to support such worship. Clerics who venerate norns might worship a specific norn or norn triumvirate, or all norns as a whole, but they gain the same benefits regardless of their choice. The religious symbol of Followers of Fate is a pair of shears cutting a golden thread, and their areas of concern are destiny, fate, and the aging process.

FOLLOWERS OF FATE (LN)

Edicts make predictions of the future, offer advice and guidance to those in positions of power, provide comfort to the elderly

Anathema apologize for making an incorrect prediction, disrespect mothers, accept payment for fortune-telling

Follower Alignments LG, LN, LE

Divine Font *harm* or *heal*

Divine Skill Occultism

Favored Weapon shears (These uncommon simple weapons cost 5 sp, deal 1d4 slashing damage, have light Bulk, and require one hand to use. Shears are in the knife weapon group. They have the deadly d8, finesse, and versatile P traits.)

Domains family, fate, knowledge, truth

Cleric Spells 1st: *mindlink*, 2nd: *web*, 5th: *prying eye*

NORN — CREATURE 20

RARE | LN | LARGE | FEY

Perception +41; *detect magic*, greater darkvision, lifesense 120 feet, *true seeing*

Languages Common, Jotun, Sylvan; *tongues*

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Skills Crafting +36, Deception +35, Intimidation +37, Lore (all) +28, Medicine +38, Occultism +34, Performance +31, Religion +34

Str +7, **Dex** +6, **Con** +6, **Int** +6, **Wis** +10, **Cha** +7

Sense Fate (fortune) A norn automatically rolls a 20 when she rolls initiative.

Triumvirate This functions as the coven ability (page 304), except only norns can join a triumvirate, and it functions only as long as exactly three norns are part of the triumvirate. A triumvirate grants the following spells: *alter reality* (once per day), *cataclysm*, *discern location*, *foresight*, and *revival*.

AC 46; **Fort** +34, **Ref** +30, **Will** +38; +1 status to all saves vs. magic

HP 375, regeneration 20 (deactivated by cold iron); **Immunities** flat-footed, negative; **Weaknesses** cold iron 20

Speed 35 feet, fly 35 feet

Melee ❖ norn shears +38 (deadly 2d12, magical, reach 10 feet, versatile P), **Damage** 4d6+15 slashing plus 5d6 negative and sever fate

Melee ❖ hand of fate +38 (agile, magical, reach 10 feet), **Damage** 4d10+15 negative plus sever fate

Occult Innate Spells DC 42; **10th** *time stop*; **9th** *power word kill*, *retrocognition*, *weird*; **8th** *maze*, *wind walk*; **7th** *dispel magic* (at will), *read omens* (at will), *spellwrack* (at will); **Constant (10th)** *detect magic*, *mind blank*, *tongues*, *true seeing*

Rituals DC 42; *geas*, *legend lore*

Fated When a creature is subject to a fortune effect from a norn and a misfortune effect from any source other than a norn (or vice versa), the norn's effect automatically counteracts the other effect and then takes place normally, rather than the two effects canceling each other out. If both the fortune and misfortune effect are from a norn, then the two cancel each other out as normal. At the GM's discretion, powerful entities related to fate or luck, like Desna, Magdh, or Pharasma, count as a norn for the purpose of this ability.

Sever Fate (necromancy, occult) When a norn deals negative damage with a Strike, she regains 10 Hit Points. The target must succeed at a DC 39 Fortitude save or become drained 1 (drained 2 on a critical failure). Further negative damage dealt by the norn increases the drained condition value by 1 on a failed save (or by 2 on a critical failure), to a maximum of drained 4.

Shift Fate ↻ (divination, occult) **Trigger** A creature within 120 feet attempts a saving throw; **Effect** The creature rolls the saving throw twice, and then the norn decides which result applies. If the norn chooses the lower roll, this is a misfortune effect; if she chooses the higher roll, it's a fortune effect; if they're the same, she decides which trait to apply.

Snip Thread ❖❖❖ (death, manipulate, necromancy, occult) **Frequency** three times per day; **Effect** The norn produces a golden thread linked to the fate of a creature within 100 feet of her, then snips it short with her shears. The target takes 100 negative damage (DC 42 basic Fortitude save). If the target is reduced to 0 Hit Points from this damage, the thread is completely severed and the creature dies immediately. A creature slain by Snip Thread can't be restored to life except by *miracle*, *wish*, or similarly powerful magic; or by divine intervention. Regardless of the outcome of their saving throw, a creature targeted by Snip Thread then becomes temporarily immune for 24 hours. The norn can't use Snip Thread again for 1d4 rounds.

LOST NORNS

When separated from a triumvirate for too long, a norn on the Material Plane can grow confused and weak. Her powers remain strong, but her ability to interpret fate becomes skewed and warped. Lost norns begin to use their abilities for their own goals rather than serving fate. A lost norn's alignment slowly shifts from lawful neutral to either lawful evil or lawful good, depending on how she interprets her visions.

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UNFORTUNATE VICTIMS

Nuckelavees are equally delighted to murder and feed upon both hapless peasants and altruistic naturalists engaged in the process of cleaning up pollution. Indeed, those who would seek to purify such sites are often regarded as the greater threat by a nuckelavee, as without a befouled land to dwell in, the foul fey would wither away.

NUCKELAVEE

When pollution despoils a natural waterway, it draws the dreaded nuckelavee to it from the First World. This spirit of wrath is a grisly sight to behold: a horselike monstrosity with the gnarled upper body of a humanoid growing directly from its back. Further enhancing the awfulness, not a patch of skin exists on the misshapen hybrid form, as though it survived its own flaying.

When a nuckelavee rides forth from its domain, it wreaks a trail of destruction across the lands surrounding its path. Nuckelavees are considered among the cruelest and most monstrous fey, seen by some as just desserts visited upon those who would befoul the waters of their homes. A nuckelavee, though, doesn't discriminate between those who pollute and those who merely have the misfortune to be in the wrong place at the wrong time.

NUCKELAVEE **CREATURE 9**

NE | LARGE | AMPHIBIOUS | FEY

Perception +16; low-light vision

Languages Aklo, Common, Sylvan

Skills Athletics +19, Intimidation +19, Nature +16, Stealth +18, Survival +16

Str +6, **Dex** +3, **Con** +4, **Int** +1, **Wis** +3, **Cha** +4

Items *+1 striking bastard sword*

AC 28; **Fort** +19, **Ref** +16, **Will** +20

HP 190; **Immunities** disease, poison; **Weaknesses** cold iron 10

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 25

Purity Vulnerability Unpolluted fresh water burns a nuckelavee like acid, dealing 1d6 damage to it and causing it to be sickened 2. A nuckelavee can't heal from damage when it's in an area that isn't polluted (subject to GM discretion).

Attack of Opportunity ↩

Speed 40 feet, swim 40 feet

Melee ◆ *bastard sword* +21 (magical, reach 10 feet, two-hand d12), **Damage** 2d8+12 slashing plus 1d6 poison and mortasheen

Melee ◆ jaws +20 (agile), **Damage** 2d8+12 piercing plus 1d6 poison and mortasheen

Melee ◆ hoof +20, **Damage** 2d6+12 bludgeoning plus mortasheen

Primal Innate Spells DC 28; **5th** *control water*; **3rd** *stinking cloud*

Rituals DC 28; *blight*

Breath Weapon ◆◆ (disease, necromancy, poison, primal) The nuckelavee breathes a 30-foot cone of foulness, dealing 8d6 negative damage (DC 28 basic Fortitude save) to living creatures in the area. A creature that fails also takes 2d6 persistent bleed damage. The nuckelavee can't use Breath Weapon again for 1d4 rounds.

Mortasheen (disease) The target can't recover from the fatigued condition caused by mortasheen until the disease is cured. Mortasheen gains the virulent trait against animals and plants; **Saving Throw** DC 28 Fortitude; **Stage 1** Carrier with no ill effect (1 day); **Stage 2** drained 1 and fatigued (1 day); **Stage 3** drained 2 and fatigued (1 day); **Stage 4** dead

Trample ◆◆◆ Medium or smaller, hoof, DC 28

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Octopus

These cunning marine animals live in a variety of ocean habitats.

Blue-Ringed Octopus

While relatively small, the blue-ringed octopus is particularly venomous for its size.

Blue-Ringed Octopus — Creature 0

N | Tiny | Animal | Aquatic

Perception +6; low-light vision
Skills Athletics +6, Stealth +7
Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +3, **Cha** +0

AC 16; **Fort** +3, **Ref** +9, **Will** +6
HP 15; **Resistances** cold 2

Speed swim 25 feet
Melee ◆ beak +7 (finesse), **Damage** 1d6 piercing plus blue-ringed octopus venom
Melee ◆ arms +6, **Effect** Grab
Blue-Ringed Octopus Venom (poison); **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage (1 round); **Stage 3** 1d6 poison damage and paralyzed (1 round)
Camouflage The blue-ringed octopus can change the color of its skin to Hide even if it doesn't have cover.
Jet ◆◆ The blue-ringed octopus moves up to 60 feet in a straight line through the water without triggering reactions.
Toxic Bite ◆ **Requirements** The blue-ringed octopus has a creature grabbed; **Effect** The blue-ringed octopus makes a beak Strike against the grabbed creature. If it hits, it injects additional poison, causing its venom to gain the virulent trait.

Reef Octopus

The common reef octopus is a risky but valuable catch for coastal fishers.

Reef Octopus — Creature 1

N | Small | Animal | Aquatic

Perception +7; low-light vision
Skills Athletics +6, Stealth +9
Str +1, **Dex** +4, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0

AC 17; **Fort** +6, **Ref** +9, **Will** +7
HP 20; **Resistances** cold 3

Speed 10 feet, swim 30 feet
Melee ◆ beak +9 (finesse), **Damage** 1d10+1 piercing plus reef octopus venom
Melee ◆ arm +9 (agile, finesse), **Damage** 1d6+1 bludgeoning plus Grab
Camouflage As blue-ringed octopus.
Ink Cloud ◆ The reef octopus emits a cloud of dark-brown ink in a 10-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are hidden and can't use their sense of smell. The cloud dissipates after 1 minute. The octopus can't use Ink Cloud again for 2d6 rounds.
Jet ◆◆ As blue-ringed octopus, but 80 feet.
Reef Octopus Venom (poison); **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and flat-footed (1 round); **Stage 2** 1d6 poison damage and flat-footed (1 round); **Stage 3** 1d8 poison damage and flat-footed (1 round)
Writhing Arms ◆◆ The reef octopus makes up to four arm Strikes with different arms, each against a different target. These attacks count toward the octopus's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all of its attacks.

Octopus Species

The octopuses presented here are smaller versions of the much larger giant octopus, but other species exist as well. The brightly colored seafire octopus occupies a predatory niche somewhere between the reef octopus and giant octopus—its bite injects a venom that causes a painful rash and nausea. The immense grisly octopus is among the largest of its kind. It can swallow humans whole and can squirt particularly sticky crimson ink to incapacitate prey.

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ONI ORIGINS

The first oni originated in the nation of Minkai on the continent of Tian Xia. Whether due to prevalent local kami—particularly in the mist-shrouded Forest of Spirits—or its peoples' faiths, Minkai is a hotbed of oni activity.

Oni

Not all divine creations are meant to live as mortals. Some spirits are created as guardians instead, tasked as protectors of elements of nature that cannot protect themselves. When these spirits accept their divine place in the metacosmos and take on such charges, they become kami. But some of these spirits are willful, obstinate, or simply rotten, railing against such demands from the gods and becoming bodiless and unable to interact with the world they can torturously still observe. Others receive such punishment simply for failing at their duty, and their despair at their condition twists them like those that began with a seed of darkness. When these spirits look upon mortal lives and become overcome with envy of the flesh and pleasure that humanoids can revel in, they form surrogate bodies of their own and become monsters known collectively as oni.

When an oni manifests, they always do so in a form that parodies a specific humanoid ancestry closely associated with the oni's obsessions and envies. Giants' over-the-top personalities and sizes are likely the reason why these humanoids are the most common incarnations chosen by oni; such oni are known collectively as yai oni. Yet there exist oni associated with almost every kind of humanoid. Most oni are capable of supernaturally disguising themselves as their associated humanoid type and use this ability to infiltrate societies and seize control from within. Once established, oni typically reveal their true form and revel in dominating those they view as lesser beings fit only to serve their whims.

Oni are nothing if not vain. They typically choose comely or striking appearances in their humanoid disguises—forms that are completely at odds with the ugliness of their true natures. An oni's true form is indicative of their innermost desires and always has features such as oversized teeth that verge into tusks, sharp claws, unusually bright skin colors, or a third eye in the forehead. Oni have desires as varied as those of any being, though by their nature these desires are almost always for hedonistic or destructive experiences of the flesh, typically food, pleasure, or violence.

ONIDOSHI

Onidoshi, or ogre mages, are oni with the material form of an ogre. Onidoshi's supernatural prowess and overwhelming intellect are enough to awe and cow entire families of rank-and-file ogres. Because of this, onidoshi are often found at the head of ogre war parties or orchestrating these violent campaigns from behind the scenes. It's rare for onidoshi to lead solitary existences, but those who do prefer to maraud the countryside or exploit villages and hoard the spoils for themselves.

ONIDOSHI **CREATURE 8**

LE | LARGE | FIEND | GIANT | HUMANOID | ONI

Perception +17; darkvision

Languages Common, Jotun

Skills Acrobatics +15, Arcana +13, Athletics +16, Deception +18, Intimidation +18, Nature +17

Str +6, **Dex** +3, **Con** +4, **Int** +3, **Wis** +3, **Cha** +4

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Items breastplate, composite shortbow with 20 arrows, *+1 striking falchion*

AC 27; **Fort** +18, **Ref** +15, **Will** +15; +1 status on all saves vs. magic

HP 125, regeneration 7 (deactivated by acid or fire)

Attack of Opportunity ↻

Speed 30 feet, fly 30 feet

Melee ◆ *falchion* +21 (forceful, magical, reach 10 feet, sweep), **Damage** 2d10+9 slashing

Melee ◆ fist +20 (agile, evil, magical, reach 10 feet), **Damage** 2d8+9 bludgeoning

Ranged ◆ composite shortbow +17 (deadly 1d10, range increment 100 feet, reload 0), **Damage** 2d6+9 piercing

Primal Innate Spells DC 24; **5th** *cone of cold*; **4th** *charm*, *gaseous form*, *sleep*; **3rd** *fear*; **2nd** *darkness*, *invisibility* (at will, self only)

Change Shape ◆ (concentrate, polymorph, primal, transmutation) The onidoshi takes on the appearance of an ogre. This doesn't change their Speed or Strike attack and damage.

ONI SHAPECHANGERS

Oni humanoid forms are limited to one specific appearance. An ogre mage can assume only one specific ogre form, while an ice yai can appear only as one specific frost giant. Some oni have greater control over their shapeshifting power and can assume the form of any humanoid creature, and these oni tend to be the most dangerous.

ICE YAI

Ice yai combine the brutality of frost giants with the grace of martial artists. More than any other oni, ice yai delight not in the pleasures of the flesh, but in flesh itself—rather than indulging in oft-destructive mortal vices like drink or lust, ice yai pursue physical perfection, reveling in the process of turning their bodies into powerful fighting machines.

ICE YAI — CREATURE 13

CE | LARGE | COLD | FIEND | GIANT | HUMANOID | ONI

Perception +26; greater darkvision

Languages Common, Jotun

Skills Acrobatics +24, Arcana +23, Athletics +25, Deception +27, Intimidation +27, Nature +24, Stealth +26

Str +8, **Dex** +5, **Con** +5, **Int** +4, **Wis** +5, **Cha** +8

AC 34; **Fort** +21, **Ref** +25, **Will** +23; +1 status on all saves vs. magic

HP 230, regeneration 15 (deactivated by acid or fire); **Immunities** cold; **Weaknesses** fire 15

Attack of Opportunity ↻

Icy Deflection ↻ **Trigger** The ice yai is targeted by a ranged Strike or spell attack roll that doesn't have the fire trait; **Effect** The ice yai creates a reflective blockade of ice, gaining a +4 circumstance bonus to AC against the triggering attack roll. If the attack misses, the ice yai redirects the attack to another creature within 20 feet of the yai. The attacker rerolls the attack roll against the new target.

Speed 40 feet, fly 40 feet

Melee ◆ fist +27 (agile, evil, magical, reach 10 feet), **Damage** 2d8+16 bludgeoning plus 2d6 cold and frozen strike

Ranged ◆ ice missile +25 (cold, evil, magical, range increment 60 feet), **Damage** 2d10+12 cold and frozen strike

Primal Innate Spells DC 33; **7th** *cone of cold, wall of ice*; **6th** *cone of cold* (×3); **4th** *charm* (×3), *darkness*, *gaseous form, solid fog*; **2nd** *invisibility* (at will, self only)

Change Shape ◆ (concentrate, polymorph, primal, transmutation) As onidoshi, but into a frost giant.

Double Punch ◆ **Frequency** once per round; **Effect** The ice yai makes two fist Strikes.

Frozen Strike On a critical hit with a fist Strike or a hit with an ice missile Strike, the target creature must attempt a DC 33 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature is slowed 2 for 1 round.

Critical Failure The creature is slowed 3 for 1 round.

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OTHER ONI

Different oni exist for nearly every humanoid ancestry. Kuwa oni mask their golden skin and four-fingered claws in human form, while ja oni hide as hobgoblins. Other yai include wind yai (who take their form from cloud giants) and the immensely powerful void yai (who form from other yai and ascend to rule over rune giants).

FIRE YAI

Fire yai take the form of fire giants. Like fire giants, fire yai are shrewd and militaristic and have an incredible appetite for the thrill of war. While they engage in battle to conquer and control others, fire yai also love the thrill of war, fighting for the sheer joy of it. Presenting a fire yai with a true challenge in combat can potentially earn their mercy and an offer to join and serve at their side. Fire yai's third eyes shoot forth burning missiles of fire.

FIRE YAI — CREATURE 14

NE | LARGE | FIEND | FIRE | GIANT | HUMANOID | ONI

Perception +26; greater darkvision

Languages Common, Jotun

Skills Acrobatics +23, Arcana +23, Athletics +27, Crafting +25, Deception +27, Intimidation +27, Nature +25

Str +8, **Dex** +6, **Con** +6, **Int** +4, **Wis** +6, **Cha** +8

Items *+1 resilient breastplate*, *+2 striking katana*

AC 36; **Fort** +28, **Ref** +26, **Will** +24; +1 status on all saves vs. magic

HP 250, regeneration 15 (deactivated by acid or cold); **Immunities** fire; **Weaknesses** cold 15

Attack of Opportunity ↩

Speed 40 feet, fly 40 feet

Melee ◆ *katana* +30 (deadly 1d8, magical, reach 10 feet, two-hand d10, versatile P), **Damage** 2d6+16 slashing plus 2d6 fire

Melee ◆ fist +28 (agile, evil, magical, reach 10 feet), **Damage** 2d6+16 bludgeoning plus 2d6 fire and 2d6 persistent fire

Ranged ◆ fire missile +26 (evil, fire, magical, range increment 60 feet), **Damage** 2d10+16 fire plus 2d6 persistent fire

Primal Innate Spells DC 34; **7th** *fireball*, *fiery body*, *flame strike*, *wall of fire*; **6th** *fireball* (×3); **4th** *charm* (×3), *darkness*, *gaseous form*; **2nd** *invisibility* (at will, self only)

Change Shape ◆ (concentrate, polymorph, primal, transmutation) As onidoshi, but into a fire giant.

Impaling Push ◆◆ The fire yai attempts a katana Strike. If it hits, the fire yai attempts an Athletics check against the target creature's Fortitude DC.

Critical Success The fire yai Strides or Flies up to half its Speed in any direction. The struck creature takes 4d6 persistent bleed damage and is pushed along with the yai an equal distance. The creature is grabbed until the yai's next turn or until the yai makes a katana Strike.

Success As critical success, but the creature takes 2d6 persistent bleed damage.

Failure The struck creature is pushed back 5 feet.

Critical Failure The struck creature is unaffected.

Smoke Form ◆◆ (concentrate, primal, transmutation) The fire yai transforms into a cloud of smoke and then Flies up to its fly speed. This movement does not trigger reactions, and the fire yai can move through spaces occupied by other creatures. The fire yai returns to its physical form after this move, and must end the movement in a space in which it can fit. All creatures in spaces through which the fire yai moves with Smoke Form must succeed at a DC 34 Fortitude save or become sickened 3. The fire yai cannot use Smoke Form for 1d4 rounds.

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WATER YAI

Among the most powerful yai are those who emulate the form of storm giants. Rather than lord over their giant-kin like most oni, though, water yai prefer to lurk alone in the world's oceans (or, much more rarely, large and remote freshwater lakes). When a water yai must interact with mortals beneath the waves, they prefer to do so while disguised as a storm giant. Water yai pursue the acquisition of material wealth and riches above all other interests, garbing themselves in richly colored, magically waterproofed kimonos and adorning their monstrous faces with all manner of jewelry. These yai can infuse their kimonos with eerie magical properties, and in combat, they can also fire bolts of electricity from their third eye.

ONI DAIMYO

Oni daimyo are quasi-deities with isolated mortal domains. The most powerful is Inma, the Empress of the World, but Akuma the Horned King, Murona the Dark Mother, and Nataka the Red King are also worshipped.

WATER YAI — CREATURE 17

CE | HUGE | FIEND | GIANT | HUMANOID | ONI | WATER

Perception +32; greater darkvision
Languages Common, Jotun
Skills Acrobatics +30, Arcana +29, Athletics +33, Deception +32, Intimidation +32, Nature +29, Performance +33
Str +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +9, **Cha** +6
Items *+2 greater striking longspear*

AC 40; **Fort** +27, **Ref** +29, **Will** +34; +1 status on all saves vs. magical
HP 295, regeneration 15 (deactivated by acid and fire); **Immunities** electricity
Attack of Opportunity ↻
Shocking Douse ↻ **Trigger** A creature within 100 feet casts a fire spell; **Effect** The water yai flourishes their kimono and attempts a Performance check to counteract the spell before it comes into effect. If the yai counters the spell, the triggering creature takes 9d6 electricity damage from electrified water that sprays from the kimono (DC 35 basic Reflex save).

Speed 40 feet, fly 40 feet, swim 50 feet; *water walk*
Melee ❖ *longspear* +35 (evil, magical, reach 20 feet), **Damage** 3d8+15 piercing plus 2d6 electricity
Melee ❖ kimono +33 (electricity, evil, magical, reach 15 feet), **Damage** 3d12+12 electricity plus Enveloping Kimono
Melee ❖ fist +33 (agile, evil, magical, reach 15 feet), **Damage** 3d8+15 bludgeoning plus 2d6 electricity
Ranged ❖ electric missile +30 (electricity, evil, magical, range increment 60 feet), **Damage** 3d12+12 electricity plus flat-footed for 1 round
Primal Innate Spells DC 38; **9th** *chain lightning*, *horrid wilting*; **8th** *hydraulic torrent*; **5th** *control water* (at will); **4th** *charm* (×3), *darkness*; **2nd** *invisibility* (at will, self only); **Constant (9th)** *water walk*
Change Shape ❖ (concentrate, polymorph, primal, transmutation) As onidoshi, but into a storm giant. The yai can also turn into a puddle of water, with the effects of *gaseous form* except they retain their land Speed, double their swim Speed, and can't fly.
Enveloping Kimono ❖ (electricity, manipulate, primal, transmutation, water)
Requirements The water yai's last action was a successful kimono Strike;
Effect The water yai extends a portion of their kimono to attempt to envelop a creature within 15 feet. The water yai must attempt a Performance check against the creature's Reflex DC.
Critical Success The creature takes 20d6 electricity damage and is grabbed until the end of its next turn.
Success As critical success, but only 10d6 electricity damage.
Failure The target takes 5d6 electricity damage but is not grabbed.
Critical Failure The target is unaffected.

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AMOEBAS LARGE AND SMALL

Giant amoebas and amoeba swarms are usually found near each other, as the two oozes are part of the same life cycle. When a giant amoeba grows large enough, it can spontaneously split apart into two separate amoeba swarms, and when an amoeba swarm feeds enough, its individual components can fuse together into a single creature.

Ooze

Due to their bizarre physical structures and ability to break down and feed on a wide variety of materials, oozes are able to adapt to nearly any climate, especially when assisted by magical or alchemical tinkering. As a result, explorers frequently encounter new and terrifying varieties of these amorphous creatures.

AMOEBA SWARM

An amoeba swarm consists of thousands of individual single-celled organisms held together by acrid-smelling slime. As ravenous as they are mindless, amoeba swarms use no tactics.

AMOEBA SWARM — **CREATURE 1**

N | LARGE | AMPHIBIOUS | MINDLESS | OOZE | SWARM

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+3 in water)

Str +0, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense An amoeba swarm can sense nearby creatures through vibration and air or water movement.

AC 9; **Fort** +8, **Ref** +1, **Will** +3

HP 35; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** area 3, fire 3, splash damage 3; **Resistances** slashing 4, piercing 4

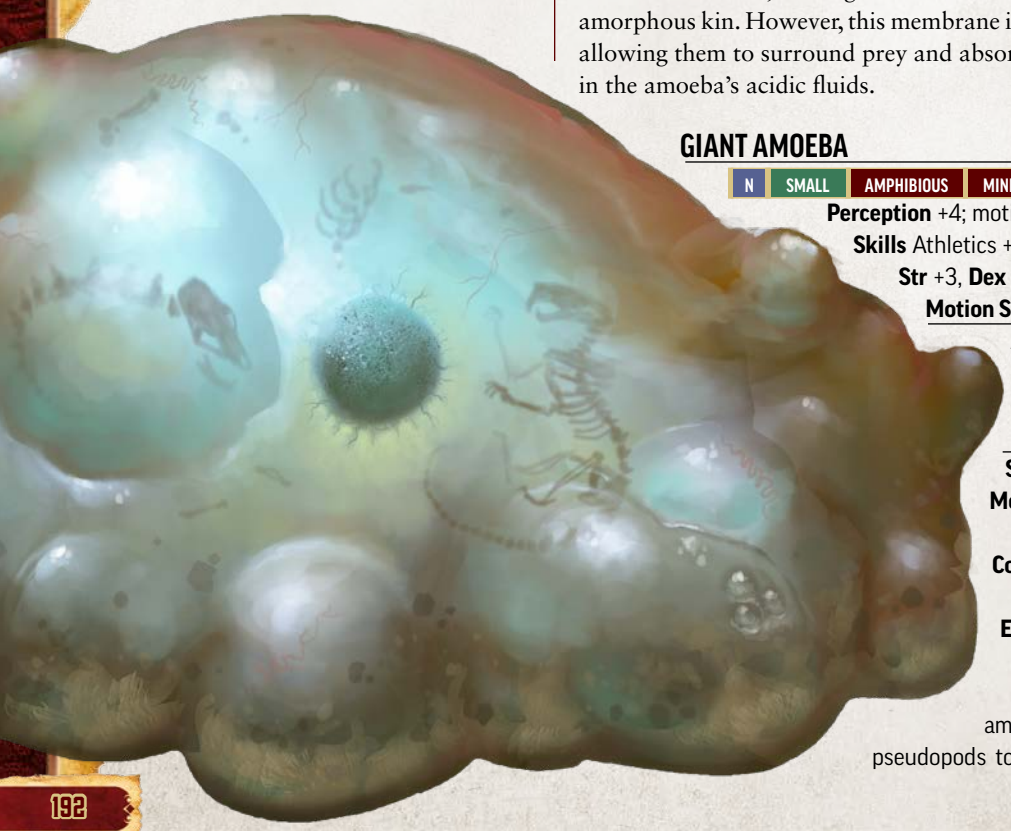
Speed 5 feet, climb 5 feet, swim 10 feet

Swarming Slither ◆ The amoeba swarm slithers over each creature in its space, dealing 1d6 acid damage (DC 14 basic Reflex save). A creature that critically fails is sickened 1.

Weak Acid An amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

GIANT AMOEBA

These blobs of nearly transparent protoplasm are identical in form and behavior to the microscopic creatures from which they have evolved, except their outlandish size makes them all the more dangerous. Unlike slimes, puddings, and other deadly oozes, giant amoebas have an outer membrane that contains their internal structures, making them more susceptible to slashing weapons than their amorphous kin. However, this membrane is also extremely flexible and permeable, allowing them to surround prey and absorb it, suffocating and slowly digesting it in the amoeba's acidic fluids.



GIANT AMOEBA — **CREATURE 1**

N | SMALL | AMPHIBIOUS | MINDLESS | OOZE

Perception +4; motion sense 60 feet, no vision

Skills Athletics +6, Stealth +3

Str +3, **Dex** –2, **Con** +2, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense As amoeba swarm.

AC 8; **Fort** +7, **Ref** +3, **Will** +5

HP 45; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

Speed 10 feet, climb 10 feet, swim 10 feet

Melee ◆ pseudopod +8, **Damage** 1d6 acid plus Grab

Constrict ◆ 1d4 bludgeoning plus 1d4 acid, DC 17

Envelop ◆◆◆ **Requirements** The giant amoeba begins its turn with a target its size or smaller grabbed; **Effect** The giant amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside

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the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 17, 1d6 acid, Escape DC 17, Rupture 3).

Weak Acid As amoeba swarm.

SLIME MOLD

A slime mold appears as a mound of earth and detritus covered in a thick layer of fungus that exudes a faint stink of decay. The fungus actually shares a symbiotic relationship with the slime mold, serving as an external digestive system while gaining access to the nutrients it needs. The ooze remains perfectly still until living prey passes within reach, then it lashes out with disgusting pseudopods. With a touch, a slime mold can infect its prey with a foul contagion known as slime rot, a horrific disease that painfully breaks down a victim's flesh. At first, the disease manifests as painful rashes and agonized joints. In the later stages, though, the flesh of the affected creature actually begins to liquefy and run in rivulets as the creature's spores continue to work. Death, when it occurs, swiftly causes the resulting body to split open and release a brand new slime mold.

SLIME MOLD — CREATURE 2

N | LARGE | FUNGUS | MINDLESS | OOZE

Perception +6; motion sense 60 feet, no vision

Skills Athletics +7, Stealth +6 (+8 amid decaying plant matter or fungus)

Str +3, **Dex** +0, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense As amoeba swarm.

AC 12; **Fort** +11, **Ref** +3, **Will** +4

HP 60; **Immunities** critical hits, mental, precision, unconscious, visual

Speed 10 feet, climb 10 feet

Melee ❖ pseudopod +8, **Damage** 1d8+3 bludgeoning plus slime rot

Slime Rot (disease) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 and sickened 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** drained 1, enfeebled 2, and sickened 2 (1 day); **Stage 4** as stage 3 (1 day); **Stage 5** drained 2 plus unconscious (no Perception check to wake up) (1 day); **Stage 6** dead, and the body erupts to release a new slime mold

GRAY OOZE

These dangerous oozes are the bane of any who travel through swamps, marshes, or damp caves. Easily masquerading as pools of clear water or patches of wet stone, gray oozes lie in wait for unwary victims to reach down for a drink or step into what appears to be a puddle, then lash out with whiplike pseudopods to ensnare and consume their hapless prey.

SLIME MOLD FUNGI

The particularly foul environments in which slime molds dwell are conducive to the growth of extremely potent and dangerous mushrooms and other fungi. A dead slime mold can be a source of enough materials to produce a few doses of deathcap powder or other types of poison. Some creatures, such as deros or those with inherent immunity to disease, cultivate slime molds in order to harvest these materials.

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GRAY OOZE ADAPTABILITY

Gray oozes have shown the astounding ability to overcome environmental challenges by changing their qualities. For example, some gray oozes have adapted to fully aquatic environments, replacing their movement with a swim speed and gaining a paralytic poison similar to that of gelatinous cubes. Other gray oozes have become charged with psychic energy, gaining the ability to cause nearby creatures to become confused, fascinated, or frightened for a short time.

GRAY OOZE — CREATURE 4

N | MEDIUM | MINDLESS | OOZE

Perception +8; motion sense 60 feet, no vision

Skills Athletics +11, Stealth +10 (+12 in moist environments)

Str +5, **Dex** +2, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense As amoeba swarm.

Puddled Ambush ↻ **Trigger** A creature enters a space occupied by a gray ooze; **Requirements** Initiative has not yet been rolled; **Effect** The gray ooze automatically notices the creature, then makes a pseudopod Strike against one creature adjacent to itself before rolling initiative.

AC 14; **Fort** +12, **Ref** +10, **Will** +8

HP 60; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Resistances** slashing 5, piercing 5

Speed 10 feet, climb 10 feet

Melee ❖ pseudopod +13 (agile), **Damage** 1d6+5 bludgeoning plus 1d6 acid and Grab

Constrict ❖ 1d6 bludgeoning plus 1d6 acid, DC 21

Gray Ooze Acid A gray ooze's acid damages only metal and organic materials, not stone.

VERDUROUS OOZE

Verdurous oozes are found in temperate forests, warm jungles, or other places where plant life grows in abundance. Unlike many types of oozes, verdurous oozes are not particularly good climbers and have been known to get trapped in natural or artificial chasms. Warlords and wizards sometimes make use of that fact and keep verdurous oozes as guardians in pits around the walls of their fortresses or towers.

VERDUROUS OOZE — CREATURE 6

N | MEDIUM | MINDLESS | OOZE

Perception +8; motion sense 60 feet, no vision

Skills Athletics +15, Stealth +4 (+10 in tall grass or undergrowth)

Str +5, **Dex** –4, **Con** +5, Int –5, Wis +0, Cha –5

Motion Sense As amoeba swarm.

AC 12; **Fort** +17, **Ref** +8, **Will** +10

HP 157; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual

Corrosive Surface A creature that hits a verdurous ooze with a metal weapon or unarmed attack must attempt a DC 21 Reflex save. On a failure, the weapon or creature takes 2d4 acid damage (after dealing damage to the ooze as normal). Thrown weapons take this damage automatically with no save.

Enliven Foliage (aura, primal, transmutation) 20 feet. The verdurous ooze constantly emits supernatural vapors that cause nearby plants to grow rapidly and writhe and grasp at anything and everything within the emanation. This area becomes difficult terrain for non-verdurous ooze creatures. When a creature starts its turn in this aura, it must succeed at a DC 21 Reflex save or take a –10-foot circumstance penalty to its Speeds until it leaves the emanation.

Split When a verdurous ooze that has 10 or more HP is hit by an attack that would deal piercing or slashing damage, it splits into two identical oozes, each with half the original's HP. One ooze is in the same space as the original, and the other is in an adjacent, unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or heavy to push).

Speed 15 feet

Melee ❖ pseudopod +15, **Damage** 2d6+7 bludgeoning plus 1d6 acid and Grab

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Constrict ◆ 2d6 bludgeoning plus 1d6 acid, DC 24

Sleep Gas ◆◆ (incapacitation, mental, poison, sleep) The verdurous ooze adjusts its aura of supernatural vapors to affect living creatures within a 20-foot emanation, forcing them to attempt a DC 24 Will save.

Critical Success The creature is unaffected and becomes temporarily immune to Sleep Gas for 24 hours.

Success The creature is stupefied 1 for 1 round.

Failure The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

Critical Failure The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

Verdurous Ooze Acid A verdurous ooze's acid damages only metal and flesh—not bone, stone, or other materials.

CARNIVOROUS BLOB

Carnivorous blobs are the ravenous spawn of shattered worlds far beyond the stars, born across the galaxy in inert form until they fall like meteorites onto unsuspecting worlds. These massive beings can lie dormant for years in desolate caverns or barren wastelands. When a carnivorous blob perceives living creatures nearby, it lurches to gelatinous life, seeking out and consuming every creature it can catch until it is destroyed or until it has been unable to locate food for 24 hours, at which point it returns to hibernation. Often, keeping food away from a carnivorous blob is the safest way to defeat it. The blob's ability to split into smaller oozes that might stay hidden after a fight means it can be hard to fully eradicate these mindless predators.

CARNIVOROUS BLOB — CREATURE 13

N | GARGANTUAN | MINDLESS | OOZE

Perception +23; motion sense 240 feet, no vision

Skills Athletics +27

Str +8, **Dex** –3, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense As amoeba swarm.

AC 20; **Fort** +25, **Ref** +14, **Will** +19

HP 300; **Immunities** acid, critical hits, mental, piercing, precision, slashing, sonic, unconscious, visual

Split As verdurous ooze.

Reactive Strikes ↻ **Trigger** The carnivorous blob takes damage from any source; **Effect** The blob makes a pseudopod Strike against an adjacent target. If an adjacent creature dealt the triggering damage, that creature is the target of this Reactive Strike.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ◆ pseudopod +26 (reach 30 feet), **Damage** 2d12+12 bludgeoning plus 2d6 acid and Grab

Carnivorous Blob Acid A carnivorous blob's acid damages only flesh—not bone, stone, wood, or other materials—but is nonetheless devastating. Whenever a creature takes damage from this acid, it must succeed at a DC 33 Fortitude save or become drained 1 (drained 2 on a critical failure). On each subsequent failure, the drained condition value increases by 1 (or by 2 on a critical failure), to a maximum of drained 4.

Constrict ◆ 2d12 bludgeoning plus 2d6 acid, DC 33

Engulf ◆◆ DC 33, 4d10 acid, Escape DC 33, Rupture 20

VERDUROUS CONGREGATION

When verdurous oozes gather in sufficient number, they can merge together into conjoined forms. These enlarged blobs develop red and white connecting vessels that pulse hideously as thick, green fluid moves within them. While conjoined, the oozes move as one creature. Their usual enliven foliage and sleep gas auras double in size, and they become even more aggressive, feeding voraciously on any metal or flesh they can find.

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PELUDA PATRONS

Occasionally a particularly cunning band of humanoids—typically lizardfolk or orcs—finds a way to assuage a local peluda's temper and then elevate the dragon to the status of a local liege, patron, or even object of worship. Although peludas rarely have any actual affection for such servants, they revel in the submission of these weaker creatures and the gifts of gold and food they bring.

PELUDA

Peludas are wild and savage dragons that favor reedy marshlands, sparsely forested bogs, and river valleys for lairs. A single peluda typically claims a stretch of waterways a few miles in length, then systematically drives off any potential rivals so that the peluda can despoil the land as they please, leaving clawed footprints on muddy riverbanks, toppling trees, and impaling half-eaten corpses on their quills as trophies left to rot. They venture beyond their domains to hunt, roasting prey with their breath or pulverizing them with their tails, burning and killing for cruel sport before slithering, sated, back to their mucky lairs.

Peludas despise weakness and loathe creatures smaller than themselves, especially humanoids, whom they see as fragile and soft, good only for eating or breaking. In contrast, peludas have a massive inferiority complex regarding more impressive creatures—especially larger and stronger dragons. Peludas will try anything to become stronger, including ingesting shiny coins, gems, and jewelry, which old folk tales claim will strengthen their quills and fire breath.

PELUDA — CREATURE 10

LE | LARGE | DRAGON | FIRE

Perception +21; darkvision

Languages Draconic

Skills Athletics +23, Intimidation +19

Str +7, **Dex** +3, **Con** +5, **Int** –2, **Wis** +5, **Cha** +3

AC 30; **Fort** +21, **Ref** +17, **Will** +19; +1 status to all saves vs. magic

HP 170; **Immunities** fire, paralyzed, sleep

Vulnerable Tail If the peluda takes 30 or more slashing damage from a critical hit, the attacker severs the peluda's tail. The peluda takes 2d6 persistent bleed damage and can't make tail attacks until their tail grows back (in about 1 week).

Quill Thrust ↻ **Trigger** A creature within 10 feet attempts a melee Strike against the peluda; **Effect** The peluda shifts their position and makes a quill Strike against the attacking creature. This Strike doesn't count toward the peluda's multiple attack penalty, and the peluda's multiple attack penalty doesn't apply to this Strike.

Speed 30 feet, swim 30 feet

Melee ◆ jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing

Melee ◆ quill +23 (agile, reach 10 feet), **Damage** 2d6 piercing plus peluda venom

Melee ◆ tail +23 (reach 15 feet, versatile piercing), **Damage** 2d6+13 bludgeoning plus Improved Knockdown

Breath Weapon ◆◆ (evocation, fire, primal) The peluda breathes a torrent of flames that deals 7d10 fire damage in a 60-foot line (DC 29 basic Reflex save). They can't use their Breath Weapon again for 1d4 rounds.

Peluda Venom (poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and flat-footed (1 round); **Stage 2** 2d6 poison, enfeebled 1, and flat-footed (1 round); **Stage 3** 2d6 poison, enfeebled 2, and flat-footed (1 round)

Quill Barrage ◆◆ The peluda bristles their quills and shakes, sending dozens of spear-like barbs in every direction. All creatures within 30 feet take 11d6 piercing damage (DC 29 basic Reflex save) and are exposed to peluda venom if they take any damage. The peluda can't use Quill Barrage again for 1 minute.

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Peryton

The peryton is an amalgam of horror, merging the features of a stag, wolf, and hawk. They love using shadows to stalk their victims before ripping out their still-beating hearts and relishing the dying pulse as they swallow them whole, so the doomed victims spends their last moments watching as their flesh is consumed.

Despite perytons' animalistic appearance and brutal behavior, they are viciously cunning and as intelligent as humans. Their preferred tactic is to find a lone traveler and stalk it from on high. Most perytons are loners who loathe all other creatures. These feelings extend to other perytons as well, and adult males attack each other on sight as surely as they attack anything else.

Once per year, perytons mate. The males offer up hearts they have collected from humanoids to attract females. Those that manage to secure a mate rarely survive long though, as their mating ritual is short and violent. Female perytons generally abandon their eggs after laying them, so newly hatched perytons must fend for themselves from the moment they emerge.

A lone peryton typically builds a nest in a rocky overhang or an exceptionally tall and strong tree where they can observe nearby lands. Although they aren't particularly interested in wealth, perytons do like to collect small objects from their victims. During those times between hunts, they sometimes study these trophies in order to relive the memories of victims' last moments and the taste of victims' hearts.

PERYTON FLOCKS

On rare occasions, a peryton flock forms at the lead of an alpha female. It lasts until the alpha makes a mistake that erodes her perceived power. Then the rest of the flock tears her apart.

PERYTON — CREATURE 4

CE | MEDIUM | BEAST

Perception +13; darkvision
Languages Common
Skills Acrobatics +11, Intimidation +11, Stealth +11
Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +5, **Cha** +3

AC 21; **Fort** +8, **Ref** +11, **Will** +13
HP 60

Speed 25 feet, fly 50 feet
Melee ❖ antler +14 (deadly d8), **Damage** 1d12+7 piercing
Melee ❖ fangs +14 (agile), **Damage** 1d8+7 slashing
Heart Ripper ❖ (attack, emotion, fear, visual) The peryton rips out the heart of an adjacent corpse with their jaws. The creature must have died in the last minute. As the peryton rips the heart free and swallows it whole, they regain 2d6 HP, and any non-peryton that witnesses this event must succeed at a DC 21 Will save or become frightened 1 (or frightened 2 on a critical failure).
Mimic Shadow ❖ (necromancy, occult, shadow) **Requirements** The target must be casting a shadow; **Effect** The peryton Flies, going no higher than 20 feet over the target creature. The target creature must succeed at a DC 21 Will save or the peryton's shadow changes to match that cast by the target creature. With their shadow so transformed, the peryton gains a +2 status bonus to attack and damage rolls against that creature. In addition, each time the peryton successfully Strikes that creature, the creature must succeed at a DC 21 Will save or become frightened 1, or increase its frightened condition by 1 if it's already frightened. This is an emotion and fear effect. The shadow remains transformed for 1 hour or until the peryton Mimics a Shadow again, whichever comes first.

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OTHER PETITIONERS

Each plane (save the Negative Energy Plane) has its own category of petitioner, but not every plane or demiplane present in the Pathfinder setting is listed here. Certainly, planes of your own design aren't represented! You can use the wide range of petitioner types and descriptions here as templates or inspiration for creating new types of petitioners: each needs a name, appearance, alignment, language, additional ability, and attack. For instance, Desna maintains a demiplane called Cynosure that straddles the Material Plane and Elysium. Petitioners on Cynosure are known as the chosen dreamers, and they appear as idealized and softly glowing versions of their mortal selves; they are chaotic good, speak Celestial, are immune to confusion and stupefied, and deal bludgeoning damage with their fists.

Petitioner

When a mortal dies, their soul travels to the Boneyard in the Outer Planes where they are judged by Pharasma, the goddess of the dead. Once they have been judged, their soul is sent on to their final reward or punishment in the afterlife, and in the process is transformed into a creature known as a petitioner. This process grants the soul a new body, one whose shape is the result of the prevailing philosophical forces of the plane to which it is sent. The petitioner's memories from their life are typically wiped nearly clean, allowing them to retain only a few hazy fragments akin to half-remembered dreams. Regardless of the petitioner's size, power, or nature in life, they're a Medium creature in their afterlife.

Existence as a petitioner can last for eons, but this state is not necessarily eternal. Deities, powerful denizens of the Great Beyond, or even the outer planes themselves can further change the petitioner's nature by transforming them into raw quintessence, spiritual essence that is then used to expand a plane's physical manifestation, or by transforming the petitioner into a new form of supernatural life such as a celestial, monitor, or fiend. Should a petitioner die, their body breaks down in a process akin to decay, their nature reverting back to the quintessence or elements that make up their plane. This represents the true end of a soul's journey: their associated life essence travels back to the heart of the Great Beyond to be recycled into the Positive Energy plane, fueling the creation of entirely new souls.

PETITIONER — CREATURE 1

VARIES | MEDIUM | PETITIONER

Perception +7, darkvision
Languages see Planar Incarnation
Skills Athletics +7, Planar Lore +7
Str +2, **Dex** +2, **Con** +2, **Int** +2, **Wis** +2, **Cha** +2

AC 15; **Fort** +7, **Ref** +7, **Will** +7
HP 22

Speed 25 feet

Planar Incarnation All petitioners are formed from and personify the nature of the plane on which they manifest, and their statistics are adjusted as summarized below. They also gain any trait associated with creatures from their plane.

- **Abaddon (the Hunted)** The hunted appear as Medium sized versions of themselves from their prior lives, and they exist to be pursued and consumed by daemons; **Alignment** NE; **Language** Daemonic; **Additional Ability** fast healing 5; **Melee** fist +7, **Damage** 1d8+2 bludgeoning
- **Abyss (the Larvae)** The larvae appear as maggot-like grubs with the face the petitioners had in life; **Alignment** CE; **Language** Abyssal; **Additional Ability** immune to disease and poison; **Melee** jaws +7, **Damage** 1d8+2 piercing
- **Astral Plane (the Untethered)** The untethered appear as astrally projected versions of their mortal forms, yet they lack a silver cord; **Alignment** any; **Language** any one spoken in life (such as Common); **Additional Ability** fly Speed 20 feet; **Melee** fist +7, **Damage** 1d8+2 bludgeoning
- **Axis (the Unmade)** The unmade appear as parchment-skinned humanoids covered in lines of close black script; **Alignment** LN; **Language** Utopian; **Additional Ability** immune to emotion and fear; **Melee** fist +7, **Damage** 1d8+2 bludgeoning
- **Boneyard (the Dead)** The dead appear as animated skeletons of the type of creature they were when they were alive; **Alignment** N; **Language** Requian; **Additional Ability** resist piercing and slashing 3; **Melee** claw +7, **Damage** 1d8+2 slashing
- **Dead Vault (the Caged)** The caged are sent to Rovagug's prison plane, the Dead Vault; they appear as chained versions of their mortal bodies, save that their faces are hideous insectile visages; **Alignment** CE; **Language** Abyssal; **Additional Ability** Rend ❖ bite; **Melee** bite +7, **Damage** 1d8+2 piercing
- **Dimension of Dreams (the Dreamers)** The dreamers appear as their ideal appearance, age, and gender from their mortal bodies; **Alignment** any; **Language** Aklo;

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Additional Ability +1 circumstance bonus on all saving throws; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Elysium (the Chosen) The chosen appear as idealized versions of their mortal selves with glowing eyes; **Alignment** CG; **Language** Celestial; **Additional Ability** immune to blindness and dazzled; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Ethereal Plane (the Terrorized) The terrorized appear as sickly, haunted-looking versions of their mortal selves; **Alignment** any; **Language** any one spoken in life (such as Common); **Additional Ability** immune to bleed and death effects; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Heaven (the Elect) The elect have golden halos and ghostly wings, but they otherwise appear as their mortal forms; **Alignment** LG; **Language** Celestial; **Additional Ability** fly Speed 20 feet; **Melee** wing +7, **Damage** 1d8+2 bludgeoning

Hell (the Damned) The damned look like terribly scarred or mutilated versions of their mortal selves; **Alignment** LE; **Language** Infernal; **Additional Ability** immune to fire; **Melee** jaws +7, **Damage** 1d8+2 piercing

Maelstrom (the Shapeless) The shapeless appear as half-melted reflections of their former mortal selves; **Alignment** CN; **Language** Protean; **Additional Ability** immune to critical hits and precision; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Material Plane (the Remnants) The remnants are among the rarest of petitioners; they appear as plain, bland versions of the ancestry of their mortal lives; **Alignment** any; **Language** any one spoken in life (such as Common); **Additional Ability** ferocity; **Melee** fist +7, **Damage** 1d8+2 bludgeoning

Nirvana (the Cleansed) The cleansed take on animal forms that match their personalities in life; **Alignment** NG; **Language** Celestial; **Additional Ability** speed 35 feet; **Melee** claw +7, **Damage** 1d8+2 slashing

Plane of Air (the Air Pneuma) Air pneuma appear as versions of their mortal selves composed of air; **Alignment** any; **Language** Auran; **Additional Ability** fly Speed 20 feet; **Melee** gust +7 (air), **Damage** 1d8+2 bludgeoning

Plane of Earth (the Earth Pneuma) Earth pneuma appear as versions of their mortal selves built of earth or stone; **Alignment** any; **Language** Terran; **Additional Ability** burrow Speed 20 feet; **Melee** fist +7 (earth), **Damage** 1d8+2 bludgeoning

Plane of Fire (the Fire Pneuma) Fire pneuma appear as versions of their mortal selves shaped from flame; **Alignment** any; **Language** Ignan; **Additional Ability** immunity to fire; **Melee** cinder +7 (fire), **Damage** 1d8+2 fire

Plane of Water (the Water Pneuma) Water pneuma appear as versions of their mortal selves formed of flowing water; **Alignment** any; **Language** Aquan; **Additional Ability** amphibious, swim Speed 20 feet; **Melee** current +7 (water), **Damage** 1d8+2 bludgeoning

Positive Energy Plane (the Enlightened) The enlightened appear as diaphanous, radiant versions of their mortal selves; **Alignment** any good; **Language** Jyoti; **Additional Ability** fast healing 5; **Melee** glowing touch +7, **Damage** 1d8+2 positive

Shadow Plane (the Mutilated) The mutilated appear as they did in their mortal lives, yet are covered in wounds or partially adorned or wrapped in chains; **Alignment** any evil; **Language** Shadowtongue; **Additional Ability** immune to bleed and fear; **Melee** chain +7, **Damage** 1d8+2 bludgeoning

FIRST WORLD PETITIONERS

A soul sent to the First World does not become a petitioner. Rather, they immediately reincarnate into a fey creature whose temperament and role match their mortal personalities. This process tends to leave souls who incarnate into the First World with slightly more fragments of memories than most petitioners, yet still not enough that they remember who they once were.

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GENIEKIN PARENTAGE

Planar scions from the elemental planes are known as geniekin because they are overwhelmingly born from couplings between mortals and genies: ifrits are born of efreet, oreads of shaitans, sulis of jann, sylphs of djinn, and undines of marids. Despite this distinguished ancestry, geniekin do not display most of their parents' exceptional talents, such as their ability to grant wishes.

Planar Scion, Geniekin

Geniekin are mortals whose ancestry has become entangled with that of genies, causing them to exhibit elemental powers drawn from the Elemental Planes. Though the geniekin found here are all of human descent and have example alignments, geniekin and other planar scions can descend from other ancestries and have any alignment. More information on genies can be found on page 162 of the *Bestiary*.

IFRIT

Ifrits' blood blazes with elemental fire. Most ifrits are second-class citizens who serve under the iron heel of the efreeti and their Dominion of Flame, but those born outside the efreet hierarchy or who choose to flee it live lives of passion in search of fame, glory, and power.

Ifrits are fond of fire, but this doesn't mean they all embrace fire's destructive nature. Those who seek more productive roles in a society find inspiration in the way flames flit and dance, and they pride themselves in their skills as acrobats or dancers. The church of Sarenrae particularly welcomes ifrit fire dancers, both in appreciation of their skill and to help ensure these ifrits have a safe place apart from their more violent kin.

But by and large, ifrits are drawn to professions and callings that allow them to wallow in the glories of fire. Ifrit pyrochemists apply this calling to alchemical teachings, seeing purity in every single bomb thrown or conflagration lit.

IFRIT PYROCHEMIST — CREATURE 1

LE | MEDIUM | HUMAN | HUMANOID | IFRIT

Perception +3

Languages Common, Ignan

Skills Acrobatics +6, Crafting +6, Intimidation +4, Nature +3, Survival +3, Thievery +6

Str +0, **Dex** +3, **Con** +2, **Int** +3, **Wis** +0, **Cha** +1

Items alchemist's tools, dagger, flint and steel, formula book, studded leather

Infused Items An ifrit pyrochemist carries the following infused items, which last for 24 hours or until the next time the pyrochemist makes their daily preparations: lesser alchemist's fire (5), lesser elixir of life (2), lesser smokestick.

AC 18; **Fort** +5, **Ref** +6, **Will** +3

HP 18; **Resistances** fire 1

Speed 25 feet

Melee ❖ dagger +8 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Ranged ❖ lesser alchemist's fire +8 (range increment 30 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Primal Innate Spells DC 16, attack +8; **Cantrips (1st)** *produce flame*

Quick Bomber ❖ The ifrit pyrochemist draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

OREAD

Elemental earth laces through the bones of oreads, who appear similar to stone statues of their mortal ancestry, with delicate crystals in place of hair, fur, or scales. Oreads are stoic and slow to plan but are of steadfast resolve and unwavering in their convictions.

The typical oread cherishes quiet seclusion. Yet as they age, many oreads find themselves inexplicably drawn to some far-flung location

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with a pull like that exerted on the needle of a compass—intangible, constant, and ultimately irresistible. The destination of this mysterious pilgrimage is unique to each oread, though it usually ends in some place of great mystical power, natural splendor, or esoteric learning. Most oreads are drawn to a place with which they are somewhat familiar, but a rare few feel drawn to travel in a seemingly random direction, departing with only their hope that they'll discover whatever mystery lies at the end of their invisible path.

Many oreads find that the role of a guard suits their personality well, for in such a role they can feel as if they are helping to promote order but also find time to stand vigil as lone sentinels over a specific portion of a fortification or a remote location on a wilderness trail.

OREAD GUARD — CREATURE 1

LN | MEDIUM | HUMAN | HUMANOID | OREAD

Perception +7
Languages Common, Terran
Skills Athletics +7, Crafting +3, Medicine +5, Society +3, Survival +5
Str +4, **Dex** +1, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
Items bastard sword, full plate, light hammer, steel shield (Hardness 5, HP 20, BT 10)

AC 19 (21 with shield raised); **Fort** +7, **Ref** +6, **Will** +5
HP 20
Attack of Opportunity ↻
Shield Block ↻

Speed 20 feet
Melee ◆ bastard sword +9 (two-hand d12), **Damage** 1d8+4 slashing
Ranged ◆ light hammer +6 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning
Power Attack ◆◆ **Frequency** once per round; **Effect** The guard makes a melee Strike. This counts as two attacks when calculating the guard's multiple attack penalty. If this Strike hits, the guard deals an extra die of weapon damage.

SULI

Because their genie forebears are native to the Material Plane, sulis (scions of mortals and jann) are by and large the most common geniekin on the Material Plane. They are often artisans and peace brokers, compelled to try and bring harmony and balance in a world wrought with discord.

Sulis have a natural charm that often eludes other geniekin, but tend to layer on a level of boastful pride or even arrogance as a personal quirk or humorous facade. Few non-sulis realize that bragging is not simply the symptom of a puffed-up ego for sulis, but instead is a cultural institution easily comparable to human poetry. Sulis' boasts not only glorify themselves, but also secure their companions' and families' accomplishments in history, with the ultimate goal of spinning stories that will be retold for generations. This is especially true for sulis who have lived with other geniekin and have been seen as lesser for not having a strong connection to an Elemental Plane.

Suli dune dancers are but one way these geniekin seek to integrate with other humanoid societies. They work to hone their skills at boasting to an extent that their

EXTRAPLANAR HUMANOIDS

An important distinction exists between planar scions and extraplanar humanoids, such as fetchlings. Fetchlings and other extraplanar humanoids represent true ancestral groups with their own physical and cultural identities and traditions. Planar scions are members of diverse ancestries who share a similar inheritance from extraplanar beings and, with exception of marids, typically integrate into other humanoid societies instead of building their own.

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GENIEKIN ON GOLARION

While most geniekin planar scions live on their genie parent's ancestral plane, rare fonts of elemental power or genie activity sometimes give rise to geniekin on Golarion. By far, geniekin are most commonly found in Katapesh, as genies are more prevalent there than other regions due to the influence of genie binders.

claims help to bolster those they travel with. Suli from regions other than deserts adjust their names to match their terrains, but regardless of whether they prefer forests, hills, or arctic plains, their boasts remain as compelling.

SULI DUNE DANCER — CREATURE 1

N | MEDIUM | HUMAN | HUMANOID | SULI

Perception +5

Languages Aquan, Auran, Common, Ignan, Terran

Skills Acrobatics +5, Deception +6, Diplomacy +7, Occultism +4, Performance +7, Society +4

Str +2, **Dex** +2, **Con** +0, **Int** +1, **Wis** +0, **Cha** +4

Items scimitar, tambourine

AC 15; **Fort** +3, **Ref** +5, **Will** +5

HP 16

Elemental Bulwark ↻ **Trigger** An enemy is about to damage the dune dancer with cold, electricity, or fire, or with a spell that has the air, earth, fire, or water trait; **Effect** The dune dancer gain resistance 2 against the triggering damage.

Speed 25 feet

Melee ◆ scimitar +7 (forceful, sweep), **Damage** 1d6+2 slashing

Occult Spontaneous Spells DC 17, attack +9; **1st** (2 slots) *color spray*, *soothe*, *true strike*; **Cantrips (1st)** *detect magic*, *guidance*, *inspire courage* (*Core Rulebook* 386), *mage hand*, *shield*, *telekinetic projectile*

Elemental Assault ◆◆ Elemental magic fills the dune dancer's body or weapon. The dune dancer chooses one element and makes a melee Strike. The Strike deals an additional 1d4 damage of the indicated type and has the trait corresponding to the element: **Air** electricity, **Earth** bludgeoning, **Fire** fire, or **Water** cold.

SYLPH

Born with elemental gales coursing through their breath, sylphs are wispy planar scions whose bodies seem caught in a perpetual, gentle breeze. Born of unions between mortals and djinn, sylphs are quick-witted and creative, but they are prone to flights of fancy and tend to be easily distracted.

Sylphs are notorious for their practice of "listening to the wind," which most others dismiss as a fancy name for eavesdropping. Yet this custom means much more to sylphs, who spend hours listening to the stories brought to them on the proverbial breeze. While some less scrupulous sylphs may use the information they learn to blackmail or abuse others, most of them see listening to the wind as their way of staying connected to the world around them while still keeping it comfortably at arm's length. Certainly the typical sylph sneak doesn't seek to use what they learn for ill, but instead tries to warn others of dangers yet unrealized or to prepare themself for a dangerous task.

SYLPH SNEAK — CREATURE 1

CG | MEDIUM | HUMAN | HUMANOID | SYLPH

Perception +5

Languages Auran, Common

Skills Acrobatics +7, Deception +6, Diplomacy +6, Society +4, Stealth +7, Thievery +7

Str +0, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +3

Items leather armor, starknife

AC 18; **Fort** +4, **Ref** +9, **Will** +8

HP 17

Deflecting Gale ↻ (air, evocation, primal) **Trigger** The sylph sneak is the target of a physical ranged attack; **Requirements** The sylph sneak is aware of the attack;

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Effect A swift gale whips up between the sylph sneak and the source of the ranged attack, giving the sneak a +3 status bonus to AC against the triggering attack. If the attack misses, the wind deflected it. The wind can't deflect unusually large or heavy ranged projectiles (such as boulders or ballista bolts).

Speed 25 feet
Melee ❖ starknife +9 (agile, deadly d6, finesse, versatile S), **Damage** 1d4+4
Ranged ❖ starknife +9 (agile, deadly d6, thrown 30 feet, versatile S), **Damage** 1d4+1
Sneak Attack The sylph sneak's Strikes deal 1d6 extra precision damage to flat-footed creatures.
Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to the sylph sneak.
Wind's Guidance When the sylph sneak attacks with a thrown weapon, the range increment increases by 10 feet.

OTHER PLANAR SCIONS

Two other planar scions are the entropy-infused ganzi and their polar opposites, the orderly aphorites, scions of chaos and law respectively.

UNDINE

Undines are infused with elemental water—the churning power of the briny deep flows through them. These planar scions are often athletic and lithe, but they are easily distracted by auditory sensations because of how much louder and clearer sound rings above the waves.

Undines are perhaps the most settled of all geniekin, often forming communities along the coast or even on the water itself. In the latter case, they prefer to settle in ship-towns that sometimes number dozens of vessels in all shapes and sizes. The undines who fill these communities are similarly diverse, bringing aspects of multiple cultures together to form one whole. Ship-towns are permanent, but fluid—they grow, recede, and migrate constantly as undine families add their ships to or remove them from the flotilla. An undine town like this may remain at sea for years, its residents coming ashore only on rare occasions to collect wood for cookfires or to repair their homes. The paradoxically ever-shifting permanence of these communities reflects the undine virtues of adaptability and freedom, while also maintaining the prime importance of the community.

Undine hydromancers are quite valued on these floating settlements, if only for their ability to create fresh drinking water while adrift on the sea.

UNDINE HYDROMANCER — CREATURE 1

CG | MEDIUM | AMPHIBIOUS | HUMAN | HUMANOID | UNDINE

Perception +5
Languages Aquan, Common
Skills Arcana +3, Athletics +3, Diplomacy +7, Intimidation +7, Nature +5, Survival +5
Str +0, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +4
Items dagger

AC 16; **Fort** +4, **Ref** +5, **Will** +7
HP 15

Speed 25 feet, swim 25 feet
Melee ❖ dagger +7 (agile, finesse, versatile S), **Damage** 1d4 piercing
Ranged ❖ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing
Primal Spontaneous Spells DC 17, attack +9; **1st** *create water*, *heal*, *hydraulic push*; **Cantrips (1st)** *acid splash*, *detect magic*, *know direction*, *stabilize*, *tanglefoot*
Sorcerer Bloodline Spells DC 17, attack +9; **1st** (1 Focus Point) *elemental toss* (*Core Rulebook* 404)

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VANDALS OF CHAOS

Those who seek secret knowledge beyond their means to purchase can bargain with akizendris to provide them with rare tomes in exchange for delivering the immersed akizendri into a library via another book. From there, the akizendri can vandalize books to its heart's content without being detected.

Protean

Proteans are manifestations of chaos made flesh, natives of the Maelstrom that embody the primeval potency of entropy in their serpentine forms. They follow a loose, confusing, and ever-shifting caste system and form choruses based on malleable and evanescent shared philosophies.

WARPWAVES

Many proteans can use the forces of chaos to distort reality in their foes' minds, creating mental ripples called warpwaves. When a creature fails its saving throw and is affected by a warpwave, roll 1d8 and consult the table below for the specific effect on that creature. Unless indicated otherwise, a warpwave effect lasts for 1d4 rounds, and a new warpwave effect negates any previous warpwave effect already affecting a creature.

d8	Warpwave Effect
1	Clumsy 2 (3 on a critical failure)
2	Confused and gains 4d6 temporary Hit Points
3	Dazzled (permanent on a critical failure)
4	Enfeebled 2 (3 on a critical failure)
5	Immobilized by filaments of energy
6	Quickened (Stride, Strike, or Step only)
7	Slowed 1
8	Stupefied 2 (3 on a critical failure)

AKIZENDRI

Akizendris gnaw at sources of knowledge and lore, gleefully corrupting and altering them to vex scholars and sages across the planes with contradictions and untruths. These proteans appear as cackling, serpentine creatures with elongated crocodilian faces, luminous eyes, and arms that vanish at the elbows into swirling clouds of runes before reforming into solid talons.

Akizendris amuse themselves by rearranging or deleting texts, placing insulting acrostics in poetic verses, and penning crude insults upon title pages. Libraries in such places as Heaven, Axis, and Hell are especially keen to avoid such contamination, knowing that their records are choice targets for every akizendri in existence.

AKIZENDRI — CREATURE 3

CN | SMALL | MONITOR | PROTEAN

Perception +8; darkvision, entropy sense (imprecise) 30 feet

Languages Abyssal, Celestial, Protean; telepathy (touch)

Skills Acrobatics +9, Deception +10, Occultism +11, Society +10, Stealth +9, Thievery +9

Str +3, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

Entropy Sense (divination, divine, prediction) An akizendri can anticipate the most likely location of a creature through their supernatural insight into the forces of chaotic probabilities and chance. This grants the akizendri the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 19; **Fort** +6, **Ref** +11, **Will** +10

HP 42, fast healing 1; **Weaknesses** lawful 3; **Resistances** precision 3, protean anatomy 6

Protean Anatomy (divine, transmutation) An akizendri's vital organs shift and change shape and position constantly. Immediately after the akizendri takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

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The akizendri is immune to polymorph effects unless it is a willing target. If blinded or deafened, the akizendri automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 25 feet, fly 25 feet, swim 25 feet; *freedom of movement*

Melee ❖ jaws +12 (chaotic, finesse, magical), **Damage** 2d8+3 piercing plus 1d4 chaotic and garbled thoughts

Melee ❖ tail +12 (chaotic, finesse, magical), **Damage** 2d6+3 bludgeoning plus 1d4 chaotic and Grab

Divine Innate Spells DC 20, attack +12; **3rd** *glyph of warding*, *secret page*; **1st** *detect alignment* (at will, lawful only); **Cantrips (2nd)** *acid splash*, *daze*, *ghost sound*, *mage hand*, *sigil*; **Constant (4th)** *freedom of movement*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The akizendri takes on the appearance of any Small or smaller creature. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Constrict ❖ 1d8+3 bludgeoning, DC 20

Garbled Thoughts (divine, emotion, enchantment, mental) A creature hit by the akizendri's bite Strike must attempt a DC 20 Will save.

Success The creature is unaffected.

Failure The creature is stupefied 1 for 1d4 rounds.

Critical Failure As failure, but the creature is also confused for 1 round.

Text Immersion (divine, transmutation) When the akizendri casts *secret page*, it can physically immerse itself in the text, changing the message of the text in the process. It can exit the book at any point by Dismissing *secret page*, at which point it appears in a space adjacent to the text. If it does so to begin combat, it rolls a Deception check for initiative. As long as it remains immersed in the text, the akizendri has no body. It can communicate telepathically with a creature as long as the creature touches the book or scroll that contains the *secret page*. It can sense nearby creatures using its entropy sense, but not in any other way, nor can it use any attack, manipulate, or move actions or speak aloud. If the object it is immersed in is destroyed, the akizendri reappears in an adjacent square and is stunned 1.

AZURETZI

Azuretzis are sinuous, serpentine creatures with dagger-sharp teeth, covered in brilliant blue scales with mottled purple and pink highlights that shimmer in a pareidolic approximation of leering, laughing faces. The Maelstrom's chaotic forces spawn these small proteans from a variety of sources: physical mating between older azuretzis, the paradoxical promotion of bestial naunets, and possibly from mortal petitioners, though azuretzis may just be confusing putative mortal memories with experiences gained from games of mimicry. Never expect azuretzis to operate by any rational, self-consistent rules.

Azuretzis represent the humor of chaos, particularly in the form of mockery and parody via exaggerated mimicry, twisting a target's features into a laughingstock.

MOCK CHORUSES

Azuretzis form mock choruses in emulation of their more powerful kindred, aping the shifting philosophies of proper choruses. While mischievous or outright malevolent to hostile or lawful creatures, they interact amiably with chaotic creatures, who run the risk of being promptly followed–willingly or not–by a serpentine gaggle of self-appointed understudies.

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GALISEMNI

Only powerful magic can stabilize the Maelstrom for a time, allowing stable islands to form. Most prominent among these is the massive planar trade city of Galisemni, which lies in the Borderlands, a somewhat-more-stable region of the Maelstrom where it brushes up against the other Outer Planes.

AZURETZI — CREATURE 5

CN | SMALL | MONITOR | PROTEAN

Perception +11; darkvision, entropy sense (imprecise) 30 feet
Languages Abyssal, Celestial, Protean
Skills Acrobatics +11, Arcana +11, Athletics +9, Deception +13, Performance +13, Stealth +13, Survival +11, Thievery +13
Str +2, **Dex** +4, **Con** +4, **Int** +4, **Wis** +2, **Cha** +4
Entropy Sense (divination, divine, prediction) As akizendri.

AC 22; **Fort** +11, **Ref** +15, **Will** +11; +1 status to all saves vs. magic
HP 75, fast healing 2; **Weaknesses** lawful 5; **Resistances** precision 5, protean anatomy 8
Protean Anatomy (divine, transmutation) As akizendri.
Spell Pilfer ↻ **Trigger** A creature with an active spell effect within 30 feet of the azuretzi fails to resist another azuretzi's Mocking Touch; **Effect** The azuretzi attempts to counteract one ongoing spell effect on the target creature with a Thievery check. If it is successful, it transfers the ongoing spell effect to itself. The creature then becomes temporarily immune to Spell Pilfer for 24 hours.

Speed 25 feet, fly 25 feet, swim 25 feet; *freedom of movement*
Melee ◆ jaws +15 (chaotic, finesse, magical), **Damage** 2d10+4 piercing plus 1d6 chaotic
Melee ◆ claw +15 (agile, chaotic, finesse, magical), **Damage** 2d8+4 slashing plus 1d6 chaotic
Melee ◆ tail +13 (chaotic, magical, reach 15 feet), **Damage** 2d12+4 bludgeoning plus 1d6 chaotic and Grab
Divine Innate Spells DC 22; **4th** *dimension door*; **3rd** *crisis of faith*, *dispel magic*, *shatter*; **2nd** *hideous laughter*; **1st** *detect alignment* (at will, lawful only); **Constant (4th)** *freedom of movement*
Constrict ◆ 1d12+4 bludgeoning, DC 22
Mimic Form ◆◆ (concentrate, divine, polymorph, transmutation) As Change Shape, but an azuretzi can assume the specific form of a Medium or smaller creature it Seeks with a successful DC 25 Perception check. It can return to its true form as a free action. It can retain access to only one exact appearance at a time.
Mocking Touch ◆◆ (abjuration, divine) **Requirement** The azuretzi is not currently using Mocking Touch on a spell; **Effect** The azuretzi mocks a creature's magical ability with a touch. The azuretzi must attempt a Thievery check against the target's Will DC.
Critical Success The azuretzi chooses one spell of up to 3rd level that the target creature has available to cast. The azuretzi gains that spell as a mock divine innate spell, and it can cast that spell once as an innate divine spell using its own DC and spell attack. It must do so before 24 hours pass or the mock spell is lost. The creature touched cannot cast the mock spell until the azuretzi casts it first or the 24 hour period passes, whichever comes first.
Success As critical success, but the azuretzi has 1 hour

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to cast the mock spell before it is lost, and the creature touched can cast the spell normally.

Failure As critical success, but the azuretzi must cast the mock spell before the end of its next turn or it is lost, and the creature touched can cast the spell normally.

Critical Failure Mocking Touch has no effect.

IMENTESH

The loquacious proteans known as imenteshes serve as missionaries, spies, and heralds of chaos to further the protean goal of reality's dissolution. Imenteshes are cunning, curiously diplomatic, and profoundly whimsical. They travel beyond the Maelstrom for their work, frequently adopting extravagant personal attire and decorations that often border upon the garish, all to curry favor with less chaotic beings.

MOUTHPIECES OF CHAOS

While rarely found on the Material Plane, imenteshes frequent interplanar hubs of culture and commerce. Imenteshes act as diplomats on behalf of any chorus they claim allegiance to. They can offer safe travel through the Maelstrom or even act as guides through the Maelstrom's ever-shifting Borderlands.

IMENTESH — CREATURE 10

CN | LARGE | MONITOR | PROTEAN

Perception +19; darkvision, entropy sense (imprecise) 60 feet

Languages Abyssal, Celestial, Protean; *tongues*

Skills Acrobatics +17, Athletics +19, Deception +21, Diplomacy +19, Performance +21, Stealth +21, Thievery +17

Str +7, **Dex** +5, **Con** +5, **Int** +7, **Wis** +3, **Cha** +5

Entropy Sense (divination, divine, prediction) As akizendri.

AC 30; **Fort** +21, **Ref** +19, **Will** +17; +1 status to all saves vs. magic

HP 175, fast healing 5; **Weaknesses** lawful 10; **Resistances** precision 10, protean anatomy 15

Protean Anatomy (divine, transmutation) As akizendri.

Speed 25 feet, fly 25 feet, swim 25 feet; *freedom of movement*

Melee ❖ jaws +23 (chaotic, magical, reach 10 feet), **Damage** 2d10+11 piercing plus 1d6 chaotic and warpwave strike

Melee ❖ claw +23 (agile, chaotic, magical, reach 10 feet), **Damage** 2d6+11 slashing plus 1d6 chaotic

Melee ❖ tail +23 (chaotic, magical, reach 15 feet), **Damage** 2d10+11 bludgeoning plus 1d6 chaotic and Grab

Divine Innate Spells DC 29; **5th** *dimension door*, *dispel magic*, *divine wrath* (chaotic), *sending*; **4th** *creation*, *dimension door* (at will), *shatter*; **3rd** *haste*, *mending*, *shrink item*, *slow*; **1st** *detect alignment* (at will; lawful only); **Constant (5th)** *tongues*; **(4th)** *freedom of movement*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The imentesh takes the appearance of any Large or smaller creature. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Constrict ❖ 1d10+11 bludgeoning, DC 29

Inflict Warpwave ❖ (divine, transmutation) An imentesh inflicts a warpwave on a creature within 100 feet (page 204; (DC 29 Fortitude save to resist).

Sneak Attack An imentesh's Strikes deal an additional 2d6 precision damage to flat-footed targets.

Warpwave Strike (divine, transmutation) Any creature struck and damaged by an imentesh's jaws Strike must succeed at a DC 29 Fortitude save or be subject to a warpwave (page 204).

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PSYCHOPOMP TRAITORS

Some psychopomps view their task of sorting souls as ultimately hollow and meaningless, since the multiverse itself must one day end. Eons ago, these rebels shirked their duties and fled to the empty corners of the planes, becoming a new type of evil creature called a sahkil. Sahkils feed on mortal fears, particularly fears of death, and enjoy tormenting those who must die. Psychopomps generally leave these malcontents alone, except when sahkils interfere with the proper flow of souls.

PSYCHOPOMP

Many psychopomps are intimately involved with the Boneyard's massive bureaucracy. Few pursue mercy, justice, or personal gain; their duties to Pharasma and her Boneyard are supreme. Nevertheless, individual psychopomps interpret their duties in different ways, which might put them in conflict with mortals or even with each other.

ESOBOK

Esoboks are brute hunters and pugnacious sentinels that serve as the guard dogs of the Boneyard. These squat, powerful quadrupeds have a frill of dark feathers around their distinctive heads which resemble a crocodile skull. Esoboks rarely bother with those who are truly dead, allowing the dead of the Boneyard to go about their business while remaining watchful for danger. Though cunning when sniffing out threats to the Boneyard or to their psychopomp handlers, they're among the least intelligent of the psychopomps and rarely speak except to utter growling threats. The wise listen when an esobok makes a threat, as it won't do so twice.

ESOBOK — CREATURE 3

N | MEDIUM | MONITOR | PSYCHOPOMP

Perception +12; darkvision, lifesense 60 feet, scent (imprecise) 60 feet

Languages Abyssal, Celestial, Infernal, Requian

Skills Acrobatics +8, Athletics +10, Intimidation +9, Religion +4, Stealth +8, Survival +10

Str +3, **Dex** +3, **Con** +4, **Int** –3, **Wis** +3, **Cha** +2

AC 18; **Fort** +11, **Ref** +8, **Will** +8

HP 55; **Immunities** death effects, disease; **Resistances** negative 5, poison 5

Speed 30 feet

Melee ❖ jaws +12 (magical), **Damage** 1d10+3 piercing plus Grab and spirit touch

Melee ❖ claw +12 (agile, magical), **Damage** 1d6+3 slashing plus spirit touch

Divine Innate Spells DC 17; **2nd** *invisibility* (×3; self only)

Pounce ❖ The esobok Strides and then makes a Strike. If it began this action hidden, it remains hidden until after the Strike.

Spirit Touch An esobok's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 1d6 negative damage to living creatures and 1d6 positive damage to undead.

Wrench Spirit ❖ (attack, divine, incapacitation, necromancy) **Requirement** A creature is grabbed by the esobok's jaws; **Effect** The esobok releases the target from the Grab but wrenches its spirit free as it does so. The creature must attempt a DC 20 Will save. Creatures without souls (such as most constructs) and creatures whose bodies and souls are one (such as most celestials, fiends, and monitors) that roll a failure or critical failure on the save get a success instead.

Critical Success The creature is unaffected.

Success The target is stunned 1.

Failure The esobok wrenches the target's soul from its body into its jaws. Mindless undead creatures of level 2 or lower are destroyed, other undead creatures are stunned for 1 round, and all other creatures are paralyzed. At the end of each of its turns, a creature paralyzed by this effect can attempt a new save to end the effect. The paralysis ends automatically if the esobok attempts a jaws Strike or speaks.

Critical Failure As failure, but as long as a creature is stunned or paralyzed, it is also stupefied 2.

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CATRINA

Not all spirits who enter the Boneyard realize they have died. Catrinas meet these souls, helping to convince them of the finality of their fate to ease a spirit's passing. Catrinas are more likely to intervene when a mortal can't accept their death. They perform their task to keep the afterlife calm, rather than out of true compassion for a mortal's grief. Catrinas only rarely visit the Material Plane, typically to help an extremely important mortal pass on.

Catrinas resemble skeletons dressed in bright flowers and colorful dresses, giving them a simultaneously festive and macabre appearance. Though most catrinas present as feminine, masculine catrinas still dress in bright colors and carry garlands of flowers.

PSYCHOPOMP FOES

Psychopomps' greatest enemies are creatures that devour or steal souls, such as astradaemons and night hags. Their other opponents include necromancers, proteans, and those who have unnaturally extended their lifespan, such as liches.

CATRINA — CREATURE 5

N | MEDIUM | MONITOR | PSYCHOPOMP

Perception +13; darkvision, lifesense 60 feet

Languages Abyssal, Celestial, Infernal, Requian; telepathy 120 feet, *tongues*

Skills Acrobatics +14, Boneyard Lore +11, Diplomacy +14, Intimidation +14, Medicine +12, Occultism +11, Religion +12

Str +0, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +5

AC 22; **Fort** +11, **Ref** +12, **Will** +13; +1 status to all saves vs. magic

HP 75; **Immunities** death effects, disease; **Resistances** negative 5, poison 5

Calming Presence (aura, divine, emotion, enchantment, incapacitation) 30 feet. A creature that begins its turn within the area must attempt a DC 18 Will save.

- **Critical Success** The creature is unaffected and is temporarily immune to calming presence for 24 hours.
- **Success** The creature's attack rolls take a –1 status penalty for 1 round.
- **Failure** Any emotion effects that would affect the creature are suppressed and the creature can't use hostile actions. If the creature is subjected to hostility from any other creature, it ceases to be affected by calming presence and is temporarily immune to calming presence for 24 hours.
- **Critical Failure** As failure, but hostility doesn't end the effect.

Speed 25 feet

Melee ❖ fist +14 (agile, finesse), **Damage** 2d8+2 bludgeoning plus spirit touch

Divine Innate Spells DC 22; **4th** *dimension door*, *talking corpse* (at will); **3rd** *illusory disguise*; **2nd** *invisibility* (at will, self only); **Cantrips (3rd)** *dancing lights*; **Constant (5th)** *tongues*

Compel Condemned ❖ (divine, enchantment, incapacitation, mental) The catrina telepathically compels a creature within 30 feet to approach and allow the catrina to kiss them, in preparation for using Kiss of Death. The target must attempt a DC 22 Will save.

- **Success** The creature is unaffected and is temporarily immune to Compel Condemned for 24 hours.
- **Failure** The creature must spend each of its actions to move closer to the catrina as quickly as possible, while avoiding obvious dangers. If the compelled creature is adjacent to the catrina, it stays still and doesn't act. If the creature takes any damage, the effect ends and the creature is temporarily immune to Compel Condemned for 24 hours. This effect lasts for 1 round, but if the catrina uses this ability again on subsequent rounds, it extend the duration by 1 round for all affected creatures.
- **Critical Failure** As failure, but damage does not end the effect.

Kiss of Death ❖❖ (death, divine, manipulate, necromancy) The catrina gives a long, passionate kiss to an unconscious or willing creature, dealing 3d6 negative damage. Any creature damaged by the same catrina's Kiss of Death for 3 consecutive rounds becomes unconscious and is dying 1.

Spirit Touch As esobok.

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VANTH SCYTHES

Vanths' favored weapon is the scythe, a choice that even further adds to their fearsome appearance and can lead to unfortunate associations with the Grim Reaper or Urgathoa among more superstitious mortals. Vanths find such comparisons to be ignorant at best or insulting at worst. Some vanths infuse their scythes with different qualities, such as cold iron or silver, depending on the nature of their most common enemies.

VANTH

Protecting the Boneyard are the stern and resolute guardians of the dead known as vanths, psychopomps who resemble skeletons with raven-like wings and a mask resembling a vulture's skull. Vanths carry black scythes to fight against those who would disturb the natural progression of souls, and they consider any visitor to the Boneyard a potential troublemaker. When the psychopomp armies go to war, vanths serve as front-line soldiers. They rarely speak and even more rarely show any emotion other than a grim adherence to duty.

VANTH — CREATURE 7

N | MEDIUM | MONITOR | PSYCHOPOMP

Perception +15; darkvision, lifesense 60 feet

Languages Abyssal, Celestial, Infernal, Requian

Skills Acrobatics +17, Athletics +17, Boneyard Lore +15, Intimidation +15, Occultism +13, Religion +13, Stealth +17

Str +6, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2

Items *+1 scythe*

AC 27; **Fort** +15, **Ref** +13, **Will** +17; +1 status to all saves vs. magic

HP 105; **Immunities** death effects, disease; **Resistances** negative 10, poison 10

Frightful Presence (aura, emotion, fear, mental) 20 feet, DC 22

Attack of Opportunity ↩

Speed 25 feet, fly 40 feet

Melee ◆ *scythe* +18 (deadly d10, magical, trip), **Damage** 1d10+8 slashing plus spirit touch

Melee ◆ jaws +17 (agile), **Damage** 1d6+8 slashing plus spirit touch

Divine Innate Spells DC 22; **5th** *dimension door*; **4th** *dimension door* (at will); **3rd** *locate* (×3), *searing light* (×3); **2nd** *invisibility* (at will, self only)

Infuse Weapon (divine, evocation) A vanth's scythe is its symbol of office and gains a measure of its personal power. This scythe becomes a *+1 scythe* and is treated as if it were adamantine while the vanth wields it. A vanth whose scythe is taken or destroyed can infuse a new one with an hour of work.

Spirit Touch As esobok, but 2d6.

Vanth's Curse ◆◆ (curse, divine, enchantment, misfortune) **Frequency** three times per day; **Effect** The vanth bestows a curse on a creature by touching it with its scythe. The creature must attempt a DC 25 Will save.

Critical Success The target is unaffected and is temporarily immune to Vanth's Curse for 24 hours.

Success The target feels a momentary shudder of doom and is stupefied 1 for 1 minute by the distracting sensation.

Failure The target becomes morose and glum as it accepts its own inevitable fate. For 1 hour, the target is stupefied 2. Each time the target gains the dying condition, the stupefied condition value increases by 1, to a maximum value of stupefied 4.

Critical Failure As failure, but the effect is permanent.

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YAMARAJ

The greatest judges among the psychopomps are the massive yamarajes, whose wisdom is legendary and whose edicts are unappealable except to ushers or Pharasma herself. A yamaraj resembles an immense dragon with dark, feathery scales and an emotionless, dispassionate gaze behind a feathered mask. When not serving as the senior magistrates, lords, and generals of the Boneyard, yamarajes pursue highly individualistic hobbies, such as gardening or literature. They are willing to halt in their duties to converse with mortals whose expertise matches their interests.

YAMARAJ — CREATURE 20

UNCOMMON | N | HUGE | MONITOR | PSYCHOPOMP

Perception +37; darkvision, lifesense 240 feet, *true seeing*
Languages Abyssal, Celestial, Infernal, Requian; telepathy 120 feet, *tongues*
Skills Acrobatics +33, Athletics +36, Boneyard Lore +40, Deception +34, Diplomacy +34, Intimidation +36, Legal Lore +40, Occultism +38, Religion +38, Society +38
Str +10, **Dex** +7, **Con** +7, **Int** +10, **Wis** +7, **Cha** +6

AC 45; **Fort** +33, **Ref** +31, **Will** +35; +1 status to all saves vs. magic
HP 375, fast healing 20, lightning drinker; **Immunities** death effects, disease, electricity (see lightning drinker); **Resistances** negative 20, poison 20
Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 39
Lightning Drinker Whenever a yamaraj would take electricity damage if not for its immunity, its fast healing increases to 40 on its next turn. During that turn, if it uses its breath weapon, the beetles crackle with electricity and deal 2d12 additional electricity damage.

Speed 35 feet, fly 50 feet, swim 30 feet
Melee ❖ jaws +38 (magical, reach 15 feet), **Damage** 4d8+18 piercing plus Improved Grab and yamaraj venom and spirit touch
Melee ❖ claw +38 (agile, magical, reach 15 feet), **Damage** 4d4+18 slashing plus spirit touch
Melee ❖ tail +38 (magical, reach 20 feet), **Damage** 4d10+18 bludgeoning plus spirit touch
Divine Innate Spells DC 44; **10th** *miracle*, *revival*; **9th** *bind soul*, *harm*, *heal*, *wail of the banshee*; **8th** *chain lightning* (×3), *dispel magic* (×3), *spirit song*, *wall of force*; **5th** *dimension door* (at will), *mind probe* (at will); **Constant (10th)** *true seeing*
Rituals DC 44; *call spirit*, *resurrect*
Breath Weapon ❖❖ (divine, evocation) The yamaraj breathes a blast of beetles in a 50-foot cone that deals 14d8 slashing damage and 4d8 persistent slashing damage to creatures in the area (DC 42 Reflex save). It can't use Breath Weapon again for 1d4 rounds.
Critical Success The creature takes no damage.
Success The creature takes half damage and is sickened 1.
Failure The creature takes full damage and is sickened 2.
Critical Failure The creature takes double damage and is sickened 3.
Final Judgment A yamaraj's *miracle* spells are used only to pronounce judgment, typically either to restore a dead or destroyed creature to life, bind a creature to the Boneyard, or banish a creature from the Boneyard.
Spirit Touch As esobok, but 3d6.
Yamaraj Venom (poison) While a creature is clumsy from this poison, it is doomed with the same value; **Saving Throw** DC 42 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 3d8 poison damage and clumsy 1 (1 round); **Stage 2** 5d8 poison damage and clumsy 2 (1 round); **Stage 3** 7d8 poison damage and clumsy 3 (1 round)

PSYCHOPOMP COURTS

Psychopomps rarely oppose celestials or fiends. In fact, they frequently host such creatures in the Boneyard, particularly in the sprawling psychopomp courts where these outsiders petition for one soul or another to be remanded to their jurisdiction. Complicated cases are judged by yamarajes, while the thorniest or most politically delicate are handed by Pharasma herself.

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QLIPPOTH AND DEMONS

Qlippoth ruled the Abyss for eons and still see themselves as its rightful rulers. When the Abyss first began to spawn demons from the souls of sinful humanoids, the realm was plunged into a brutal war spanning untold millennia, in which qlippoth, though more powerful and established, were slowly but surely driven back by the endless demonic hordes who spawned far more quickly than qlippoth could ever hope to match. Today, qlippoth have been driven to the deepest, darkest corners of the Abyss where they cling tightly to the crumbling remains of their territory.

QLIPPOTH

Long before the creatures known as demons came to be the dominant force in the Abyss, qlippoth ruled the Outer Rifts. These inimical creatures are a form of primordial and alien evil that predates mortal life, and most immortal life as well. Since the rise of mortal sin and the associated expansion of demonic life through the Abyss, qlippoth have been driven to the deepest reaches of the Abyss, and they seethe with rancor at the loss of their realms. Yet rather than directly oppose demons, qlippoth instead turn to the source—mortal sin—and wage an endless war to eradicate all creatures capable of sinful acts so that the demonic tide might be turned back.

CYTHNIGOT

The cythnigot is a foul fungal parasite that grows and thrives in the corpses of small creatures. It wears these bodies like a suit, but also adjusts and tailors the fleshy covering to suit its needs, and the body ends up looking as alien as anything else spawned from the Abyssal depths. The cythnigot's most identifying feature is the long stalk of fungal material that extends from creature's body, ending in a surprisingly strong set of fanged jaws.

CYTHNIGOT **CREATURE 1**

UNCOMMON | CE | TINY | FIEND | QLIPPOTH

Perception +5; darkvision

Languages Abyssal; telepathy (touch only)

Skills Acrobatics +6, Occultism +7, Stealth +6

Str +1, **Dex** +3, **Con** +4, **Int** +2, **Wis** +2, **Cha** +1

AC 16; **Fort** +9, **Ref** +6, **Will** +5

HP 14; **Immunities** controlled, fear; **Weaknesses** lawful 3; **Resistances** mental 3, physical 3 (except cold iron)

Speed 30 feet, fly 40 feet

Melee ❖ bite +8 (agile, chaotic, finesse, magical), **Damage** 1d10+1 piercing plus 1d4 chaotic and tangle spores

Occult Innate Spells DC 17; **4th** *read omens*; **2nd** *detect alignment* (at will, lawful only), *paranoia*; **1st** *phantom pain*; **Cantrips (1st)** *daze*, *detect magic*

Sickening Display ❖ (concentrate, emotion, enchantment, fear, mental, occult, visual) The cythnigot presents its awful appearance fully, and creatures in a 10-foot emanation must attempt a DC 17 Will save. Once a creature attempts this save, it's temporarily immune to further Sickening Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is flat-footed until its next turn.

Failure The creature is sickened 1, and is flat-footed for as long as it's sickened.

Critical Failure The creature is sickened 2 and is flat-footed for as long as it's sickened.

Tangle Spores (disease) A creature bitten by a cythnigot becomes afflicted by fast-growing spores that swiftly grow into twitching spikes and hideous pallid growths of hairlike fibers. These growths erupt from the bite wound and writhe and wrap around the creature's limbs. Plant creatures take a –2 circumstance penalty to save against tangle spores; **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and flat-footed (1 round); **Stage 3** clumsy 2, flat-footed, and if you attempt a manipulate action, you must succeed at a DC 5 flat check or it's lost; roll the check after spending the action, but before any effects are applied (1 round).

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SHOGGTI

Shoggti travel to other planes in roving bands to capture and charm victims, bringing them back to the Abyss where they are enslaved for unknown—but no doubt insidiously evil—purposes. These squid-like qlippoth have slick, blue skin and four suckered tentacles that end in dexterous pincers. In addition to a lamprey-like mouth at the base of its body, each has a secondary maw in the middle of its forehead that stretches from between its two bulging eyes to the back of its head.

SHOGGTI — CREATURE 7

UNCOMMON | CE | LARGE | AMPHIBIOUS | FIEND | QLIPPOTH

Perception +13; darkvision
Languages Abyssal; telepathy 100 feet
Skills Acrobatics +17, Intimidation +17, Occultism +15, Stealth +15
Str +6, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +6

AC 25; **Fort** +16, **Ref** +12, **Will** +14
HP 105; **Immunities** controlled, fear; **Weaknesses** lawful 5; **Resistances** mental 5, physical 5 (except cold iron)

Speed 25 feet, swim 25 feet
Melee ◆ bite +18 (chaotic, magical, reach 10 feet), **Damage** 2d12+8 piercing plus 1d6 chaotic
Melee ◆ pincer +18 (agile, chaotic, magical, reach 10 feet, versatile B), **Damage** 2d8+8 slashing plus 1d6 chaotic and Grab
Occult Innate Spells DC 23; **4th** *charm*, *dimension door*; **2nd** *paranoia*; **1st** *charm* (×3); **Cantrips (4th)** *daze*, *detect magic*
Braincloud ◆ (attack, enchantment, mental, occult, open) The shoggti caresses a creature with a tentacle and supernaturally erodes the creature's capability for thought as it does so. The target must succeed at a DC 25 Will save or become stupefied 2, with an unlimited duration. The target can attempt the save to remove the stupefied condition again once per day when it makes its daily preparations.
Constrict ◆ 1d10+8 bludgeoning, DC 25
Fascinating Display ◆◆ (concentrate, emotion, enchantment, fear, mental, occult, visual) The shoggti writhes its tentacles and shifts its coloration to put on an unnaturally fascinating hypnotic display. Creatures in a 30-foot emanation must attempt a DC 25 Will save, after which they are temporarily immune to further Fascinating Displays for 1 minute.
- **Critical Success** The creature is unaffected.
- **Success** The creature is sickened 1.
- **Failure** The creature is fascinated for 1 minute. Once the fascination effect ends, the creature is sickened 1.
- **Critical Failure** The creature is fascinated for 1 minute, can't use reactions while fascinated, and is sickened 2 once the fascination ends.

NYOGOTH

Little more than a coiled mass of intestines encircling a massive gaping maw, this qlippoth is an Abyssal scavenger, subsisting on the filth and leftovers of demons and qlippoth alike, although it relishes any opportunity to consume living prey. Despite this seeming lowly role in the Abyssal ecosystem, a nyogoth is far from a stupid beast and can orchestrate cunning ambushes to secure its next meal.

QLIPPOTH AND MORTALS

As qlippoth lost territory to their demonic rivals, they realized that the only way to stem the tide of demonic forces was to starve them of the sinful souls that the Abyss uses to spawn new demons. While qlippoth have no concept of how they might go about preventing sin by changing the way mortals act, they do understand that exterminating mortal life would solve the problem as well.

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QLIPPOTH REALMS

Although it is widely accepted that qlippoth have lost incalculable territory in the Abyss to demonkind, these fiends still control vast regions in the deepest reaches of that plane. Some sages suggest the troubling possibility that perhaps qlippoth still hold more territory of the Abyss than demons do, but because demons are more concerned with mortal life, we simply interact with the layers they control more often. For all we know, these dour sages postulate, the Abyss teems with endless swarms of qlippoth that have yet to make their move against mortal life.

NYOGOTH — CREATURE 10

UNCOMMON | CE | MEDIUM | FIEND | QLIPPOTH

Perception +19; darkvision

Languages Abyssal; telepathy 100 ft.

Skills Acrobatics +21, Athletics +21, Intimidation +19, Occultism +16, Stealth +21

Str +7, **Dex** +5, **Con** +6, **Int** +0, **Wis** +5, **Cha** +3

AC 29; **Fort** +20, **Ref** +19, **Will** +16

HP 175; **Immunities** acid, controlled, fear; **Weaknesses** lawful 10; **Resistances** mental 10, physical 10 (except cold iron)

Caustic Blood ↻ **Trigger** The nyogoth takes piercing or slashing damage; **Effect** The nyogoth sprays its acidic blood on adjacent creatures, dealing 6d6 acid damage (DC 29 basic Reflex save).

Speed 5 feet, fly 25 feet

Melee ◆ jaws +23 (chaotic, magical), **Damage** 2d6+13 piercing plus 2d6 acid, 1d6 chaotic, and Grab

Melee ◆ tentacle mouth +23 (agile, chaotic, magical, reach 10 feet), **Damage** 2d6+13 piercing plus 1d6 acid, 1d6 chaotic, and Grab

Occult Innate Spells DC 26, attack +20; **5th** *cloudkill*; **4th** *acid arrow* (at will), *dimension door*; **3rd** *fear* (at will)

Feeding Frenzy ◆ **Requirement** The nyogoth has grabbed a creature; **Effect** The nyogoth slavers and chews at the grabbed creature, dealing 2d6+7 slashing and 1d6 acid damage (DC 29 basic Fortitude save).

Nauseating Display ◆◆ (concentrate, emotion, enchantment, fear, incapacitation, mental, occult, visual) The nyogoth untangles its tentacles and prolapses its many mouths, turning itself inside out in a truly nauseating display. Creatures in a 30-foot emanation must attempt a DC 29 Will save, after which they are temporarily immune to further Nauseating Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is stunned 3 and sickened 1.

Critical Failure The creature is stunned 5 and sickened 2.

CHERNOBUE

The chernobue infects all creatures it encounters with itself, spreading pain and calamity wherever it flops and writhes. It sheds ruin and sups on anguish, but a chernobue can sometimes be persuaded to pause for a few moments of conversation if its partner in discourse can keep its attention by providing enough atrocious details. Resembling a tumor-like growth of oily blackness, this vile monstrosity has numerous muscular tentacles, a single glaring baleful eye, and a drooling, toothy maw in the middle of its body.

CHERNOBUE — CREATURE 12

UNCOMMON | CE | LARGE | FIEND | QLIPPOTH

Perception +25; greater darkvision, scent (imprecise) 30 feet

Languages Abyssal; telepathy 100 feet

Skills Acrobatics +22, Athletics +25, Intimidation +25, Occultism +22

Str +7, **Dex** +4, **Con** +5, **Int** +4, **Wis** +7, **Cha** +5

AC 33; **Fort** +23, **Ref** +18, **Will** +25

HP 220; **Immunities** controlled, fear; **Weaknesses** lawful 10; **Resistances** mental 10, physical 10 (except cold iron)

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Aura of Order's Ruin (aura, necromancy, occult) 30 feet. A lawful or good creature that begins its turn in this aura's emanation must attempt a DC 29 Will save or become sickened 1 (lawful good creatures instead become sickened 2).

Boiled by Light A chernobue takes 2d10 points of fire damage each time it starts its turn in an area of bright light.

Recall Venom ↻ Trigger A creature within 30 feet suffers the effects from stage 2 of rupturing venom; **Effect** The chernobue calls out telepathically to the semi-alive toxin, causing it to burst out of the target's body and slither through the air to drain back into one of the chernobue's mouths. The poisoned creature takes 7d6 bludgeoning damage (DC 32 basic Fortitude save) as the venom exits its body, but is thereafter cured of rupturing venom, and the chernobue regains an equal number of Hit Points.

Speed 30 feet; *air walk*

Melee ❖ jaws +26 (chaotic, magical), **Damage** 3d10+13 piercing plus 1d6 chaotic and rupturing venom

Melee ❖ tentacle mouth +26 (agile, chaotic, magical, reach 15 feet), **Damage** 3d6+13 piercing plus 1d6 chaotic

Occult Innate Spells DC 32; **7th** *plane shift* (self only); **6th** *phantasmal calamity*, *phantom pain*; **5th** *subconscious suggestion*; **4th** *darkness* (at will); **Cantrips (6th)** *daze*, *detect magic*; **Constant (4th)** *air walk*

Paralyzing Display ❖❖ (concentrate, emotion, enchantment, fear, incapacitation, mental, occult, visual) The chernobue's eye pulses and its lid peels back to reveal mind-bending awfulness. Creatures in a 30-foot emanation must attempt a DC 32 Will save, after which they are temporarily immune to further Paralyzing Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature is paralyzed for 1d4 rounds. It can attempt a new save to end the effect at the end of each of its turns.

Critical Failure As failure, but paralyzed for 1 minute.

Rupturing Venom (poison) The thick, orange venom injected by a chernobue is semi-alive, and as it seethes in a creature's body, it deals poison damage in addition to bludgeoning damage as it ruptures flesh; **Saving Throw** Fortitude DC 32; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and 2d6 bludgeoning (1 round); **Stage 2** 2d6 poison, 2d6 bludgeoning, and enfeebled 2 (1 round)

AUGNAGAR

The brutish and gluttonous augnagar live to feast—preferably on rotten flesh, and when possible, demon flesh. But to them, the greatest delicacy is the flesh of other augnagars. Augnagars have spiderlike legs with leathery membranes like a bat's wings, and three tails ending in hooked claws perfect for slicing flesh.

OTHER QLIPPOTH

The qlippoth presented here are but a small fraction of the squirming awfulness that lurks in the deeper rifts of the Abyss. Other types of qlippoth include multi-armed, crab-like gongorinans, which use living creatures as incubators; shapeshifting utukku, which infiltrate and undermine religions; death-spawned behimirons, which slay the living to reproduce; and the living siege engines known as catabolignes. Yet most frightening of all is the immense iathavos, a monster so abhorrent that even the Abyss cannot bear to allow more than one to exist at any one time.

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AUGNAGARS AND THULGANTS

An augnagar that gorges sufficiently, especially on other augnagars, can grow so massive it can't even move, thrashing and festering where it lies. It eventually flies into a frenzy of self-cannibalism as it rips apart its own flesh to feast on. From the ruinous remains emerges a thulgant—a smaller but more powerful qlippoth. Scholars are uncertain if other qlippoth are capable of transforming themselves in this fashion. So far, none have returned from the Abyss with proof.

AUGNAGAR — CREATURE 14

UNCOMMON | CE | HUGE | FIEND | QLIPPOTH

Perception +27; greater darkvision, scent (imprecise) 30 feet, *true seeing*

Languages Abyssal; telepathy 100 feet

Skills Acrobatics +27, Athletics +28, Intimidation +26

Str +8, **Dex** +5, **Con** +8, **Int** –2, **Wis** +5, **Cha** +4

AC 36; **Fort** +28, **Ref** +23, **Will** +25

HP 225; **Immunities** controlled, fear; **Weaknesses** lawful 15; **Resistances** mental 15, physical 15 (except cold iron)

Speed 40 feet, climb 40 feet, fly 40 feet

Melee ◆ bite +28 (chaotic, magical, reach 10 feet), **Damage** 3d12+14 piercing plus 4d6 persistent bleed, 1d6 chaotic, and rotting curse

Melee ◆ sting +28 (agile, chaotic, magical, finesse, reach 15 feet), **Damage** 3d8+14 slashing plus 4d6 persistent bleed and 1d6 chaotic

Occult Innate Spells DC 31; **5th** *dimension door* (×3); **Constant (7th)** *true seeing*

Confusing Display ◆◆ (concentrate, emotion, enchantment, fear, incapacitation, mental, occult, visual) The augnagar's writhing limbs and flesh seethe and squirm in a disorienting and unsettling manner. Creatures in a 30-foot emanation must attempt a DC 34 Will save, after which they are temporarily immune to further Confusing Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 round.

Failure The creature is stupefied 1 and confused for 1 minute.

Critical Failure As failure, but the creature can't attempt a flat check to recover from confusion whenever it takes damage from an attack or spell.

Inhale Vitality ◆◆ (necromancy, occult) **Frequency** once per day; **Effect** The augnagar inhales sharply, drawing life force out of creatures in a 50-foot cone. Creatures in the area take 14d6 negative damage (DC 34 basic Fortitude save, and the creature is fatigued on a failure). The augnagar becomes quickened for 1 round on its next turn, and it can use the extra action only to Stride or Strike.

Rotting Curse (curse, disease, necromancy, occult) **Saving Throw** DC 34 Fortitude; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and the creature displays hideous, festering wounds exuding a horrific stench. Any creature within 30 feet of the victim must succeed at a DC 34 Fortitude save or become sickened 1 (plus slowed 1 on a critical failure, for as long as it's sickened). While within the aura, affected creatures take a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute. The victim of the disease doesn't roll a save, but takes the failure effects automatically and can't reduce its sickened value below 1 (1 day).

THULGANT

Although they spend most of their time hunting and battling demons for control of the

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Abyss, thulgants amuse themselves with a variety of diversions, such as maintaining galleries of petrified mortals or building massive, hive-like lairs filled with enslaved minions. Each of these qlippoth is a horrific tangle of limbs, with spiderlike legs, writhing tentacles emerging from the top of its head, and three scorpion-like stingers.

THULGANT — CREATURE 18

UNCOMMON | CE | LARGE | FIEND | QLIPPOTH

Perception +30; greater darkvision, *true seeing*
Languages Abyssal; telepathy 100 feet
Skills Acrobatics +32, Athletics +35, Occultism +33, Stealth +32
Str +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +6, **Cha** +9

AC 42; **Fort** +30, **Ref** +28, **Will** +32
HP 305, fast healing 10; **Immunities** controlled, fear; **Weaknesses** lawful 15; **Resistances** mental 15, physical 15 (except cold iron)

Speed 30 feet, climb 30 feet, fly 50 feet; *freedom of movement*
Melee ❖ stinger +35 (reach 10 feet), **Damage** 3d12+17 piercing plus 3d6 mental, 1d6 chaotic, and thulgant venom
Melee ❖ tentacle +35 (agile, reach 10 feet), **Damage** 3d8+17 bludgeoning plus 2d6 acid, 1d6 chaotic, and Grab
Occult Innate Spells DC 40; **9th** flesh to stone (×3), *phantasmal calamity*; **8th** *dispel magic*, *divine aura* (chaotic only), *divine decree* (chaotic only), *phantom pain* (×3); **7th** *plane shift*; **Cantrips (9th)** *daze*, *detect magic*; **Constant (6th)** *true seeing*, **(4th)** *freedom of movement*
Rituals DC 40; *imprisonment* (9th)
Demon Hunter ❖ (divination, occult) The thulgant causes a demon within 30 feet to suffer the effect of its sinful vulnerability.
Greater Constrict ❖ 2d6+17 bludgeoning and 1d6 acid, DC 40
Mind-Rending Sting ❖ **Requirement** The thulgant hits the same enemy with two consecutive sting Strikes in the same round; **Effect** The thulgant deals 3d12+17 mental damage to the enemy. If the enemy is affected by thulgant venom, that poison gains the virulent trait.
Stunning Display ❖❖ (concentrate, emotion, enchantment, fear, incapacitation, mental, occult, visual) The thulgant rises up on its twitching limbs and presents its numerous tentacles and stingers in a horrifying display of awfulness. Creatures in a 30-foot emanation must attempt a DC 40 Will save, after which they are temporarily immune to further Stunning Displays for 1 minute.
Critical Success The creature is unaffected.
Success The creature is stunned 1.
Failure The creature is stunned 4.
Critical Failure The creature is stunned 8.
Thulgant Venom (poison) **Saving Throw** Fortitude DC 40; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and the victim gains one of the following at random: clumsy 1, enfeebled 1, or stupefied 1 (1 round); **Stage 2** 6d6 poison damage and the victim gains two of the following at random: clumsy 2, enfeebled 2, or stupefied 2 (1 round); **Stage 3** 9d6 poison damage and the victim gains all three of the following: clumsy 3, enfeebled 3, and stupefied 3 (1 round)

QLIPPOTH LORDS

The most powerful qlippoth are quasi-deities themselves, ancient entities only rarely worshipped by non-qlippoth. Of these monstrous divinities, the Polymorph Plague, Yamasoth, is the most well-known. Others include Chavazvug the Crawling Inferno, Isph-Aun-Vuln the Feaster Within, and Thuskchoon the Everglutton.

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QUICKLING PRANKS

Quicklings consider cruelty to be the pinnacle of pranking. As a relatively minor example, a quickling may spend an entire day constantly moving food out of reach of a starving man. More commonly, however, a quickling prefers to cause pain and injury directly, such as by suddenly replacing a dinner fork with a red-hot knife as it's picked up, or slashing the legs of a traveler moving through tall grass.

Quickling

Few creatures can match a quickling's speed. These malicious fey creatures delight in striking with blinding speed and accuracy, racing in to stab and slash at foes before scampering away for cover with maddening—even frightening—swiftness. Stories of people simply doubling over, bleeding from what appear to be spontaneously opening wounds, are often eyewitness accounts of quickling attacks.

Quicklings actively hate the "slow-paced dullards" they encounter every day, delighting in inflicting suffering and pain on creatures they deem too sluggish to matter. While they are related to kinder fey such as brownies and pixies, quicklings care only for their own merriment. They see their own cruel pranks as the height of humor and have full confidence that their speed and invisibility will keep them safe from harm. They occasionally form gangs of up to a dozen individuals, although the group usually devolves very quickly into mayhem, as they inevitably perform increasingly deadly pranks against each other.

QUICKLING — CREATURE 3

UNCOMMON | CE | SMALL | FEY

Perception +9; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +13, Crafting +8, Deception +8, Nature +8, Stealth +11, Survival +6, Thievery +11

Str +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3

Items lethargy poison (3 doses), shortsword

AC 22; **Fort** +6, **Ref** +13, **Will** +8

HP 25; **Weaknesses** cold iron 5

Slow Susceptibility The quickling takes a –2 status penalty to saving throws against effects that cause the slowed condition. If the quickling ever becomes slowed, they lose their supernatural speed, can't Fade from View, and become sickened 1 for the duration of the slow. They also can't reduce this sickened condition for the duration of the slowed effect.

Can't Catch Me ↻ **Trigger** The quickling is targeted by a Strike; **Effect** The quickling darts aside, gaining a +2 circumstance bonus to AC, then Strides up to half their Speed after the Strike resolves.

Speed 100 feet

Melee ❖ shortsword +11 (agile, finesse, versatile S), **Damage** 1d6+2 piercing plus lethargy poison

Primal Innate Spells DC 20; **2nd** *shatter*; **1st** *ventriloquism*; **Cantrips (2nd)** *dancing lights*, *prestidigitation*

Fade from View ◆ **Requirements** The quickling used no attack, manipulate, or move actions in the previous round; **Effect** The quickling becomes invisible until it uses an attack, manipulate, or move action. The quickling can't use Fade from View again for 1d4 rounds.

Sneak Attack The quickling's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

Supernatural Speed The quickling's speed, combined with nearly instantaneous acceleration and deceleration, enables them to move in astonishing ways. As long as they have a firm surface to travel across, they can Stride their full movement vertically or horizontally. They can even run across unstable surfaces, such as water, in the same way, although dangerous surfaces (acid, lava, etc.) harm them as normal. They must end their movement on a horizontal surface capable of bearing their weight or else they fall.

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Quoppopak

Quoppopaks combine the most terrifying aspects of water striders, octopuses, and vampire bats into one evil, water-dwelling monster. Their bodies consist of an oval abdomen, eight hollow tentacles, and a thick, tail-like limb ending in a ventral tube, which resembles a lamprey's mouth and is capable of intaking fluids at an astounding rate. While quoppopaks can clumsily maneuver on land, they prefer to move on water; quoppopaks glide along the surface of lakes or the ocean by thrusting their ventral tubes into the water, cycling liquid up through their bodies, then spraying the water back out in a high-pressure stream through their hollow, spear-like tentacles. Though the ventral tube can't expel fluids, it still poses a substantial threat to other creatures. Quoppopaks have gills, but they are located inside the creatures' abdomens, allowing them to draw their air from the water they siphon through their ventral tubes. Quoppopaks can hold some water in their abdomens for quick forays on land, but this is akin to humans holding their breath to go underwater, and the monsters' water reserves quickly deplete.

Coastal Hunters

Quoppopaks prefer to hunt at dawn and dusk, prowling seashores and estuaries for fresh meat. While they could easily live off of the minerals and tiny organisms they filter from the water sucked through their ventral tubes, they delight in killing living creatures. Despite their cruel natures, quoppopaks don't mind hunting alongside others of their kind if it means they'll be able to create even more carnage.

QUOPPOPAK — CREATURE 11

NE | LARGE | ABERRATION | AQUATIC

Perception +22; low-light vision
Languages Aquan
Skills Acrobatics +23, Athletics +22, Stealth +23
Str +7, **Dex** +6, **Con** +5, **Int** –2, **Wis** +5, **Cha** +0

AC 31; **Fort** +22, **Ref** +23, **Will** +18
HP 195
Attack of Opportunity ↻ Tentacle only.

Speed 15 feet, swim 40 feet, water glide 30 feet
Melee ◆ beak +24 (reach 10 feet), **Damage** 3d8+13 piercing
Melee ◆ tentacle +24 (agile, reach 15 feet), **Damage** 2d8+13 bludgeoning plus Grab
Melee ◆ ventral tube +24 (reach 10 feet), **Damage** 2d6+13 slashing plus 1d6 persistent bleed
Ranged ◆ water jet +23 (range 100 feet, water), **Damage** 2d6+13 bludgeoning plus Push 5 feet
Flooding Thrust ◆◆ **Requirements** The quoppopak's ventral tube is in water; **Effect** The quoppopak uses Tentacle Stab against a creature within reach; if either of these Strikes hits, the creature must attempt a DC 30 Reflex save. On a failed save, the quoppopak shoots water through its tentacles into the creature, dealing 2d6+5 bludgeoning damage and making the creature sickened 1 as its internal organs fill with water (double damage and sickened 2 on a critical failure).
Tentacle Stab ◆ **Frequency** once per round; **Effect** The quoppopak makes two tentacle Strikes against the same creature. These Strikes deal piercing damage instead of bludgeoning, and the quoppopak can't Grab with them. Its multiple attack penalty doesn't increase until after both attacks.
Water Glide The quoppopak can stand and move on the surface of water or other liquids without falling through. It can go underwater if it wishes, but it must Swim to do so.

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ANCIENT INTELLECTS

Each radiant warden's animating force consists of raw positive energy fused to the soul of a willing sacrifice—usually an astronomer or scholar near the end of their natural life. Focused now on protecting a site from any intrusion—including by curious archaeologists or adventurers—a radiant warden might pause before an attack if approached peacefully. Unfortunately, these constructs are prone to speaking in vague riddles or complex mathematical diatribes that can be as confusing as they are intriguing; often, discussions break down as frustration mounts on either side (or both).

Radiant Warden

The enigmatic and strange radiant wardens were constructed thousands of years ago to protect observatories and scholars against the incursion of alien aggressors from the Dominion of the Black. Over time, their roles as guardians expanded to include watching over any region where the laws of time and space have worn thin, particularly near portals and permanent gates between planets, planes, or dimensions.

Named for both the radial nature of the concentric rings that make up their bodies as well as the glowing radiance of their attacks, radiant wardens carry on their orders, defending sites from invasion with single-minded purpose.

RADIANT WARDEN — CREATURE 17

UNCOMMON | N | GARGANTUAN | CONSTRUCT

Perception +30; darkvision

Language any one ancient language (such as Jistkan)

Skills Arcana +32, Astronomy Lore +36, Athletics +33, Occultism +32

Str +9, **Dex** +6, **Con** +5, **Int** +6, **Wis** +5, **Cha** +0

AC 40; **Fort** +32, **Ref** +29, **Will** +28

HP 300; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** mental 15, physical 15 (except adamantine)

Gatekeeper Aura (abjuration, aura, occult) 60 feet. A creature that uses a teleportation ability within the aura's emanation or enters it via a teleportation ability must succeed a DC 38 Will save or become sickened 1 and have its destination changed to a point of the radiant warden's choosing within the emanation. On a successful save, the creature arrives as intended but is still sickened 1.

Speed 30 feet, fly 30 feet

Melee ◆ hammer +32 (magical, reach 15 feet, shove), **Damage** 3d12+15 bludgeoning plus radiant blow

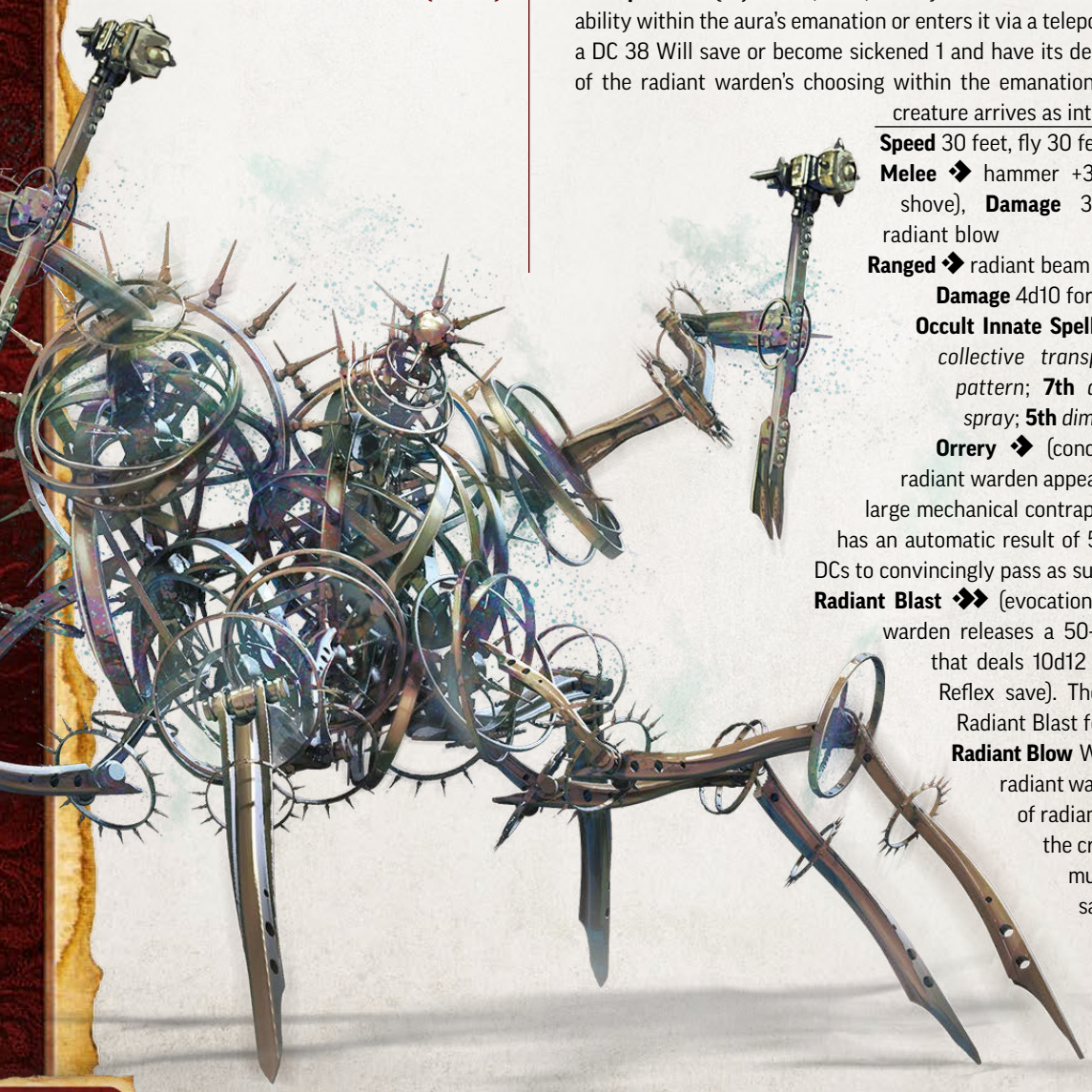
Ranged ◆ radiant beam +32 (magical, reach 15 feet), **Damage** 4d10 force

Occult Innate Spells DC 38; **9th** *teleport*; **8th** *collective transposition* (×3), *scintillating pattern*; **7th** *dimensional lock*, *prismatic spray*; **5th** *dimension door* (at will)

Orrery ◆ (concentrate) Until it acts, the radiant warden appears to be an orrery (or similar large mechanical contraption, such as a telescope). It has an automatic result of 53 on Deception checks and DCs to convincingly pass as such a machine.

Radiant Blast ◆◆ (evocation, force, occult) The radiant warden releases a 50-foot cone of bright energy that deals 10d12 force damage (DC 38 basic Reflex save). The radiant warden can't use Radiant Blast for 1d4 rounds.

Radiant Blow When a creature is hit by the radiant warden's hammer Strike, a flash of radiant energy attempts to anchor the creature in place. The creature must attempt a DC 38 Will save; on a failure, the creature can't use any teleportation effects for 1 minute. On a critical failure, the creature is also permanently blinded.



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Raven

Few birds are as cunning and social as the raven.

RAVEN

These omnivorous birds are cunning and opportunistic scavengers. Capable of solving simple puzzles in order to retrieve desired items, ravens gather at the periphery of civilization, raiding it as needed when they are not hunting in the wilds. Whether singularly, in pairs, or as a flock, ravens live off scraps as often as they do carrion or prey. They are also unusually social among their own kind, even alerting other ravens to large carcasses with loud, croaking cries; it is rumored that this extends between flocks as well.

RAVEN — CREATURE –1

N | TINY | ANIMAL

Perception +5; low-light vision
Skills Acrobatics +5, Thievery +5
Str –3, **Dex** +3, **Con** +0, **Int** –4, **Wis** +3, **Cha** +0
Cunning A raven can use simple items as tools, such as poking a stick at an opening to tease out a piece of food. They are also quite adept at stealing objects. A raven can't use Thievery to Palm an Object, Disable a Device, or Pick a Lock, but it can use Thievery to Steal light objects that it can carry in its beak or talons or to accomplish other relatively simple tasks.

AC 15; **Fort** +2, **Ref** +7, **Will** +5
HP 7

Speed 10 feet, fly 40 feet
Melee ❖ beak +7 (finesse), **Damage** 1d6 piercing

RAVEN SWARM

A flock of ravens is known as an unkindness. Certainly the name lives up to its meaning when a swarm of ravens decides to work together. In most cases, a raven swarm like the one presented here won't attack larger foes, but when manipulated by supernatural forces or simple desperation born from hunger, an unkindness of ravens can be a surprisingly dangerous foe.

RAVEN SWARM — CREATURE 3

N | LARGE | ANIMAL | SWARM

Perception +9; low-light vision
Skills Acrobatics +10, Thievery +10
Str +0, **Dex** +3, **Con** +0, **Int** –4, **Wis** +4, **Cha** +0

AC 19; **Fort** +7, **Ref** +12, **Will** +9
HP 30; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 10 feet, fly 40 feet
Enraged Cunning There are few things as dangerously persistent in the natural world as an angry unkindness of ravens. A raven swarm can hound its prey through most barriers. Simple latches, unsecured chimney flues, loosely shuttered windows, and similar obstacles rarely keep an unkindness away. A raven swarm attempts a Thievery check to bypass many of these simple obstructions, typically against DC 20.
Swarming Beaks ❖ The ravens' angry pecking deals 1d8 piercing damage to each enemy in the swarm's space (DC 20 basic Reflex save). A creature that critically fails its save is blinded for 1d4 rounds as the ravens focus their attacks on the target's vulnerable face.

RAVEN TRADERS

Given enough time to develop the relationship and establish what you want, it is possible to engage a raven in a sort of trade. Placing a small, shiny object where the raven can take it might entice it to grab the prize and fly off, returning 3d6 minutes later with something from its own stash. Convincing a raven to trade requires a DC 20 Nature check to Command an Animal and, of course, a raven who has the inclination to trade with you in the first place.

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Ravener Lairs

Cunning and paranoid, raveners prefer to make their lairs in places hostile to mortal life: atop peaks so high that living creatures struggle to breathe the rarefied air, submerged beneath pools of magma in the caldera of an active volcano, and so on. Some raveners even go so far as to deliberately fill their entire lair with lethally poisonous gases, and raveners that are capable of advanced spellcasting often seal their lairs completely, accessing them exclusively by spells such as *teleport* or *gaseous form*. Of course, raveners must feed on the living to persist, so they never locate their lairs so far from sources of life that they'll starve.

Ravener

Though their lifespans can measure in millennia, all dragons must eventually perish. While many do so on the blades or under the spells of dragonslayers, some manage to outlast their enemies and must, in time, face the truth that awaits all living creatures at the end of their natural lifespan. As with many other creatures, some dragons respond to such looming reminders of their own mortality poorly, and the particularly prideful or wrathful of their kind often lash out in anger when confronted by this grim truth. Peace and acceptance may find some dragons, but the most stubborn of their ilk (and invariably the most wicked) may pursue a different answer to the problem. These dragons seek out sinister rites that can transform them into undead creatures known as raveners.

A ravener's flesh is stripped away as part of the transformation, leaving only their skeleton. What they lose in flesh, however, the dragon gains in soul-rending power, as their raw spiritual energy forms a protective barrier around their skeleton, keeping it intact and allowing flight with now-skeletal wings. This new existence is not so easy to maintain as other forms of undeath, however, and the ravener must feed regularly on the souls of living creatures to power their profane metabolism. This hunger is much greater than that of a living dragon, so raveners are forced to relocate regularly, traveling to fresh hunting grounds each time they strip their current home of prey. A ravener may depopulate whole regions at a time in order to sate their endless hunger for souls, lest they lose much of their power and become a ravener husk (page 224).

Creating a Ravener

Any evil dragon of at least level 13 can become a ravener, although it is exceedingly rare for a dragon younger than an ancient true dragon (such as a chromatic, primal, or metallic dragon) to do so. Typically, the dragon must perform a rare ritual called *ravenous reanimation*, but this requirement can be waived if the prospective ravener has the aid of a powerful patron. In certain unique conditions, such as the intervention of a vile god of undeath, a dragon can transform into a ravener after death without the use of this rite at all. A ravener is a powerful creature that is likely to have a major impact on your game, so you might want to create each one as a custom monster. If you don't have time, you can also create a ravener via the following steps.

Increase the dragon's level by 2 and change their statistics as follows.

- They gain the undead trait and the Necril language.
- Increase their AC, attack bonuses, DCs, saving throws, and skill modifiers by 2.
- They gain weakness to good damage and more HP (see below).
- The ravener's melee strikes deal an additional 2d6 negative damage, and their damaging Breath Weapon deals an additional 4d6 persistent negative damage.

Starting Level	HP Increase	Weakness
13–20	50	15
21 or greater	80	20

Ravener Abilities

A ravener gains the following abilities.

Darkvision

Soulsense A ravener senses the spiritual essence of living and undead creatures within the listed range. Creatures whose material bodies are one unit with their souls, like celestials and fiends, appear brighter to this sense.

Negative Healing

Immunities death effects, disease, paralyzed, poison, unconscious

Cowering Fear (aura, emotion, fear, mental) A ravener's frightful presence causes creatures to cower in fear as well. As long as a creature is at least frightened 2 or more as a result of the ravener's frightful presence, it is also immobilized from the fear.

Soul Ward An intangible field of necromantic energy protects a ravener from total destruction. A soul ward has 150 maximum Hit Points, or 200 if the ravener is level

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21 or higher. Whenever a ravener would be reduced below 1 Hit Point, all damage in excess of what would reduce them to 1 Hit Point is instead dealt to their soul ward. If this damage reduces the soul ward to fewer than 0 Hit Points, the ravener is destroyed. A soul ward's Hit Points can be restored only via specific ravener abilities such as Consume Soul, ravenous breath, or vicious criticals. A ravener who goes more than a week without successfully using Consume Soul to feed on a dying creature starves, and their soul ward loses 1d4 Hit Points each day until they feed. If the ravener's soul ward loses all its Hit Points while the ravener still has more than 1 HP, they become a ravener husk (page 224).

Consume Soul ◆ (death, divine, necromancy) **Trigger** A living creature within 30 feet of the ravener dies; **Effect** The ravener tears the creature's soul from its body with their maw and gulps it down. The dying creature must attempt a Fortitude save with the same DC as the ravener's Breath Weapon.

Critical Success The creature is unaffected.

Success The ravener tears off a small chunk of the creature's soul. If the victim is restored to life, they are drained 1 in addition to any other side effects of returning to life. The ravener adds a number of Hit Points to their soul ward equal to half the creature's level.

Failure As success, but the creature's soul is ravaged. The creature is drained 3 and the ravener adds a number of Hit Points to their soul ward equal to the creature's level.

Critical Failure As failure, but the ravener devours the entire soul. The victim can't be restored to life as long as the ravener exists except via a 10th-level effect such as *miracle* or *wish*, and the ravener adds a number of Hit Points to their soul ward equal to twice the creature's level.

Discorporate ◆ (divine, necromancy) **Trigger** The ravener takes excess damage to their soul ward but still has at least 51 Hit Points in their soul ward; **Effect** The ravener draws deeply into their soul ward, discorporating their body into soul energy in order to escape. They take 50 damage to their soul ward and their physical body vanishes, reappearing 1d4 hours later in a random location within 1 mile from the location where they used Discorporate.

Ravenous Breath A ravener's Breath Weapon is infused with negative energy and strips life essence from the victims. Any creature that fails its save against the ravener's Breath Weapon is drained 1 (or drained 2 on a critical failure). If at least one creature is drained by the ravener's Breath Weapon, the ravener's soul ward gains 5 Hit Points.

Vicious Criticals The ravener treats an attack roll as a critical hit on a roll of 19 or 20, as long as the attack roll was a success. Additionally, whenever the ravener makes a critical hit with one of their Strikes, the target must succeed on a Fortitude save or gain the drained 1 condition. If the target already has a drained value of greater than 0, their drained value instead increases by 1, to a maximum of drained 4. Whenever the ravener applies drain to a creature in this way, their soul ward gains 5 Hit Points.

RAVENOUS REANIMATION — RITUAL 7

RARE | EVIL | NECROMANCY

Cast 1 day; **Cost** valuable treasures from the target dragon's hoard worth a total value of 50,000 gp

Primary Check Arcana (master), Occultism (master), or Religion (master)

Requirements You must be an evil dragon.

You destroy the gathered treasures with your breath weapon or other powerful magic, then invoke necromantic energies before you feed upon the charred and melted remains. As you do so, negative energy courses through your flesh, automatically killing you. Each individual ravener's *ravenous reanimation* requires three to five unique additional components. Whether or not you return as a ravener depends on the success of the ritual.

Critical Success You immediately transform into a ravener upon finishing the ritual; your soul ward starts at full Hit Points (equal to 5 × your level).

Success You rise as a ravener 24 hours after completing the ritual, as long as your body remains relatively intact. When you rise as a ravener, your soul ward starts at 1 Hit Point.

Failure You rise as a ravener husk 24 hours after completing the ritual.

Critical Failure You die.

RAVENER MINIONS

Raveners view most undead creatures with little more respect than they have for living creatures, but they often make use of them as servants. They prefer incorporeal undead such as ghosts, specters, and wraiths over such crude and simple minions as skeletons and zombies.

RAVENER SPELLCASTERS

Instead of gaining the vicious criticals ability, a ravener spellcaster gains additional spellcasting prowess. When creating your own ravener spellcaster, give it the spellcasting ability of a spellcaster roughly 2 levels higher than a normal spellcasting dragon of its kind. This typically means that if the original dragon had two spells prepared of its highest level, you should add one more spell of that level and then two spells of the next highest level, while if it had three spells prepared of its highest level, you would add three spells of the next highest level (if applicable, add only a single 10th-level spell). Either way, increase its cantrip level by 1.

If the ravener is unusually young, you might be able to use spells from the relevant spellcasting dragon sidebar, but for a typical ancient dragon, consider the following spells to fill in the new slots, depending on which level of spells you need.

- **10th** *wish*
- **9th** *power word kill, telepathic demand, weird*
- **8th** *disappearance, maze, mind blank*
- **7th** *contingency, energy aegis, spell turning*

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RAVENER PATRONS

While most dragons are too prideful to turn to anyone, even the gods, for help, a few who seek to become raveners are so desperate to stave off death that they might turn to powerful patrons for aid, such as demon lords, evil deities, or powerful necromancers, offering service in exchange for their transformation.

RAVENER

The ravener presented here was once an ancient red dragon.

RAVENER — CREATURE 21

RARE | CE | GARGANTUAN | DRAGON | FIRE | UNDEAD

Perception +37; darkvision, scent (imprecise) 60 feet, smoke vision, soulsense 60 feet

Languages Abyssal, Common, Draconic, Dwarven, Jotun, Necril, Orcish

Skills Acrobatics +32, Arcana +37, Athletics +39, Deception +38, Diplomacy +38, Intimidation +40, Stealth +35

Str +9, **Dex** +5, **Con** +9, **Int** +5, **Wis** +6, **Cha** +8

Smoke Vision Smoke doesn't impair an ancient red ravener's vision; it ignores the concealed condition from smoke.

AC 47; **Fort** +38, **Ref** +34, **Will** +37; +1 status to all saves vs. magic

HP 500, negative healing; **Immunities** death effects, disease, fire, paralyzed, poison, sleep; **Weaknesses** cold 20, good 20

Cowering Fear (aura, emotion, fear, mental) 90 feet, DC 42.

Dragon Heat (arcane, aura, evocation, fire) 10 feet, 4d6 fire damage (DC 41 basic Reflex save)

Soul Ward 200 HP

Attack of Opportunity ↻ Jaws only.

Discorporate ◇

Redirect Fire ↻ (abjuration, arcane) **Trigger** A creature within 100 feet casts a fire spell, or a fire spell otherwise comes into effect from a source within 100 feet; **Effect** The ravener makes all the choices to determine the targets, destination, and other effects of the spell, as though they were the caster.

Speed 60 feet, fly 180 feet

Melee ◆ jaws +39 (fire, magical, reach 20 feet), **Damage** 4d10+17 piercing plus 3d6 fire and 2d6 negative

Melee ◆ claw +39 (agile, magical, reach 15 feet), **Damage** 4d8+17 slashing plus 2d6 negative

Melee ◆ tail +37 (magical, reach 25 feet), **Damage** 4d10+15 slashing plus 2d6 negative

Melee ◆ wing +37 (agile, magical, reach 20 feet), **Damage** 3d8+15 slashing plus 2d6 negative

Arcane Innate Spells DC 44; **8th** *wall of fire* (at will); **4th** *suggestion* (at will); **Cantrips (9th)** *detect magic*, *read aura*

Consume Soul ◇ DC 44

Manipulate Flames ◆ (arcane, concentrate, transmutation) The ravener attempts to take control of a magical fire or a fire spell within 100 feet. If it succeeds at a counteract check (counteract level 10, counteract modifier +34), the original caster loses control of the spell or magical fire, control is transferred to the ravener, and this action counts as the ravener having Sustained the Spell with the action (if applicable). The ravener can choose to end the spell instead of taking control, if they choose.

Ravenous Breath Weapon ◆◆ (arcane, evocation, fire) The ravener breathes a blast of flame that deals 20d6 fire damage plus 4d6 persistent negative damage (DC 44 basic Reflex save). A creature that fails its save is also drained 1 (or drained 2 on a critical failure). If a creature is drained by the ravener's Ravenous Breath Weapon, the ravener's soul ward gains 5 HP. The ravener can't use Breath Weapon again for 1d4 rounds.

Vicious Criticals

RAVENER HUSK

Raveners require a steady diet of souls, and a ravener that's unable to feed for too long eventually cannibalizes their own soul. Should a ravener's soul ward ever be reduced to 0 Hit Points by hunger while the ravener has more than 1 Hit Point (see Soul Ward on page 223), they lose all traces of their former identity and descend into a feral, nearly mindless state. Even if a ravener husk later consumes soul energy, the transformation can be reversed only via Ravenous Repast.

RAVENER HUSK — CREATURE 14

RARE | CE | GARGANTUAN | DRAGON | UNDEAD

Perception +26; darkvision, soulsense 60 feet

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Skills Acrobatics +22, Athletics +28
Str +8, **Dex** +0, **Con** +6, **Int** –5, **Wis** +4, **Cha** +4

AC 35; **Fort** +28, **Ref** +22, **Will** +26
HP 325, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** good 10
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31
Boneshatter ↻ **Trigger** The ravener husk takes any amount of bludgeoning damage; **Effect** The ravener's brittle bones shatter, spraying bone shards everywhere. Every creature within a 10-foot emanation of the ravener husk takes 7d6 piercing damage (DC 31 basic Reflex save).

Speed 60 feet, fly 180 feet
Melee ◆ jaws +30 (magical, reach 15 feet), **Damage** 3d8+16 piercing plus 2d6 negative
Melee ◆ claw +30 (agile, magical, reach 10 feet), **Damage** 3d4+16 slashing plus 2d6 negative
Breath Weapon ◆◆ (divine, evocation, negative) The ravener husk breathes a torrent of negative energy that deals 16d6 negative damage in a 40-foot cone (DC 34 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.
Ravenous Repast ◆◆◆ (divine, necromancy) **Frequency** once per day; **Effect** The ravener husk makes a jaws Strike against a deceased creature that has been dead no longer than 1 minute, was good aligned, and was at least level 15 in life. The ravener attempts a DC 5 flat check; if successful, they transform back into a ravener with 1 Hit Point in their soul ward.

RAVENER TREASURE

Because they change lairs more often than living dragons, raveners prefer treasure that is compact and easily transported. Instead of sprawling mountains of coins, they tend to prefer precious gems, art objects, and especially magic items, particularly magic items they are capable of using.

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OTHER RAYS

Stingrays and manta rays are among the most common species of these fish, but others dwell in more remote areas. The dangerous blood ray is an ambush predator that dwells in murky swamp waters and drains creature's blood after paralyzing them with its sting, while the immense leviathan ray is a deep-ocean predator that has a deadly mouth capable of swallowing small ships whole.

RAY

Rays are an unusual type of fish with wide, sail-like fins and long tails, giving them an almost kite-like shape as they swim gracefully through the water. All rays have a rudimentary form of electrolocation, allowing them to detect the faint electrical charges that emanate naturally from nearby living creatures, a sense akin to scent in its accuracy.

STINGRAY

Found in salt or fresh water, stingrays are normally passive creatures, but when threatened or cornered, they lash out with their tails to lance foes with their toxic stingers. Stingrays often bury themselves in mud, sand, or sea grass, and unfortunately for those wading in shallow waters, stepping on an unseen stingray is a surefire way to receive a painful sting.

STINGRAY — **CREATURE 0**

N | MEDIUM | ANIMAL | AQUATIC

Perception +6; electrolocation (imprecise) 30 feet, low-light vision

Skills Athletics +5, Stealth +7

Str +1, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** –4

Electrolocation A stingray in water can use its electrolocation as an imprecise sense at the listed range to detect living creatures that are in the same body of water as itself.

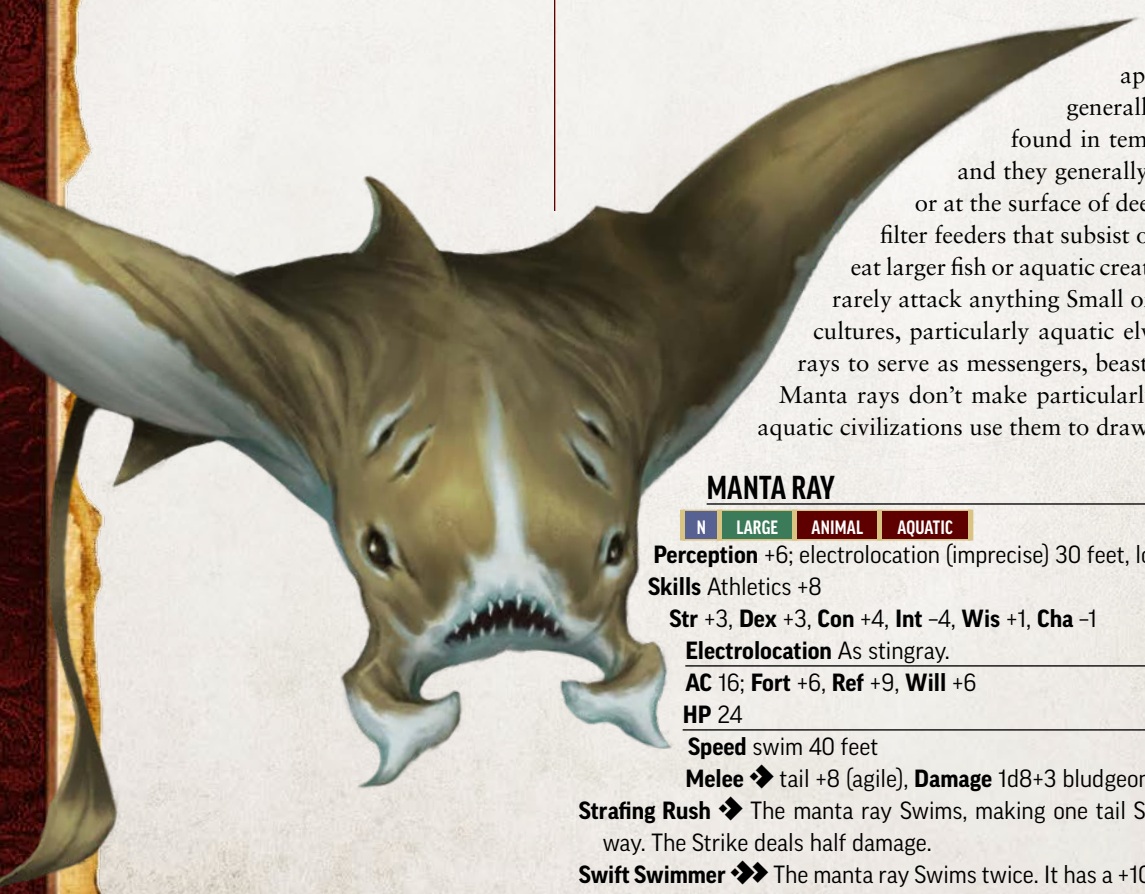
AC 16; **Fort** +5, **Ref** +7, **Will** +5

HP 15

Speed swim 30 feet

Melee ◆ sting +7 (agile, finesse), **Damage** 1d6+1 piercing plus stingray venom

Stingray Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round)



MANTA RAY

While manta rays might appear daunting, they are generally docile. Manta rays are found in temperate or tropical oceans, and they generally stay in the upper reaches or at the surface of deeper waters. These rays are filter feeders that subsist on plankton. They can also eat larger fish or aquatic creatures as the need arises, but rarely attack anything Small or larger. Many underwater cultures, particularly aquatic elves, raise and farm manta rays to serve as messengers, beasts of burden, or even pets. Manta rays don't make particularly good mounts, but some aquatic civilizations use them to draw underwater carriages.

MANTA RAY — **CREATURE 1**

N | LARGE | ANIMAL | AQUATIC

Perception +6; electrolocation (imprecise) 30 feet, low-light vision

Skills Athletics +8

Str +3, **Dex** +3, **Con** +4, **Int** –4, **Wis** +1, **Cha** –1

Electrolocation As stingray.

AC 16; **Fort** +6, **Ref** +9, **Will** +6

HP 24

Speed swim 40 feet

Melee ◆ tail +8 (agile), **Damage** 1d8+3 bludgeoning

Strafing Rush ◆ The manta ray Swims, making one tail Strike at any point along the way. The Strike deals half damage.

Swift Swimmer ◆◆ The manta ray Swims twice. It has a +10-foot circumstance bonus to its Speed during these actions.

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Revenant

Revenants are obsessed, undead stalkers who arise from their own murders and are driven by only one thing: revenge against their killers. The common wisdom is that revenants arise only from individuals who have been utterly betrayed or abandoned to die a grueling death, but even then such victims might not rise from their graves. In other cases, revenants might even rise from what might legitimately be considered an accident if the revenant doesn't understand the full circumstances of their demise. In such cases, it doesn't matter that the "murderer" may not have intended to kill, for revenants understands no pity and can never forgive. Revenants have little memory of their lives other than anything they might need to recall in order to achieve their goal of vengeance.

EXCEPTIONS TO EVIL

While most undead are evil, revenants are not—these unusual stalkers rise not out of a sense of cruelty or hatred of the living, but spontaneously from the need for vengeance following a deep betrayal. One can avoid a revenant's wrath by simply getting out of its way—unless you happen to be its reason for unlife!

REVENANT — CREATURE 6

LN | MEDIUM | UNDEAD

Perception +14; darkvision, sense murderer
Languages any one spoken in life by their murderer (typically Common)
Skills Athletics +15, Intimidation +14
Str +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2
Sense Murderer (divination, occult, scrying) A revenant knows the direction of their murderer (as long as both are on the same plane), but not the distance.

AC 23; **Fort** +14, **Ref** +13, **Will** +17
HP 115, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 5 (except slashing)
Self-Loathing (emotion, mental, visual) If a revenant sees their own reflection or any object that was important to them in life, they must attempt a DC 25 Will save.
- **Critical Success** The revenant is unaffected and can no longer be affected by that reflection or object in this way.
- **Success** The revenant is distracted by self-loathing and becomes slowed 1 for 1 round.
- **Failure** The revenant becomes fascinated by the source that triggered their self-loathing and does everything they can to destroy it until the end of the revenant's next turn.
- **Critical Failure** The revenant becomes immobilized as long as the source of their self-loathing is apparent, until they're attacked, or until they see their murderer.

Undying Vendetta (emotion, necromancy, occult) If the revenant's murderer dies, the revenant is immediately destroyed. A revenant that can't sense their murderer must attempt a DC 11 flat check once every 24 hours to avoid becoming immobilized and prone; they immediately rise again once they can sense their murderer. A murderer who becomes undead does not trigger the revenant's destruction until the murderer is finally destroyed. The revenant gains a +2 status bonus to checks and DCs against their murderer.

Speed 25 feet
Melee ❖ claw +17 (agile), **Damage** 2d8+5 slashing plus Grab
Baleful Shriek ❖❖ (auditory, emotion, fear, incapacitation, mental) The revenant wails horribly. Each creature within a 60-foot burst must attempt a DC 23 Will save. Regardless of the outcome of their saving throw, affected creatures are then immune to Baleful Shriek for 1 hour. The revenant's murderer never improves their degree of success due to this ability's incapacitation trait. The revenant can't use Baleful Shriek again for 1d4 rounds.
- **Critical Success** The creature is unaffected.
- **Success** The creature is frightened 2.
- **Failure** The creature is frightened 2 and paralyzed for 1 round.
- **Critical Failure** The creature is frightened 3 and paralyzed for 1d4 rounds.

Constrict ❖ 2d6+5 bludgeoning, DC 24

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RHINOCEROS HORNS

While some species have only a single horn, many rhinos, including woolly rhinos, have a second, smaller horn on their brow directly behind the larger one. Despite their appearance and durability, rhino horns aren't bone or ivory, but rather are composed of the same substance as hooves and toenails. A rhino's horn continues to grow as it ages, enabling a rhino to slowly regrow a broken horn. While some value rhino horns as trophies, the horns themselves have no intrinsic value.

RHINOCEROS

This hefty animal is easily recognizable by the distinctive upward-thrusting horn on its snout. Rhinoceroses are herbivorous and, in spite of their hulking size, can run at considerable speed. While rhinos have good hearing and a keen sense of smell, their eyesight is relatively poor.

RHINOCEROS

Rhinoceroses are short-tempered, territorial, and easily startled, and these traits combined with their innate ferocity means their natural instinct when disturbed is to attack. When intruders disturb or surprise rhinoceroses, the animals respond by charging directly at the interlopers and then lashing out with their mighty horns.

RHINOCEROS **CREATURE 4**

N LARGE ANIMAL

Perception +9; scent (imprecise) 30 feet

Skills Athletics +12, Survival +10

Str +6, **Dex** +0, **Con** +4, **Int** –4, **Wis** +3, **Cha** –1

AC 22; **Fort** +14, **Ref** +8, **Will** +11

HP 70

Speed 35 feet

Melee ◆ horn +14, **Damage** 2d8+6 piercing

Melee ◆ foot +12, **Damage** 2d6+6 bludgeoning

Rhinoceros Charge ◆◆ The rhinoceros Strides twice, then makes a horn Strike. As long as the rhinoceros moved at least 20 feet, the Strike's damage increases to 3d8+6. A Medium or smaller creature struck by this attack must succeed at a DC 21 Reflex save or be automatically Shoved back 5 feet and knocked prone by the force of the blow.

Trample ◆◆◆ Medium or smaller, foot, DC 18

WOOLLY RHINOCEROS

Even bulkier than their non-woolly cousins, these rhinoceroses have a shaggy pelt of long, thick fur and a huge crescent-shaped horn. Woolly rhinos inhabit areas of arid tundra and cold steppes, spending much of their day grazing for sustenance.

WOOLLY RHINOCEROS **CREATURE 6**

N LARGE ANIMAL

Perception +11; scent (imprecise) 30 feet

Skills Athletics +16, Survival +13

Str +6, **Dex** +1, **Con** +5, **Int** –4, **Wis** +3, **Cha** –1

AC 25; **Fort** +17, **Ref** +11, **Will** +15; +2 status to all saves vs. cold

HP 100

Cold Adaptation The woolly rhinoceros treats environmental cold effects as if they were one step less extreme.

Ferocity ↻

Speed 35 feet

Melee ◆ horn +16 (reach 10 feet), **Damage** 2d12+6 piercing

Melee ◆ foot +16, **Damage** 2d8+6 bludgeoning

Rhinoceros Charge ◆◆ As rhinoceros, except 3d12+6 damage and DC 24.

Trample ◆◆◆ Medium or smaller, foot, DC 21

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Rusalka

These androgynous, river-dwelling fey delight in manipulating the emotions of those unfortunate enough to fall into their grasp, using humiliation to break their victims' wills. Rusalkas enjoy keeping their broken toys nearby, both for continuing entertainment and to aid in the rusalkas' defense, as the shame their captives feel often drives them to become obsessively loyal to these fey.

RUSALKA — CREATURE 12

NE | MEDIUM | AQUATIC | FEY | WATER

Perception +22; low-light vision

Languages Common, Sylvan

Skills Acrobatics +21, Athletics +22, Deception +25, Diplomacy +21, Nature +21, Performance +23 (+25 to sing), Stealth +25

Str +4, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +7

AC 33; **Fort** +21, **Ref** +25, **Will** +21

HP 230; **Weaknesses** cold iron 15; **Resistances** fire 10

Blurred Form A rusalka is concealed while underwater.

Speed 25 feet, swim 50 feet; *water walk*

Melee ❖ tresses +24 (agile, finesse, reach 15 feet), **Damage** 3d8+10 bludgeoning plus Improved Grab

Primal Innate Spells DC 35; **5th** *charm* (at will), *control water* (at will); **2nd** *invisibility* (at will), *obscuring mist* (at will); **Constant (6th)** *water walk*

Beckoning Call ❖ (auditory, concentrate, enchantment, incapacitation, mental, primal) The rusalka cries out a compelling invitation. Each non-fey creature within a 300-foot emanation must attempt a DC 27 Will save. The effect lasts for 1 round, but if the rusalka uses Beckoning Call again on subsequent rounds, the duration extends by 1 round for all affected creatures. Once a creature succeeds at any save against Beckoning Call, that creature is temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated and must spend each of its actions to move closer to the rusalka, avoiding obvious dangers. If a beckoned creature is adjacent to the rusalka, it stays still and doesn't act. If attacked by the rusalka, the creature is freed from captivation at the end of the rusalka's turn.

Critical Failure As failure, but if attacked by the rusalka, the creature can attempt a new save only at the start of its next turn, rather than being freed at the end of the rusalka's turn.

Constrict ❖ 2d8+10 bludgeoning, DC 32

Entangling Tresses A rusalka can have up to eight creatures grabbed within their tresses at a time.

Flowing Hair ❖ The rusalka attempts an Athletics check against each grabbed creature's Fortitude DC. The rusalka moves each creature they succeed against up to 10 feet and each creature they critically succeed against up to 20 feet. This movement must all be within reach of its tresses.

Shameful Touch ❖ (emotion, enchantment, mental, primal) The rusalka touches a creature within 5 feet using their hand, stirring up memories of regret and shame. The target must attempt a DC 35 Will save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The creature is sickened 1 and stunned 1.

Critical Failure The creature is sickened 1 and stunned 1, and it must use its first action on its next turn to Strike itself, automatically hitting.

BLUE WEEK

Those living in areas where rusalkas dwell know well to avoid the water during the week-long period in early Sarenith when the fey become particularly active, a time known in many regions as Blue Week. Most villages prohibit swimming and fishing during this time, though the prohibition is difficult to enforce, as it takes place during the height of good weather. Particularly superstitious folk take care to lock their doors both from within and without.

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OTHER DEVILS

For over a decade, the legend of the Sandpoint Devil has persisted in western Varisia. Most hold that it's the fantasy of simple folk and booze-filled bellies, but locals insist it exists. Other creatures akin to the Sandpoint Devil might exist elsewhere in the world, with slight variations on their innate spells and the nature of their Accursed Breath.

Sandpoint Devil

While some creatures have been fused to create a new entity that's graceful and beautiful, the Sandpoint Devil is the opposite. It has the hooves and body of a powerful horse, but it walks on its hind legs in a perverse parody of a humanoid gait. Its equine face has been distorted and elongated with skeletal, yellowed fangs and milky eyes. The pox-spotted hide along the creature's back bears a draconic tail with dark, spiny plates and two torn, bat-like wings.

The legendary Sandpoint Devil appears only on moonless nights when mists gather around the coast. Most encounters end with missing livestock or children, with little left behind other than oddly placed hoofprints that reek of brimstone.

SANDPOINT DEVIL **CREATURE 8**

UNIQUE | NE | LARGE | BEAST | FIEND

Perception +16; greater darkvision, scent (imprecise) 30 feet

Languages Abyssal, Varisian

Skills Acrobatics +16, Athletics +18, Intimidation +18, Stealth +18, Survival +16

Str +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +4, **Cha** +3

AC 27; **Fort** +19, **Ref** +14, **Will** +16; +1 status to all saves vs. magic

HP 165; **Immunities** fire, fear; **Weaknesses** cold iron 5

Attack of Opportunity ↻ Hoof only.

Speed 35 feet, fly 50 feet

Melee ◆ jaws +20, **Damage** 2d10+12 piercing

Melee ◆ hoof +20 (agile, versatile S), **Damage** 2d6+12 bludgeoning

Occult Innate Spells DC 23, attack +15; **4th** *dimension door*, *phantasmal killer*; **3rd** *stinking cloud*; **2nd** *obscuring mist*; **1st** *gust of wind* (at will); **Cantrips (4th)** *produce flame*

Accursed Breath ◆◆ (curse, evocation, fire, occult) The Sandpoint Devil breathes a 30-foot cone of flame that deals 6d10 fire damage. Each creature in the area must attempt a DC 26 Reflex save. The Sandpoint Devil can't use Accursed Breath for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 2 by the agonizing pain of its burns.

Critical Failure The creature takes full damage and is cursed. The victim's flesh appears charred and burned, and the pain of being burned alive never fully vanishes. The cursed creature takes a –2 status penalty to all checks from the constant pain. Healing doesn't alter the appearance of the burns or lessen the penalty, but removing the curse does.

Devil's Howl ◆◆ (auditory, emotion, enchantment, fear, mental, occult) The Sandpoint Devil unleashes a bloodcurdling howl that can be heard for miles. Each creature within a 100-foot emanation must succeed at a DC 26 Will save or become frightened 2 (frightened 3 and fleeing as long as it remains frightened on a critical failure). Creatures that attempt this Will save are then immune to Devil's Howl for 24 hours.

Trample ◆◆◆ Medium or smaller, hoof, DC 23

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Sard

An immense, gnarled, tree awoken with raw, primal power by one of the fey Eldest of the First World, this monster—one of the legendary Tane—skitters on huge, spidery roots and thrashes its branches as fiery lightning courses within its blackened bark, a living manifestation of the violent clash between ancient forest and stormy sky.

SARD — CREATURE 19

RARE | CE | GARGANTUAN | ELECTRICITY | PLANT | TANE

Perception +35, low-light vision, tremorsense 120 feet
Languages Aklo, Arboreal, Common, Sylvan
Skills Acrobatics +33, Athletics +37, Nature +31
Str +10, **Dex** +6, **Con** +6, **Int** +2, **Wis** +6, **Cha** +6
Planar Acclimation The sard treats the plane it is located on as its home plane.

AC 43; **Fort** +35, **Ref** +31, **Will** +33; +1 status to all saves vs. magic
HP 400, fast healing 15; **Immunities** electricity; **Weaknesses** cold iron 15; **Resistances** fire 15, physical 15 (except slashing)
Splintering Death (electricity, evocation, primal) When the sard dies, its body explodes in a 30-foot emanation. All creatures in the area take 10d6 electricity damage and 10d6 piercing damage (DC 43 basic Reflex save). Any creature that takes piercing damage is also exposed to sard venom.

Speed 40 feet, climb 25 feet
Melee ◆ trunk +37 (fatal d12, reach 20 feet), **Damage** 4d6+18 bludgeoning plus 3d6 persistent electricity
Melee ◆ branch +37 (agile, reach 20 feet), **Damage** 4d8+18 piercing plus sard venom
Melee ◆ root +37 (reach 10 feet), **Damage** 4d6+18 bludgeoning plus 1d6 electricity
Ranged ◆ thorn +35 (deadly d10, primal, propulsive, range 180 feet), **Damage** 4d4+16 piercing plus sard venom
Primal Innate Spells DC 41; **9th** *storm of vengeance*; **8th** *punishing winds*, *tree stride*; **7th** *chain lightning* (×3)
Rituals DC 39; *control weather* (doesn't require secondary casters)
Lightning-Struck Curse ↻ (curse, necromancy, primal) **Trigger** The sard is about to damage a creature that has electricity resistance; **Effect** An instant before the target takes the electricity damage from the triggering event, the sard's electrical sparks glow red. The target must succeed at a DC 41 Will save or lose any electricity resistance it has until this curse is lifted.
Sard Venom (poison, primal, virulent) **Saving Throw** DC 41 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 2d6 electricity damage, 2d6 poison damage, and clumsy 2 (1 round); **Stage 2** 3d6 electricity damage, 3d6 poison damage, clumsy 2, and slowed 1 (1 round); **Stage 3** 4d6 electricity damage, 4d6 poison damage, clumsy 2, and slowed 2 (1 round)
Thorn Volley ◆◆ The sard makes up to four thorn Strikes, each against a different target. The sard's multiple attack penalty doesn't increase until after all the attacks have been made.
Trample ◆◆◆ Huge or smaller, root, DC 39

THE WITCH-TREE

The first sard was created when the Eldest known as the Green Mother beckoned the sky's rage to strike the eldest oak in her domain, transforming the tree into a living siege engine. This original sard still stands sentinel in the Hanging Bower of the First World.

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ODDS AND ENDS

Scarecrows hold a certain liminal space that is inhabitable by spirit creatures. Ghosts in particular can use their malevolent possession on a scarecrow as if it were a living creature, using them as vehicles to escape their site-bound nature and so further spread their murder and mayhem.

Scarecrow

A ramshackle collection of materials in a human shape, the scarecrow construct is indistinguishable from a normal scarecrow until it slowly creaks to life. As it animates, its carved pumpkin or sackcloth face bursts into eldritch flame, sending fear creeping into the air around it. Each scarecrow is handcrafted and unique in its appearance, though most are 5 to 6 feet tall and constructed of a combination of wood, cloth, rope, straw, sawdust, discarded husks and cobs, and similar materials, all dressed in ragged pastoral garments. This rudimentary construction makes a scarecrow somewhat fragile, prone to snapping limbs in the crush of battle. Yet its structure is adaptable, allowing it to reshape another piece of itself into a clawed limb or grip a severed portion of itself to swat at its foes.

When a scarecrow is created, it must be anointed with a drop of its creator's blood into each of its eyes. This blood soaks into the material and siphons a tiny sliver of the creator's soul away—not enough to harm the creator, but more than enough to imbue the scarecrow with an instinctive intellect that allows it to follow commands as eagerly as a well-trained (if ill-tempered) guard dog. When a scarecrow is destroyed, the blood leaks back out from its eyes, but the portion of the creator's soul never returns.

SCARECROW **CREATURE 4**

N | MEDIUM | CONSTRUCT

Perception +11; darkvision

Skills Athletics +12

Str +5, **Dex** +2, **Con** +3, **Int** –4, **Wis** +3, **Cha** –2

AC 19; **Fort** +13, **Ref** +8, **Will** +11

HP 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 5; **Resistances** physical 5 (except slashing)

Scarecrow's Leer (aura, emotion, fear, mental, occult, visual) 40 feet. The scarecrow's eyes flicker with an unnerving glow. A creature can't reduce its frightened condition below 1 as long as it is in the aura's emanation. When a creature enters or starts its turn in the aura, it must attempt a DC 18 Will save. Birds and other avian creatures take a –2 circumstance penalty to this save.

Critical Success The creature is unaffected and is then temporarily immune for 24 hours.

Success The creature is frightened 1.

Failure The creature is frightened 2 and is fascinated by the scarecrow until the end of its next turn.

Critical Failure As failure, but frightened 3.

Speed 20 feet

Melee ❖ claw +13 (versatile S), **Damage** 2d6+7 bludgeoning plus clawing fear

Baleful Glow ❖ (concentrate, mental, occult) The scarecrow's head bursts into ghostly, heatless flame that sheds bright light in a 20-foot emanation (and dim light to the next 20 feet). If the scarecrow uses this ability on the first round of combat, any creature that has not acted yet is startled and becomes flat-footed against the scarecrow for 1 round. It can suppress the light by using this action again.

Clawing Fear The scarecrow's strikes deal an additional 1d6 mental damage to frightened creatures.

Mundane Appearance ❖ (concentrate) Until it acts, the scarecrow resembles an ordinary scarecrow. It has an automatic result of 32 on Deception checks and DCs to pass as an ordinary scarecrow.

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Sceaduinar

Strange creatures born from jagged crystals in the heart of the Negative Energy Plane, sceaduinar are fueled by its negative energy and driven to extinguish all life. Resembling crystalline gargoyles with serrated limbs and sharp, bat-like faces, sceaduinar stand about 7 feet tall and weigh around 100 pounds.

These malevolent beings sometimes gather in great packs of their own kind. Despite their intelligence, they act like cunning, feral beasts for the most part, though they occasionally build tools to aid them in extinguishing life. Sceaduinar sail through the great voids of their home plane, seeking to destroy any sparks of life that find their way into that deadly realm—even the twisted sparks found in undead creatures.

When they discover portals to other planes, sceaduinar swarm through in great numbers, slaughtering all they come across. While dwelling outside the Negative Energy plane is uncomfortable for sceaduinar, they can exist for extended periods of time apart from their home. Of course, the feeling of a plane where negative energy isn't the rule doesn't improve these creatures' attitude, and as a result, they tend to be particularly cruel and violent when encountered in such realms.

Sceaduinar Crystals

Sceaduinar congregate on the great crystalline knots of negative energy that accrete in the Negative Energy Plane. Sceaduinar prod treelike crystal growths to produce dangerous items akin to *spheres of annihilation* or great structures that echo with eerie chimes. Sceaduinar also stimulate these aggregations of crystals to yield other sceaduinar and similar hateful creatures of unlife.

SCEADUINAR — CREATURE 7

RARE | NE | MEDIUM | ABERRATION | NEGATIVE

Perception +15; greater darkvision, lifesense 120 feet

Languages Aklo

Skills Acrobatics +17, Athletics +13, Intimidation +13, Occultism +15, Stealth +17

Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +4, **Cha** +0

AC 25; **Fort** +16, **Ref** +18, **Will** +14; +1 status to all saves vs. magic

HP 100, negative healing; **Immunities** death effects, drained; **Weaknesses** good 10, **Resistances** physical 5 (except adamantine)

Void Child Sceaduinars have neither souls nor the ability to create. A sceaduinar is immune to effects that target a soul (such as *bind soul* or *resurrect*) or that require knowledge of a creature's identity (such as *scrying*), and critically fails Crafting checks.

Wing Flash ↻ Trigger A creature attempts a melee attack against a sceaduinar or an Acrobatics check to Tumble Through the sceaduinar's space; **Effect** The sceaduinar flexes its wings to emit a brief pulse of negative energy that deals 4d6 negative damage to the triggering creature (DC 22 basic Reflex save).

Speed 30 feet, fly 60 feet

Melee ❖ jaws +18 (agile, finesse, magical), **Damage** 2d6+4 piercing plus 2d6 negative and drain life

Melee ❖ wing +18 (agile, finesse, magical, reach 10 feet), **Damage** 2d6+4 slashing plus 2d6 negative

Occult Innate Spells DC 25; **4th** *darkness*, *dimension door*, *dispel magic*, *harm*; **3rd** *grim tendrils*, *harm* (×3); **2nd** *silence*; **Cantrips (4th)** *chill touch*

Drain Life (necromancy, occult) When the sceaduinar damages a living creature with its jaws Strike, the sceaduinar gains 5 temporary Hit Points and the creature must succeed at a DC 25 Fortitude save or become drained 1. Further damage dealt to the creature by the sceaduinar increases the drained value by 1 on a failed save, to a maximum of drained 4.

Entropic Touch Negative damage dealt by a sceaduinar damages undead and creatures with negative healing as if it were positive damage. The sceaduinar's melee Strikes have the benefits of the *ghost touch* property rune on attacks against incorporeal undead.

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THE DESERT RIDER

Those rescued from death in the burning sands often recount the same dying vision: a strange, silver-eyed woman whose scarlet silk tents stand on the back of a colossal black scorpion, riding out of a shattered city and leading an army of the dead across a sea of glass toward the world of the living. Millennium-old paintings on the walls of rediscovered tombs depict a similar desert rider. The identity of this red-robed woman is unknown.

SCORPION

Scorpions are frightening enough at their normal diminutive size, but when they grow to reach or surpass the size of a human, they become absolutely terrifying.

CAVE SCORPION

Cave scorpions prefer to reside in underground lairs. Most have lost nearly all of their pigmentation, making them appear ghostly when they lurk at the edge of the light. While they prefer to eat large insects, cave scorpions can and will attack humanoids. Some Darklands societies have developed techniques to herd or lure scorpions into pest-infested tunnels and warrens at the edge of their settlements, where the scorpions thrive in a dual role of exterminators and guardians.

CAVE SCORPION — **CREATURE 1**

N | MEDIUM | ANIMAL

Perception +7; darkvision, tremorsense (imprecise) 30 feet

Skills Athletics +7, Stealth +7

Str +2, **Dex** +4, **Con** +3, **Int** –5, **Wis** +2, **Cha** –4

AC 16; **Fort** +6, **Ref** +9, **Will** +5

HP 20

Speed 30 feet, climb 15 feet

Melee ◆ pincer +9 (agile, finesse), **Damage** 1d8+2 slashing plus Grab

Melee ◆ stinger +9 (finesse), **Damage** 1d6+2 piercing plus cave scorpion venom

Cave Scorpion Venom (poison); **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round); **Stage 3** 1d8 poison damage and enfeebled 2 (1 round)

BLACK SCORPION

With a carapace the color of polished obsidian and a penchant for attacking villages, this humongous scorpion is one of the desert's most frightening predators. A black scorpion measures 60 feet from tip to the base of its stinger.

BLACK SCORPION — **CREATURE 15**

N | GARGANTUAN | ANIMAL

Perception +27, darkvision, tremorsense (imprecise) 90 feet

Skills Athletics +30

Str +9, **Dex** +4, **Con** +6, **Int** –5, **Wis** +6, **Cha** –4

AC 38; **Fort** +29, **Ref** +25, **Will** +25

HP 275

Speed 50 feet

Melee ◆ pincer +30 (agile, reach 30 feet), **Damage** 3d12+15 slashing plus Grab

Melee ◆ stinger +30 (reach 30 feet), **Damage** 3d8+15 piercing plus black scorpion venom

Black Scorpion Venom (poison); **Saving Throw** DC 36 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d12 poison damage and clumsy 2 (1 round); **Stage 2** 3d12 poison damage, clumsy 2, and slowed 1 (1 round); **Stage 3** 4d12 poison damage, clumsy 4, and slowed 2 (1 round)

Greater Constrict ◆ 2d12+12 bludgeoning, DC 36

Rapid Stinging ◆◆ The black scorpion makes three stinger Strikes, each against a different target. Its multiple attack penalty applies to each attack, but the penalty increases only after all the attacks have been made.

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Scythe Tree

Malevolent, vicious, and cruel, scythe trees pose as normal trees near deep forest paths, where they wait to slaughter passersby. Instead of drawing sustenance from light and soil, scythe trees gorge themselves on the flesh, blood, and bone of sapient creatures. Nothing is more delectable to scythe trees than a kind-hearted gnome or an altruistic dryad who believes that a scythe tree can be redeemed. The screams and whimpers of these victims are music to these cruel plants and add an extra dimension of flavor to the meal.

Scythe trees are solitary creatures by nature, and their size and power mean that they don't need to compete for food with other carnivorous plants. Once food sources dwindle in an area, scythe trees move on to another location. When a scythe tree dwells in a location for many months or years, it leaves traces of its bark and roots in the soil. Over time, these blood-nourished fragments might grow into a new scythe tree, but the progenitor will most likely have already moved on to new hunting grounds long before the new scythe tree reaches maturity.

Scythe trees appear as dead or dying deciduous trees with long, twisted branches that end in scythe-like blades. These carnivorous plants have dark-brown bark that is nearly black near the bottom of the trunk and rusty brown leaves that remain attached year-round. Scythe trees' disturbing mouths remain closed when not eating, appearing as a jagged gash on the trunk. When scythe trees deign to speak, their voices are rough, deep, and mocking, particularly when discussing arboreals, whom scythe trees universally find to be insufferable and worthy of little more than being hacked to pieces.

SCYTHEWOOD

Wood harvested from a dead scythe tree is knotted and twisted, and often contains pockets of teeth and bones from long-digested meals embedded in the growth rings. While difficult to obtain and challenging to work with, this wood is sought out by necromancers, as it is a vital component in creating particularly potent necromantic wands and staves. A single scythe tree typically yields about 150 gp worth of viable scythewood for such endeavors.

SCYTHE TREE — CREATURE 6

CE | HUGE | PLANT

Perception +14; lifesense 30 feet, low-light vision

Languages Aklo, Arboreal, Sylvan

Skills Athletics +15, Stealth +12 (+14 in forests)

Str +7, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

AC 24; **Fort** +17, **Ref** +8, **Will** +9

HP 105; **Resistances** bludgeoning 5, piercing 5

Axe Vulnerability A scythe tree takes 5 additional damage from axes.

Ripping Disarm ↻ **Trigger** A creature rolls a critical failure on a melee weapon Strike against the scythe tree; **Effect** The scythe tree attempts to Disarm the creature.

Speed 15 feet

Melee ❖ scythe branch +18 (backswing, deadly d10, reach 15 feet), **Damage** 2d10+9 slashing

Dead Tree ❖ (concentrate) Until the scythe tree acts, it appears to be a dead tree. It has an automatic result of 35 on Deception checks and DCs to pass as a dead tree.

Woodland Ambush ❖ **Requirements** The scythe tree is using Dead Tree in forested terrain, and a creature that hasn't detected it is within 30 feet; **Effect** The scythe tree Strides up to 25 feet toward the triggering creature. Once the creature is in reach, the scythe tree makes a scythe branch Strike against it. The creature is flat-footed against this Strike.

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The Headless King

Ydersius was defeated by an Azlanti heroine named Savith in the era before Earthfall, and now the so-called Headless King's body prowls aimlessly in the Darklands. That the decapitated god's clerics still gain power from worship points to Ydersius's tenacity and continued existence, after a fashion. Those who seek to recover his skull and return it to his body hope that doing so will restore both him and the sekmin civilization to their full power.

Serpentfolk

Before their ancient clash with humanity devastated their civilization, serpentfolk were masters of a sprawling underground empire. Few serpentfolk survive today; their power is shattered, their god Ydersius decapitated (although not quite slain). The cunning, intelligence, and magical abilities of serpentfolk have diminished from their ancient heights, and most are born without these boons. Those serpentfolk who retain their ancestry's legacy of intelligence and magic are known as zyss, and they look down upon their more numerous kindred with a mix of disdain and shame. They see these offshoots as a curse on their kind, resulting from their god's decapitation and the pandemonium during the fall of their underground empire, and have dubbed them aapoph, meaning "chaos made flesh."

Today, the central realm of the Darklands retains the old name of the serpentfolk empire that once dominated this region—Sekamina. This name is also the source of the serpentfolk's Aklo title, sekmin, which they are often called in ancient texts. Sekamina itself retains very little of the serpentfolk's legacy, its mantle of rule having passed on to others like drow, ghouls, gugs, and deep gnomes. Yet in remote reaches of this dangerous realm, the ruins of serpentfolk cities still stand. Within, a great many serpentfolk sleep in torpor in secluded vaults, with only a few cells awake to enact their schemes. In addition, a small number of serpentfolk settlements dot Golarion's surface, most of them in humid, remote jungles, far-flung islands, or caverns close to the surface. It's rare for such a settlement to number more than a few dozen serpentfolk. They rely primarily on slaves to build their power bases, to defend them, and to perform essentially all the practical functions of their society. This includes providing food, crafting goods, and tending to the serpentfolk's every need.

Zyss serpentfolk are megalomaniacal geniuses with dreams of returning to their place of dominance, though modern serpentfolk have few means of accomplishing this goal. Many of their plans hinge on resurrecting Ydersius, their decapitated god. His headless body still thrashes about, mindless, in the Darklands, waiting to be reunited with his lost skull. Serpentfolk numbers are so small that reclaiming their dominance seems a distant dream, especially since their reproduction is slow. Though a parent can birth a dozen young at once, the gestation period lasts up to a decade, and the likelihood that even one will be zyss is low. There's no telling whether a child will be zyss or aapoph, regardless of parentage. A coveted zyss child is just as likely to arise from aapoph parents as from two zyss, and every serpentfolk colony has someone in charge of sorting the young, identifying the earliest signs of intelligence in them.

Though the number of zyss is small in serpentfolk colonies, bringing in more zyss isn't necessarily desirable. A serpentfolk conclave with just a few zyss is functional, but one with a large number becomes fractious. Cults and societies form, all pursuing their own passions and politics, with scheming and backstabbing running rampant. A powerful priest may be able to bring other zyss to heel, but many zyss question why a priest should be in charge if their god is dead. Zyss thrive on selfish desires for hedonistic pleasure and adulation. They feel no love for others, even their offspring. Thriving on decadence, they crave receiving expensive gifts, gorging themselves on massive meals, and pursing arts such as music, poetry, or sculpture. Even more academic hobbies, like the study of magic or warfare, take an artistic bent, like carefully designing colorful illusions or memorizing epic poems about renowned wars. Each zyss believes themself to have more refined tastes than their peers.

Ydersius

The serpentfolk god is not dead, but in his decapitated state, he might as well be. Reduced to a feral, animalistic

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existence, Ydersius is even less aware of his legacy than the lowest of the aapoph. Ydersius's symbol is a snake's skull surrounded by a skeletal ouroboros.

YDERSIUS (CE)

Edicts seek to return Ydersius to life, fulfill your passions, conquer your foes with no mercy, achieve glory for serpentkind
Anathema put the needs of others above those of serpentfolk, aid the spawn of Azlant
Follower Alignments LE, NE, CE

Divine Font *harm*
Divine Skill Deception
Favored Weapon dagger
Domains ambition, indulgence, might, zeal
Cleric Spells 1st: *magic fang*, 5th: *cloudkill*, 6th: *purple worm sting*

ZYSS SERPENTFOLK

Even the least among zyss serpentfolk consider themselves greater than any mammal. Their magical abilities, most notably their telepathy, are all the reason they need to hold this view. And it's true enough that the instinctual skill and magic of any zyss is enough to best the average human.

ZYSS SERPENTFOLK — CREATURE 2

UNCOMMON | NE | MEDIUM | HUMANOID | SERPENTFOLK

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Undercommon; telepathy 100 feet
Skills Acrobatics +8, Arcana +8, Deception +9, Occultism +8, Society +8
Str –1, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +3
Items dagger, shortbow (30 arrows)

AC 18; **Fort** +6, **Ref** +8, **Will** +8 (+4 status vs. mental); +1 status to all saves vs. magic
HP 25; **Resistances** poison 5

Speed 25 feet
Melee ❖ fangs +10 (finesse), **Damage** 1d6+1 piercing plus serpentfolk venom
Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+1 piercing plus serpentfolk venom
Ranged ❖ shortbow +10 (deadly 1d10, range increment 60 feet), **Damage** 1d6+2 piercing plus serpentfolk venom
Occult Innate Spells DC 18; **4th** *suggestion*; **2nd** *mirror image* (at will); **1st** *illusory disguise* (at will), *ventriloquism* (at will)
Serpentfolk Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

AAPOPH SERPENTFOLK

Aapophs possess greater strength and stronger venom than their zyss kin, but they lack zyss' intelligence and innate magic. Unlike their selfish superiors, aapophs are communal and group together to hunt, wrestle, and sleep curled together in pits. Though they're looked down upon and insulted by zyss, most aapophs lack the higher brain functions to recognize when they're being insulted, much less plan or execute a rebellion. Aapophs often have unusual physical mutations—horns, vestigial tails, or spines protruding from their

SERPENTFOLK MAGIC

Some serpentfolk might have entirely different innate spells. These alternative spells are typically illusions, enchantments, or divinations like *dream message*, *enthrall*, *glibness*, *invisibility*, *mindlink*, *mind probe*, *mind reading*, *mislead*, *phantom pain*, or *zealous conviction*. Aapoph serpentfolk lack innate spells.

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scales—yet these variations have little impact on their overall combat prowess—and combat prowess is the measure by which zyss judge them.

AAPOPH MUTATIONS

Aapoph are prone to mutations, which you can choose or roll using a d%.

1–45	No mutation
46–56	Dual tail
57–66	Additional fangs
67–74	Additional, vestigial arm
75–84	Hooded neck
85–91	Horns
92–96	Additional, vestigial head
97–100	Spiny scales

AAPOPH SERPENTFOLK — CREATURE 3

UNCOMMON | CE | MEDIUM | HUMANOID | MUTANT | SERPENTFOLK

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Aklo, Undercommon; telepathy 100 feet

Skills Acrobatics +7, Athletics +11, Intimidation +6

Str +4, **Dex** +2, **Con** +3, **Int** –3, **Wis** +1, **Cha** –1

Items scimitar

AC 18; **Fort** +10, **Ref** +7, **Will** +6 (+2 status vs. mental)

HP 60; **Resistances** poison 5

Attack of Opportunity ↩

Speed 25 feet

Melee ◆ scimitar +11 (forceful, sweep), **Damage** 1d6+6 slashing

Melee ◆ fangs +11, **Damage** 1d8+6 piercing plus serpentfolk venom

Melee ◆ tail +11 (agile), **Damage** 1d6+6 bludgeoning plus Knockdown

Serpentfolk Venom (poison) As zyss serpentfolk, but DC 20.

Slithering Attack ◆ The aapoph serpentfolk makes one scimitar or fangs Strike and one tail Strike, each targeting a different creature. These attacks both count toward the aapoph's multiple attack penalty, but the penalty doesn't increase until after the aapoph makes both attacks.

COIL SPY

Some serpentfolk undergo intense ritual training and practice to improve their innate ability to disguise themselves. These serpentfolk often identify as members of a sinister society known as the Coils of Ydersius, and the most devoted of their number seek out methods of reincarnating into new forms to even more efficiently infiltrate enemy societies. But before such agents take this extreme step, they must prove themselves as Coil spies. These serpentfolk train in methods of infiltrating other societies to such an extent that they might be capable of infiltrating a mammalian civilization for years. Though they're expected to work entirely toward the eventual triumph of their people, most Coil spies also find personal pursuits to keep them occupied in the shorter term. When Coil spies get caught, it's rarely due to a lack of pure skill, but rather to their arrogance or recklessness as they pursue their hedonistic desires.

COIL SPY — CREATURE 4

UNCOMMON | NE | MEDIUM | HUMANOID | SERPENTFOLK

Perception +10; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common, Dwarven, Gnomish, Undercommon; telepathy 100 feet

Skills Acrobatics +10, Deception +13, Diplomacy +11, Intimidation +11, Occultism +10, Society +10, Stealth +12, Thievery +12

Str +2, **Dex** +4, **Con** +1, **Int** +4, **Wis** +2, **Cha** +5

Items hand crossbow (20 bolts), hunting spider venom (2), shortsword, thieves' tools

AC 22; **Fort** +9, **Ref** +12, **Will** +10 (+4 status vs. mental); +1 status to all saves vs. magic

HP 48; **Resistances** poison 5

Speed 25 feet

Melee ◆ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+5 piercing plus serpentfolk venom

Melee ◆ fangs +14 (finesse), **Damage** 1d6+5 piercing plus serpentfolk venom

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Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+3 piercing plus serpentfolk venom or hunting spider venom (*Core Rulebook* 552)

Occult Innate Spells DC 21; **4th** *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *mirror image* (at will); **1st** *ventriloquism* (at will)

Deceptive Reposition ❖ The Coil spy Strides up to half their Speed and attempts a Feint, in either order.

Maintain Disguise A Coil spy can maintain an ongoing *illusory disguise* as long as they are conscious without having to re-cast the spell; they need only Cast the Spell again to reassume their *illusory disguise* if they wish to change their appearance or if the active spell is dispelled. Coil spies typically seek privacy when they need to sleep, as an ongoing *illusory disguise* ends an hour after they fall unconscious.

Serpentfolk Venom (poison) As zyss serpentfolk, but DC 19.

Sneak Attack The Coil spy's Strikes deal an extra 2d6 precision damage to flat-footed creatures.

WHAT FALLS WILL RISE

The war between the humans of ancient Azlant and the serpentfolk of Sekamina waged on for years. The serpentfolk's defeat threw their society into chaos and undermined their conviction that they would continue to rule simply because they had done so for eons. For millennia, serpentfolk have remained in hiding in their underground fortresses, but many feel it is time to rise again!

BONE PROPHET

The speakers for the dead known as bone prophets hold an esteemed place as voices for their decapitated god. Burial rites, necromantic rituals, and the delivery of cryptic utterances supposedly whispered to them by Ydersius all fall under the dominion of these priests. Bone prophets often raise fallen aapophs as skeletons.

BONE PROPHET — CREATURE 8

UNCOMMON | NE | MEDIUM | HUMANOID | SERPENTFOLK

Perception +15; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common, Necril, Undercommon; telepathy 100 feet

Skills Arcana +15, Deception +18, Intimidation +16, Occultism +17, Religion +19, Society +15, Stealth +13

Str +3, **Dex** +3, **Con** +2, **Int** +5, **Wis** +5, **Cha** +6

Items *invisibility potion*, religious symbol of Ydersius, *+1 striking staff*

AC 27; **Fort** +14, **Ref** +15, **Will** +19 (+4 status vs. mental); +1 status to all saves vs. magic

HP 115; **Resistances** poison 10

Speed 25 feet

Melee ❖ *staff* +18 (magical, two-hand d8), **Damage** 2d4+9 bludgeoning

Melee ❖ fangs +17 (finesse), **Damage** 2d6+9 piercing plus serpentfolk venom

Divine Spontaneous Spells DC 28, attack +20; **4th** (3 slots) *air walk*, *harm*, *read omens*, *talking corpse*; **3rd** (4 slots) *bind undead*, *blindness*, *chilling darkness*, *vampiric touch*; **2nd** (4 slots) *darkness*, *death knell*, *resist energy*, *see invisibility*; **1st** (4 slots) *bane*, *command*, *fear*, *ventriloquism*; **Cantrips (4th)** *chill touch*, *detect magic*, *guidance*, *light*, *read aura*

Occult Innate Spells DC 28; **6th** *dominate*; **5th** *illusory scene*, *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *mirror image* (at will); **1st** *ventriloquism* (at will)

Rituals DC 28; *create undead*

Raise Serpent ❖❖❖ (divine, necromancy) **Frequency** once per day; **Effect** The bone prophet animates corpses of snakes, serpentfolk, or similar serpentine creatures within a 30-foot emanation. Any flesh on the bodies sloughs off, and they rise as skeletons. The bone prophet can raise one Large creature as a skeletal giant or up to three Medium creatures as skeletal champions; the equipment and attacks might be different depending on the corpses' possessions (*Bestiary* 298). These skeletons have the minion trait and are under the bone prophet's control; the bone prophet can give all these minions the same command with a single action that has the concentrate trait. Any skeletal minions that still remain after 10 minutes crumble to dust.

Serpentfolk Venom (poison) As zyss serpentfolk, but DC 26.

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SHOCKER LIZARD TRAPS

Kobolds are particularly fond of using shocker lizards in their trap designs, although such traps rarely keep the shocker lizards' safety and comfort in mind, forcing these cruel but creative kobolds to constantly replace the permanently restrained lizards they've set up to defend their lairs.

Shocker Lizard

These brightly colored reptiles share the rough size and pack mentality of guard dogs, roaming in small groups. Shocker lizards have specialized glands under their scales that accumulate static electricity, and they can unleash blasts of lightning strong enough to harm significantly larger foes. Though they're meek and docile when encountered alone, shocker lizards are significantly more aggressive in packs, when they can amplify each other's electrical attacks.

Shocker lizards are notoriously difficult to domesticate because they're dangerously hostile as part of a pack, but will also swiftly wither and die if kept alone in captivity without constant attention. A shocker lizard is 3 feet long and weighs 25 pounds.

SHOCKER LIZARD — CREATURE 2

N | SMALL | ANIMAL

Perception +7; low-light vision, greater electrolocation 20 feet

Skills Acrobatics +8, Athletics +5, Stealth +8

Str +1, **Dex** +4, **Con** +3, **Int** –4, **Wis** +3, **Cha** +0

Greater Electrolocation A shocker lizard can sense minute electrical charges in living creatures, which it can use as a precise sense at a range of 20 feet. This distance increases to 100 feet against any creature that has used an electricity effect within the last minute.

AC 18; **Fort** +7, **Ref** +10, **Will** +7

HP 32; **Immunities** electricity

Speed 35 feet, climb 15 feet, swim 15 feet

Melee ◆ jaws +10 (agile, finesse), **Damage** 1d8+3 piercing

Ranged ◆ shock +10 (nonlethal, range increment 5 feet), **Damage** 2d6 electricity

Amplify Voltage ↻ **Trigger** A shocker lizard within 20 feet makes a shock Strike or uses Discharge; **Effect** The shocker lizard lends some of its electrical power to the nearby lizard. This either causes the other lizard's shock Strike to lose the nonlethal trait or increases the DC of its Discharge to 20.

Discharge ◆◆ (electricity) The shocker lizard releases a blast of lightning from its body. Creatures within a 10-foot emanation take 3d6 electricity damage (DC 18 basic Reflex save). The shocker lizard can't use Discharge for 1d4 rounds.

Shocking Burst ◆◆◆ (electricity, evocation, primal) The shocker lizard hunkers down and begins to spark with electricity, which it releases in a 10-foot emanation that deals 3d8 electricity damage (DC 18 basic Reflex save). The shocker lizard can't use Shocking Burst again for 1 minute.

Up to four shocker lizards can combine their Shocking Bursts. In this case, the lizards can delay the release of their electricity until any other shocker lizard within 30 feet completes its Shocking Burst. The combined Shocking Bursts create an emanation with the combined area from all participating shocker lizards. For each additional shocker lizard that joins the burst, the damage increases by 3d8 and the save DC increases by 1 (to a maximum of four lizards dealing 12d8 damage with a DC 21 save).

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Skaveling

Hideous necromantic rituals give rise to skavelings, or ghoul bats, monstrosities that are not true ghouls but instead are specifically crafted undead creatures. Their creators are the bloodsucking urdefhans of the Darklands, who create skavelings from giant bats specially raised on diets of toxic fungus and the flesh of ghouls—especially brains harvested from these undead. Upon reaching maturity, these giant bats are ritually slain via the use of cytillesh oil (*Core Rulebook* 551). While this poison simply rots away the flesh of most creatures, one of these specially prepared bats will immediately rise from death as a skaveling after succumbing to its effects.

Despite its tattered wings and sagging skin, a skaveling is more than capable of flight, even when carrying a creature mounted on its back—urdefhans often use skavelings as mounts in this way. Their intelligence is more advanced than that of the typical giant bat, and in combat they function more as allies than as mere mounts, capable of making their own tactical decisions. Yet even though they can reason and think, skavelings remain loyal to the urdefhans who created them, and they never take actions in a fight that would knowingly put their masters in harm's way.

SKAVELING INTELLECT

As a curious side effect of its creation, a skaveling absorbs many of the memories and thoughts of the ghoul brains it was fed. While it was merely an oversized animal in life, in undeath these memories coalesce into a strange form of intelligence that affords the skaveling the ability to speak and reason, all the better to serve its urdefhan masters.

SKAVELING — CREATURE 5

CE | LARGE | UNDEAD

Perception +15; darkvision, echolocation 40 feet
Skills Acrobatics +13, Athletics +13, Intimidation +11
Str +6, **Dex** +4, **Con** +2, **Int** +1, **Wis** +6, **Cha** +2
Echolocation A skaveling can use its hearing as a precise sense at the listed range.

AC 22; **Fort** +11, **Ref** +13, **Will** +15
HP 80

Speed 15 feet, fly 30 feet
Melee fangs +15; **Damage** 2d8+8 plus ghoul fever and paralysis
Melee wing +15 (agile); **Damage** 2d4+8 plus paralysis
Bone-Chilling Screech ◆◆◆ (auditory, emotion, fear, mental, necromancy, occult) The skaveling unleashes a horrifying screech that chills the very bones of those close enough to feel it. The screech can be heard for miles, but each creature in a 20-foot emanation must also attempt a DC 22 Will save. The skaveling can't use Bone-Chilling Screech again for 1d4 rounds.
  Critical Success The creature is unaffected and is temporarily immune to Bone-Chilling Screech for 24 hours.
  Success The creature is frightened 1.
  Failure The creature is frightened 2.
  Critical Failure The creature is frightened 2 and stunned 1 by fear.
Ghoul Fever (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight
Paralysis (incapacitation, occult, necromancy) Any creature hit by the skaveling's Strikes must attempt a DC 22 Fortitude save.
  Critical Success The creature is unaffected.
  Success The creature is slowed 1.
  Failure The creature is paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

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SKRIK NETTLE HARVESTING

Skrik nettle venom is magical in nature and deteriorates swiftly. A character with alchemist's tools can harvest a single dose of skrik nettle venom from a skrik nettle that has been dead no longer than an hour with a successful DC 24 Crafting check, which transforms the fluid into a standard *potion of flying*.

Skrik Nettle

The expansive skies of the First World are home to skrik nettles—delicate, bizarre-looking creatures that resemble large jellyfishes. A fringe of brightly colored feathers circles their bodies, and long tendrils trail from their center, each ending in a snapping beak. Known for their eerie, chirping melodies, skrik nettles soar above the First World in flocks of a dozen or more, diligently scavenging for food in the fey realm's cutthroat ecosystem. When hunting or provoked, skrik nettles attack their foes by injecting them with a magical poison that causes the victim to float helplessly up into the sky. Skrik nettles continuously inject this poison into their helpless prey until it dies or is so high up that the skrik nettle needs only wait for the poison to end, its meal crashing helplessly to the ground below.

Skrik nettles that find their way to the Material Plane (or any plane other than the First World, for that matter) tend to be much more aggressive, for the planar energies that they find comforting and soothing on the First World are conspicuously absent. The first few minutes after a skrik nettle arrives on any plane but the First World tend to be filled with violence and fear, as the panicking creature lashes out at any nearby creatures (including other skrik nettles) in the mistaken notion that these others are somehow responsible for the discomforting change. After 10 minutes or so, assuming the skrik nettle survives its bout of violence, the creature calms down somewhat and does its best to acclimate to its new home. Yet even skrik nettles who find themselves marooned beyond the First World for years never lose their longing for home, and they instinctively seek out portals to this plane for the rest of their lives.

SKRIK NETTLE — CREATURE 6

N | LARGE | ABERRATION

Perception +16; motionsense 30 feet

Skills Acrobatics +16

Str +4, **Dex** +5, **Con** +2, **Int** –4, **Wis** +4, **Cha** +0

Motionsense A flying skrik nettle can detect the movement of nearby creatures and objects from the tiny gusts of wind created by their movements. This is a precise sense at the listed range, but it works only against creatures and objects that moved through air in the previous round.

AC 22; **Fort** +10, **Ref** +17, **Will** +14

HP 130, fast healing 5; **Weaknesses** piercing 5, slashing 5

Spill Venom ↻ **Trigger** The skrik nettle takes piercing or slashing damage; **Effect** The skrik nettle ejects its venom onto an adjacent creature. That creature is exposed to skrik nettle venom.

Speed 10 feet, fly 25 feet

Melee ❖ beak +17 (agile, finesse, reach 10 feet), **Damage** 2d8+6 piercing plus skrik nettle venom

Negate Levitation ❖ (evocation, primal) The skrik nettle attempts to counteract (with a modifier of +17) a single effect currently levitating a creature it can detect with its motionsense.

Skrik Nettle Venom (evocation, poison, primal) **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 and levitate upward 5 feet (1 round); **Stage 2** clumsy 2 and levitate upward 10 feet (1 round)

A levitating creature takes a –2 circumstance penalty to attack rolls. It can spend an Interact action to stabilize itself and negate this penalty for the remainder of its turn. If it's adjacent to a fixed object or stable terrain, it can move across the surface by climbing (if the surface is vertical) or crawling (if the surface is horizontal, such as a ceiling). A flying creature can move normally but still increases its altitude as appropriate from the venom. A creature that can't fly falls as soon as it recovers from skrik nettle venom.

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Skulk

The cowardly and lazy skulks live on the fringes of organized societies and steal from others without a second thought. Even murder is merely another necessity, and they think nothing of creeping into a house, dispatching the residents, and taking what they want.

Their chameleon-like ability to blend into their surroundings makes skulks difficult to detect, so their ever-present populations around the periphery of large settlements are nearly impossible to dislodge permanently. They typically travel in small groups of no more than 16 individuals, since groups larger than that tend to break into violence directed at one other. While skulks see themselves as sharing a common history of being cast out and hated, this is not a strong enough bond to hold large groups of the creatures together with a shared purpose for very long.

Entrances and exits from cities, especially less-guarded access ways around sewers and the like, are skulks' favorite stomping grounds. These sites allow them to closely observe who comes and goes from the city while also affording them swift escape options, should the authorities uncover their presence. On rare occasions, a well-disciplined skulk can rise to prominence within the local thieves' guild and become sought after for difficult jobs. Their repugnant personalities and overwhelming selfishness, however, usually means they are unable to secure long-lasting leadership roles.

A typical skulk is 6 feet tall with similar body structure to a gangly human. Skulks mature quickly and can live up to 50 years, although most meet a violent end long before then. The rare skulk who manages to escape their society of violence and craven bitterness can be of any alignment, but those skulks who remain bound by their traditions always see these self-imposed exiles as the worst kind of traitors, and the exiles are often targeted for eradication to the exclusion of all other victims. More than one band of skulks has accidentally engineered its own doom after throwing caution to the wind and exposing its existence to the authorities in an ill-planned but violently passionate attempt to track down such an exile.

SKULK TREASURE

The greediness of skulks and their easy relationship with violence means the creatures often accumulate a fair amount of valuable coin and items. They prefer fine weapons above all else and jealously protect such finds. Since clothing inhibits their natural camouflage, skulks either store this treasure in a secure location or carry it in such a way that their bodies block what they are carrying from sight.

SKULK — CREATURE 1

CE | MEDIUM | HUMANOID | SKULK

Perception +5; low-light vision
Languages Common
Skills Acrobatics +6, Deception +6, Society +4, Stealth +8, Thievery +6
Str +0, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +1
Items dagger (2), shortsword
Camouflaged Step The skulk gains the benefit of the Cover Tracks action in forests and subterranean settings without moving at half Speed.
Chameleon Skin The skulk's skin shifts and changes to match the surroundings. As long as most of their body is not covered by clothing or armor, the skulk gains a +2 circumstance bonus to Stealth checks to Hide.

AC 16; **Fort** +7, **Ref** +8, **Will** +5
HP 21

Speed 25 feet
Melee ❖ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+2 piercing
Ranged ❖ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Sneak Attack A skulk's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

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SLUGS OF WAR

Subterranean cultures like urdefhans and xulgaths sometimes turn giant slugs into war beasts. The creatures' primitive minds make them easy to control for anyone who knows a few simple tactics—mostly ways of keeping them well-fed until just before battle and methods of guiding them in the right direction as they rampage.

SLUG

These massive, primeval relatives of ordinary slugs squirm slowly through swamps and grasslands. Giant slugs are always voracious and prefer to eat flesh or plants high in water content. They frequently consume livestock or strip bare entire orchards or melon crops. For cattle, pigs, or other sizable meals, they first shred the creatures using their radula—tongue-like appendages covered in teeth—to make them easier to consume. The mucus secreted by a giant slug is powerfully acidic and viscous. Wherever it travels, the creature leaves a trailing brown strip that kills most vegetation. Farmers and ranchers, especially those living near swamps known to contain giant slugs, keep close tabs on these journeys. Many almanacs go into great detail on slug migration and mating seasons. Since each giant slug needs its own wide hunting ground, the creatures typically come into proximity to mate only once a year. Either or both slugs can become impregnated, and any that do typically lay a clutch of around 100 eggs. They usually lay these eggs in a shallow bog or a cool, humid cave.

Giant slugs tend to travel at night, as the creatures dislike sunlight and dry weather. They have been known to seek out locations like barns, the undersides of bridges, or even fortifications like castles for shelter as dawn starts to break. Woe to the unprepared farmer who ambles out at sunrise to milk the cows but instead finds that a giant slug has made the barn its home! Subterranean giant slugs don't have to worry about sunlight, and crawl about on no schedule in particular. Narrow tunnels pose little obstacle for them, as the creatures can easily compress their bodies. These factors make their movements very unpredictable, so they pose quite a menace for underground peoples like kobolds or xulgaths.

GIANT SLUG — CREATURE 8

N HUGE ANIMAL

Perception +14; no hearing, scent (imprecise) 60 feet

Skills Athletics +19

Str +7, **Dex** –1, **Con** +7, **Int** –5, **Wis** +2, **Cha** –4

AC 25; **Fort** +21, **Ref** +11, **Will** +14

HP 165; **Weaknesses** salt 5; **Resistances** acid 10

Speed 20 feet, climb 15 feet

Melee ❖ radula +21 (reach 15 feet), **Damage** 2d10+10 slashing plus mucus

Melee ❖ foot +21 (reach 10 feet), **Damage** 2d8+10 bludgeoning plus mucus

Ranged ❖ disgorged mucus +17 (brutal, range increment 50 feet, splash), **Damage** 3d6 acid damage plus mucus and 1d6 acid splash damage

Malleable The giant slug can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full Speed. It can Squeeze through spaces that typically fit only a Medium creature, but it does so at the usual Speed for Squeezing.

Mucus Any creature hit by the giant slug or that moves into its mucus trail is coated in sticky, caustic mucus. It takes 1d4 persistent acid damage and takes a –5-foot status penalty to its Speeds while the damage persists.

Mucus Trail Any square the giant slug moves into is coated in mucus. These spaces are difficult terrain, and any creature that moves into one or ends its turn in one is subjected to the slug's mucus. After an hour, the mucus dries and the area is no longer difficult terrain.

Trample ❖❖❖ Large or smaller, foot, DC 27

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Snake

Snakes of some variety thrive in every non-arctic ecosystem, each with their own particular hunting patterns and defense mechanisms.

Sea Snake

These lithe snakes like to frequent the shallow waters of tropical seas. Their 4-foot-long, blue-green bodies easily blend into the water where they lurk to ambush prey. Tales speak of massive sea snakes that swim in deeper waters and follow ships, waiting for sailors to fall overboard or climbing the side to snatch them from the deck.

Sea Snake — Creature 0

N | Small | Animal

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Athletics +2 (+6 to Swim), Stealth +5, Survival +5
Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** –2
Deep Breath The sea snake can hold its breath for about an hour.

AC 16; **Fort** +5, **Ref** +9, **Will** +3
HP 15
Lash Out ↻ **Trigger** A creature within the sea snake's reach uses a move action; **Effect** The sea snake makes a bite Strike against the attacker.

Speed 15 feet, swim 25 feet
Melee ❖ fangs +7 (agile, finesse), **Damage** 1d8 piercing plus sea snake venom
Sea Snake Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Emperor Cobra

These aggressive serpents infest bogs and lowlands. Despite a length of over 16 feet and weighing over 200 pounds, they can climb trees in seconds. An emperor cobra wards off predators by flaring its hood and hissing at its attacker.

Emperor Cobra — Creature 5

N | Large | Animal

Perception +13, low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +11, Athletics +13, Survival +11
Str +6, **Dex** +4, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 22; **Fort** +15, **Ref** +11, **Will** +9
HP 80

Speed 25 feet, climb 25 feet, swim 25 feet
Melee ❖ fangs +15 (reach 10 feet), **Damage** 2d8+8 piercing plus emperor cobra venom
Emperor Cobra Venom (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d8 poison damage and drained 1 (1 round); **Stage 3** 2d6 poison damage and drained 2 (1 round)
Flare Hood ❖ (emotion, fear, mental, visual) The emperor cobra flares its hood. Each non-emperor cobra creature within a 20-foot emanation must attempt a DC 22 Will save. The creature is then temporarily immune for 1 minute.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 3.

Eating Habits

Snakes of all sorts eat their meals by devouring their prey whole. After incapacitating a creature, a snake unhinges its jaw and consumes the creature entirely, even if it's more than twice the diameter of the snake's body. A snake can consume a creature of the same size as itself or smaller, but most snakes are logy and sluggish while the meal digests.

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SOLIFUGID BURROWS

Most species of solifugid lay their eggs in burrows. The female doesn't eat while guarding her eggs, and thus fights even more aggressively against any creatures she deems potential threats to her brood. The bodies of wayward adventurers often litter such burrows, though this does little to deter other fortune-hunters from trying their luck in such treasure-laden nests.

SOLIFUGID

These monstrous vermin have six legs and two large feeding appendages easily mistaken for an additional pair of legs. They are often called camel spiders, sun spiders, or wind scorpions, despite the fact that they are neither spiders nor scorpions.

GIANT SOLIFUGID

The smallest of giant solifugids are still large enough to harry desert traders and their mounts.

GIANT SOLIFUGID — **CREATURE 1**

N MEDIUM ANIMAL

Perception +7; darkvision

Skills Acrobatics +8, Athletics +6, Stealth +6 (+10 in deserts)

Str +1, **Dex** +3, **Con** +3, **Int** –5, **Wis** +1, **Cha** –4

AC 16; **Fort** +6, **Ref** +8, **Will** +4

HP 20

Speed 35 feet, climb 25 feet

Melee ◆ jaws +8, **Damage** 1d10+1 piercing

Melee ◆ claw +8 (agile, reach 10 feet), **Damage** 1d8+1 slashing

Pounce ◆ The giant solifugid Strides and makes a Strike at the end of that movement. If the giant solifugid began this action hidden, it remains hidden until after this ability's Strike.

Rend ◆ claw

DUNESHAKER SOLIFUGID

The largest solifugids, duneshakers, are so immense that their movements make the terrain around them tremble. They can prey on creatures the size of mammoths or even larger.

DUNESHAKER SOLIFUGID — **CREATURE 18**

N GARGANTUAN ANIMAL

Perception +30; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +33, Athletics +35, Stealth +33 (+37 in deserts)

Str +9, **Dex** +7, **Con** +7, **Int** –5, **Wis** +4, **Cha** –4

AC 42; **Fort** +31, **Ref** +33, **Will** +28

HP 340

Speed 50 feet, burrow 25 feet, climb 25 feet

Melee ◆ jaws +35 (reach 10 feet), **Damage** 4d10+17 piercing

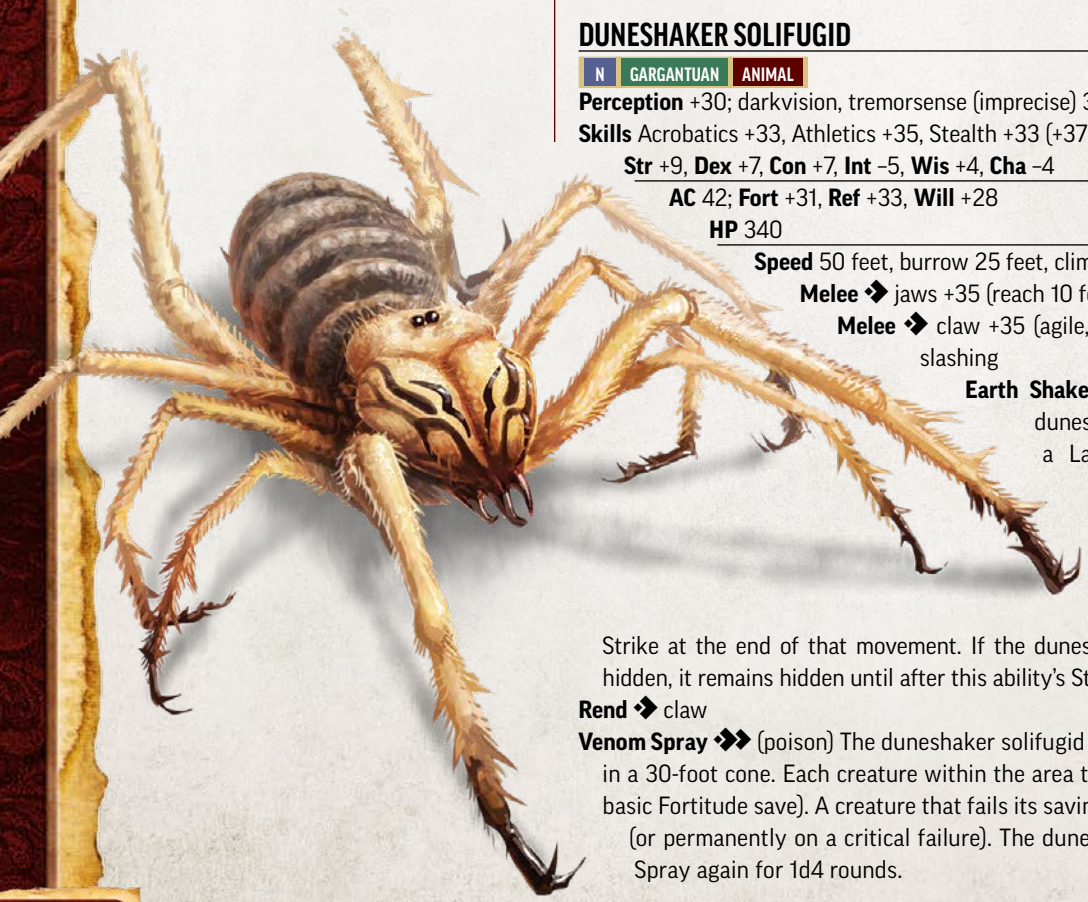
Melee ◆ claw +35 (agile, reach 20 feet), **Damage** 3d10+17 slashing

Earth Shaker Each turn, the first time the duneshaker solifugid is adjacent to a Large or smaller creature during a move action it's using, that creature must succeed at a DC 39 Reflex save or fall prone.

Pounce ◆ The duneshaker solifugid Strides and makes a Strike at the end of that movement. If the duneshaker solifugid began this action hidden, it remains hidden until after this ability's Strike.

Rend ◆ claw

Venom Spray ◆◆ (poison) The duneshaker solifugid spews toxic barbs at all creatures in a 30-foot cone. Each creature within the area takes 10d6 poison damage (DC 39 basic Fortitude save). A creature that fails its saving throw is blinded for 1d6 rounds (or permanently on a critical failure). The duneshaker solifugid can't use Venom Spray again for 1d4 rounds.



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Soul Eater

Only the most desperate or foolhardy conjurers call upon the aid of these strange fiends from the inky swamps of Abaddon.

SOUL EATER — CREATURE 7

UNCOMMON | NE | MEDIUM | FIEND

Perception +15; greater darkvision

Languages Daemonic

Skills Abaddon Lore +12, Acrobatics +17, Intimidation +15, Stealth +17 (+19 in darkness or smoke)

Str +0, **Dex** +6, **Con** +4, **Int** –1, **Wis** +4, **Cha** +4

Caster Link (detection, divine, divination) A conjured soul eater forms a mental link with its conjurer. While both are on the same plane, the soul eater knows the location of its conjurer per its find target ability. If the soul eater's target dies before the soul eater can drain its soul, or if the soul eater is defeated (but not destroyed) by the target, the soul eater returns to its conjurer and tries to kill them.

Find Target (detection, divine, divination) When a soul eater is conjured to the Material Plane to find a specific creature, it gains the benefits of a 5th-level *locate* spell that isn't blocked by lead or running water. The conjurer must have seen the target and must speak the target's name while conjuring the soul eater in order to grant this ability.

AC 26; **Fort** +13, **Ref** +19, **Will** +15

HP 80; **Immunities** critical hits, disease, paralyzed, poison, precision, sleep; **Weaknesses** good 10; **Resistances** physical 10

Speed 25 feet, fly 60 feet

Melee ❖ claw +19 (agile, finesse), **Damage** 2d6+3 slashing plus 2d6 negative and mind-numbing touch

Drain Soul ❖❖❖ (death, divine, manipulate, necromancy)
Requirements The soul eater is adjacent to a dying creature; **Effect** The soul eater attempts to devour the dying creature's soul. The creature must attempt a DC 25 Will save. A creature that dies as a result of Drain Soul can't be restored to life except by a spell or ritual of 8th level or higher. If the soul eater that used Drain Soul on a creature is slain within 100 feet of that creature's corpse and the creature has been dead no longer than 1 minute, the creature's soul returns to its body and is restored to life, leaving the creature unconscious and dying 1 but no longer doomed.
Critical Success The creature is unaffected.
Success The creature becomes doomed 1, or increases its doomed value by 1 if it was already doomed.
Failure As success, but doomed 2.
Critical Failure As success, but doomed 3.

Mind-Numbing Touch (curse, divine, necromancy) When a soul eater hits a creature with its claw Strike, the creature must succeed at a DC 23 Fortitude save or become stupefied 1 (stupefied 2 on a critical failure). Further damage dealt by the soul eater increases the stupefied value by 1 on a failed save, to a maximum of stupefied 4. This condition value decreases by 1 each time the creature gets a full night's rest. As long as the creature is stupefied by a soul eater, rest does not decrease any doomed value that creature might have.

SOUL GLUTTONS

As if soul eaters weren't frightening enough, there exists on Abaddon much larger variants of these monsters, known as soul gluttons. Appearing as roiling, inky black clouds and possessing a half dozen arms, soul gluttons are much deadlier than their smaller kin and are also much more dangerous to conjure, as they have a disturbing knack for wriggling out of a conjurer's control.

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SPECTRAL THRALLS

Specters often keep a few humanoid thralls to torment, preventing the agony of pain starvation, but since they can't minimize the negative damage they inflict with their vile touch, humanoid thralls who are too low level generally don't last long.

Specter

When an evil mortal creature dies, it sometimes returns to haunt the area of its death as a specter, a hateful remnant, always seeking to slay others—particularly humanoids—in an attempt to distribute its pain among as many souls as it can. A specter maintains a strange semblance of its prior identity, but with a corrupted sense of purpose. It cannot be reasoned with.

A specter denied the opportunity to harm living humanoids grows increasingly agonized and irrational, akin to the mindset of a starving person forever denied a release from agony through death.

SPECTER — CREATURE 7

LE | MEDIUM | INCORPOREAL | UNDEAD

Perception +15; darkvision

Languages Common, Necril; telepathy 100 feet (with spectral thralls only)

Skills Acrobatics +17, Intimidation +15, Stealth +17

Str −5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +4, **Cha** +4

AC 25; **Fort** +13, **Ref** +17, **Will** +15

HP 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 22

Pain Starvation A specter that goes for more than a month without dealing negative damage to a living humanoid becomes desperate and almost feral. It changes alignment from lawful evil to chaotic evil, loses control of any corrupted thralls it might have, and becomes quickened. It can use its additional action only to make vile touch Strikes against humanoid targets. At the end of any turn in which it deals any amount of negative damage to a living humanoid, it reverts to lawful evil and is no longer quickened, but any thralls it lost control of remain free.

Sunlight Powerlessness A specter caught in sunlight is clumsy 2 and slowed 2 for as long as it remains in the sunlight.

Speed fly 40 feet

Melee ❖ vile touch +18 (finesse), **Damage** 6d6 negative plus spectral corruption

Spectral Corruption (curse, divine, enchantment, incapacitation, mental) When the specter damages a living creature with its vile touch Strike, the specter gains 5 temporary Hit Points and the target creature must attempt a DC 25 Will save to avoid becoming corrupted.

Critical Success The creature is unaffected and is temporarily immune to spectral corruption for 1 minute.

Success The creature is stupefied 2 for 1 hour.

Failure The creature succumbs to the corruption and becomes a spectral thrall. The creature is controlled by the specter, obeying the specter's telepathic or spoken orders, though a spectral thrall does not obey obviously self-destructive orders. It can attempt a new Will save at the end of each of its turns; on a success, it is no longer controlled by the specter but becomes stupefied 2 for 1 hour.

Critical Failure As failure, but the creature remains a thrall to the specter until the curse is removed or until the specter succumbs to pain starvation; it can't attempt new Will saves to recover on its own.

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Spider

Spiders range dramatically in size, yet all are to some extent venomous.

Dream Spider

A dream spider's webs have an iridescent hue and are infused with the same hallucinogenic compound as the creature's toxin. Originally denizens of tropical jungles, dream spiders have adapted well to temperate environments, particularly thriving among the rooftops of cities where shady alchemists use their venom to produce the drug known as shiver.

Dream Spider — Creature 0

N | Small | Animal

Perception +6; darkvision, web sense
Skills Acrobatics +5, Athletics +2, Stealth +7
Str +0, **Dex** +3, **Con** +1, **Int** –5, **Wis** +0, **Cha** –4
Web Sense The dream spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 16; **Fort** +5, **Ref** +7, **Will** +4
HP 15

Speed 25 feet, climb 25 feet
Melee ◆ bite +7 (finesse), **Damage** 1d6 plus dream spider venom
Ranged ◆ web +7 (range increment 10 feet), **Effect** web trap plus dream spider venom
Dream Spider Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** 1d6 poison damage plus stupefied 1 (1 round)
Web Trap A creature hit by the dream spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 16).

Shiver Addicts

Talented alchemists process dream spider venom into an addictive drug called shiver (*Gamemastery Guide* 121). Those who become addicted to shiver may be driven in desperation to seek out dream spiders and allow them to bite their flesh in order to get their fix—a tactic that often backfires awfully as the spiders feed.

Ogre Spider

These terrifying creatures grow as large as elephants. The placement of their eyes above their wide mandibles evokes the grimacing visage of an ogre's leer. Ogres themselves find the appearance of ogre spider faces simultaneously amusing and adorable, but in most cases, ogres' attempts to keep these spiders as pets result in dead ogres and well-fed spiders.

Ogre Spider — Creature 5

N | Huge | Animal

Perception +13; darkvision, web sense
Skills Acrobatics +13, Athletics +13
Str +6, **Dex** +4, **Con** +4, **Int** –5, **Wis** +2, **Cha** –4
Web Sense The ogre spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 23; **Fort** +15, **Ref** +13, **Will** +9
HP 70

Speed 30 feet, climb 30 feet
Melee ◆ bite +15, **Damage** 2d8+8 plus ogre spider venom
Ranged ◆ web +13 (range increment 30 feet), **Effect** web trap
Eerie Flexibility An ogre spider can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full speed.
Ogre Spider Venom (poison); **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 3** 2d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 4** 2d6 poison damage, clumsy 2, and enfeebled 2 (1 round)
Web Trap A creature hit by the ogre spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 22).

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SPIRAL CENTURION GLITCHES

A spiral centurion might have one of the following glitches.

Dulled Blades: Its blade Strike deals only 2d10+5 bludgeoning damage.

Misaligned Gears: It loses Rev Up, and if it Strides more than once per round, it takes 1d10 damage.

Stuck in a Rut: It uses the same actions each round, regardless of the circumstances.

Spiral Centurion

These mechanical constructs were created to serve as guardians in an ancient and bygone era, although exactly who made them and the secrets of their construction have long since been lost to history. From the waist up, they resemble humanoids made of metal, but from the waist down their bodies take the form of spinning metal tops ringed with blades, which excel at cutting down nearby foes. Most spiral centurions can be directed to stand down with a password, although often these command phrases have been lost to the mists of time. In rare cases, a spiral centurion may also wield manufactured weapons or a shield in addition to its built-in weapons, giving it access to additional actions besides those listed below.

Most spiral centurions are hundreds or even thousands of years old, only staying functional because of the powerful magic used in their creation. Still, millennia of neglect have caused many spiral centurions to develop small glitches or malfunctions.

SPIRAL CENTURION — CREATURE 11

N | MEDIUM | CONSTRUCT | MINDLESS

Perception +20; darkvision

Skills Acrobatics +23, Athletics +23

Str +6, **Dex** +6, **Con** +5, **Int** –5, **Wis** +2, **Cha** –5

AC 31; **Fort** +22, **Ref** +25, **Will** +16

HP 170; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Top-Heavy A spiral centurion's top-like design makes it susceptible to effects that would cause it to fall prone. The DC of any attempt to knock the spiral centurion prone is reduced by 5. If the spiral centurion attempts a check or saving throw to resist being knocked prone, it takes a –5 status penalty. A spiral centurion that has been knocked prone can't use any actions other than to attempt to Stand, but it must succeed at a DC 30 Acrobatics check to do so.

Speed 40 feet

Melee ◆ blade +23 (agile, sweep), **Damage** 2d12+12 slashing

Hurl Blade ◆◆ The spiral centurion hurls one of its blades with an angled spin to ensure a swooping flight path. The blade deals 6d6 slashing damage to each creature in a 40-foot line (DC 30 basic Reflex save). At the start of the spiral centurion's next turn, the blade swoops around and returns along the same flight path, again dealing 6d6 slashing damage (DC 30 basic Reflex save) to each creature along the same line.

Rev Up ◆ **Requirements** The spiral centurion has not acted yet this turn; **Effect** The spiral centurion Strides up to its Speed. It then gains a +2 circumstance bonus to attack and damage rolls until the end of its turn.

Trample ◆◆◆ Medium or smaller, blade, DC 30

Whirling Death ◆◆◆ The spiral centurion spins furiously in place, its blades extended to slice through nearby creatures. It makes up to five melee blade Strikes. No single creature can be targeted by more than one blade Strike during one use of this ability. These attacks count toward the spiral centurion's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks are made.

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Sportlebore

The bane of hungry adventurers the world over, sportlebores are nefarious vermin that resemble delicious snacks. When positioned near trail rations such as fruit or jerky, a sportlebore can flawlessly imitate these foodstuffs by flexing, contorting, and color-shifting its abdomen, then folding its thorax, head, and legs into hiding under its delicious-looking body. Once consumed, the sportlebore reproduces into a hungry swarm that is regurgitated by the now ailing eater, ravenously attacking any creatures it thinks it can consume.

Sportlebore

On its own, a single sportlebore functions as a hazard rather than a creature.

Sportlebore — Hazard 7

ENVIRONMENTAL | ANIMAL

Stealth DC 26 (expert)

Description A sportlebore hides amid the victuals on a plate of food or within a pack of trail rations.

Disable A creature that notices the sportlebore can remove it from the food it is hidden within automatically as an Interact action.

Mimic Food ↻ **Trigger** A creature eats food the sportlebore is hidden within; **Effect** The sportlebore rapidly multiplies in the host's stomach, exposing the host to sportlebore infestation.

Sportlebore Infestation (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 hour); **Stage 3** enfeebled 2 (1 hour); **Stage 4** 4d6 bludgeoning damage (DC 25 basic Fortitude save) as the host painfully vomits out a sportlebore swarm and returns to stage 1

Sportlebore Swarm

A swarm of sportlebores is a much more dangerous foe than a single insect.

Sportlebore Swarm — Creature 7

N | LARGE | ANIMAL | SWARM

Perception +13; low-light vision

Skills Acrobatics +17, Stealth +17

Str +2, **Dex** +6, **Con** +4, **Int** –4, **Wis** +2, **Cha** +4

AC 25; **Fort** +15, **Ref** +17, **Will** +13

HP 85; **Immunities** precision, swarm mind; **Weaknesses** area damage 7, splash damage 7; **Resistances** bludgeoning 3, piercing 7, slashing 7

Pour Down Throat ↻ **Trigger** A creature in the sportlebore swarm's area speaks, uses a verbal component, or opens its mouth; **Effect** A portion of the sportlebore swarm attempts to surge down the throat of the triggering creature, which must attempt a DC 25 Fortitude save.

Critical Success The creature is unaffected.

Success The creature gets a mouthful of sportlebores. It spits the insects out and avoids further damage, but it can't speak for 1 round, and if it was performing a verbal spellcasting action, the spell fails and the caster wastes the action.

Failure The creature takes 4d6 piercing damage from sportlebore bites, can't speak for 1 round, and loses a spell as noted under Success.

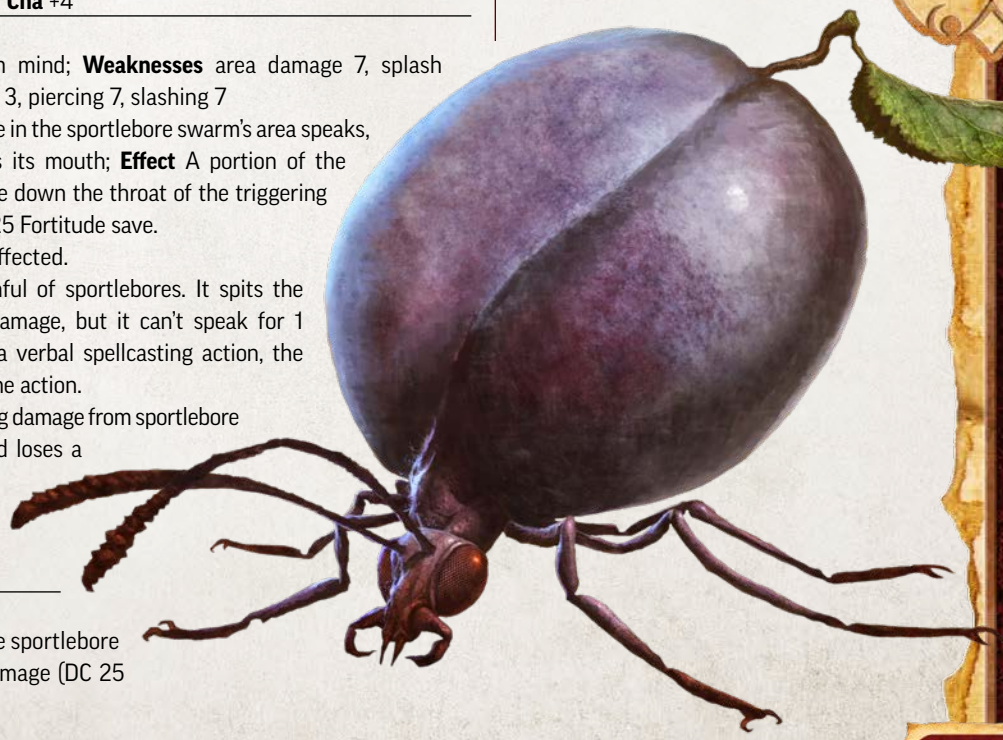
Critical Failure As failure, but the creature is also exposed to sportlebore infestation.

Speed 35 feet, fly 35 feet

Swarming Bites ❖ Each creature in the sportlebore swarm's area takes 4d6 piercing damage (DC 25 basic Reflex save).

Other Sportlebores

While the creature presented here is the most common of its type, the sportlebore is in fact an entire family of insects that specialize in mimicking everyday objects. Other varieties of sportlebore include the spindly, wood-devouring wartlebore; the corpse-eating sportlegore; and the sportleglug, which is so small it can burrow into leather wineskins and drink their contents without the bag spilling a drop. Like the sportlebore, most of these vermin aren't too dangerous as individuals but can turn into a real problem if their numbers are left unchecked.



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REDEEMED SPRIGGANS

A spriggan's nature is rooted deeply in its inability to feel joy and pleasure, and as such, non-evil spriggans are rare. Yet they are not unheard of. A spriggan who manages to turn back on their inherent nature loses their ability to assume enormous size, and always becomes a hated (if not feared) exile from their clan. Such a spriggan never fully transforms into a gnome, but those who embrace redemption often discover strange new powers waiting for them to master, such as the ability to draw upon the First World to heal themselves and allies, or the power to transform into actual fey creatures for a short period of time.

Spriggan

When the gnomes first emigrated from the First World so many eons ago, some found the Material Plane so strange and terrifying that they lost their sense of joy. Seeing only the threat of the new world and none of its wonders, these gnomes grimly resolved to survive no matter what the cost. Their innate magic responded to this goal by twisting them in mind and body over the course of many generations, eventually transforming them into the creatures known today as spriggans.

Love, happiness, and beauty have no meaning for nearly all spriggans, for their minds have long since abandoned the capacity to understand and enjoy such positivity in the world. Violence, malice, and distortion have expanded in spriggan society to fill the aching voids left behind by their ancient expunging of positivity. Today, the best a spriggan can manage in place of positive emotions is a muted satisfaction when they make another creature suffer.

Spriggans resemble muted, hairless gnomes with oversized, pointed ears and an alien, feral appearance. Many of them are gaunt and haggard. Skin tones vary across all different shades of blue, from a pale sky color to a deep midnight. Unlike their more cheerful and optimistic kin, spriggans do not become afflicted by the bleaching, a fact that many of their kind smugly hold up as proof that their ancestors' choice to abandon joy was the right one.

While spriggans can specialize in a wide range of skills, one feature they all share is the capacity to transform into lumbering, hulking incarnations of their normally small frames. By drawing upon the void left behind in their souls, they reflect the anger and cruelty in their minds and physically transform into giant versions of themselves akin to ogres in stature; however, this rage-induced change takes a toll on their bodies. The longer a spriggan remains in giant form, the more pain and agony they have waiting for them when, inevitably, they revert to their true size. Yet this promise of pain does not deter a spriggan from using their power to grow in size, for it's only when they assume gargantuan proportions that they can truly feel joy and satisfaction. That spriggans feel these emotions only when they are bullying smaller creatures, fighting enemies (or even allies), or inflicting pain on victims speaks to the depths of their corruption.

SPRIGGAN BULLY

The typical spriggan is a bully who prefers to take live prisoners in fights, but only to ensure that they have a large stock of living victims to torment, tease, and abuse. They train to use weapons in nonlethal ways that inflict the maximum amount of pain even as they guard against accidental death. When not bullying prisoners or hunting for new victims, spriggan bullies enjoy drinking, watching others fight, and fighting among themselves.

SPRIGGAN BULLY — **CREATURE 3**

CE | SMALL | GNOME | HUMANOID | SPRIGGAN

Perception +10; low-light vision

Languages Aklo, Common, Gnome

Skills Acrobatics +9, Athletics +8, Intimidation +10, Society +8, Stealth +11, Survival +10, Thievery +9

Str +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** +1

Items crossbow (10 bolts), morningstar

AC 19; **Fort** +9, **Ref** +11, **Will** +8

HP 48

Enraged Growth ↻ (polymorph, primal, transmutation) **Trigger** The spriggan bully takes damage; **Effect** The spriggan bully grows to Large size, along with their equipment (which returns to natural size if removed). The spriggan bully's reach increases by 5 feet. They regain 5 Hit Points and gain a +2 status bonus to melee attacks and damage rolls. This effect continues until the end of the spriggan bully's next turn, but on any turn in which the spriggan bully deals damage to another creature and is not fatigued,

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the effect extends until the end of the following turn. When Enraged Growth ends, the spriggan bully is fatigued for 1 hour.

Speed 20 feet
Melee ❖ morningstar +10 (versatile P), **Damage** 1d6+6 bludgeoning
Ranged ❖ crossbow +11 (range increment 120 feet, reload 1), **Damage** 1d8 piercing
Primal Innate Spells DC 20; **2nd** *shatter*; **1st** *fear*; **Cantrips (2nd)** *dancing lights*
Bully's Bludgeon ❖ The spriggan bully makes a morningstar Strike with a +2 circumstance bonus to its attack roll. This attack is nonlethal.
Sneak Attack The spriggan bully's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

SPRIGGAN WARLORD

While the leaders of larger spriggan enclaves tend to be uniquely trained warriors with highly specialized skills, spriggan warlords are fond of the traditional spriggan weaponry of morningstar and crossbow, valuing this traditional fighting style for its simplicity and for using both weapons to their full potential. Spriggan warlords often serve as sub-commanders in large groups, filling roles in spriggan society akin to captains of the guard or bodyguards to spriggan royalty. In smaller groups or remote outposts, a single spriggan warlord is typically in charge of a band of spriggan bullies.

SPRIGGAN DISTRACTIONS

As a culture, most spriggans live for battle and constantly patrol their territories in hopes of encountering trespassers to capture and victimize. Even so, spriggans sometimes need to relax. Since they lack the capacity for pleasure, games, art, and similar leisure activities are lost on them. Instead, they fill their idle time training for combat, watching others fight to the death, crafting weapons, or plotting against their kin for personal gain.

SPRIGGAN WARLORD — CREATURE 7

CE | SMALL | GNOME | HUMANOID | SPRIGGAN

Perception +14; low-light vision
Languages Aklo, Common, Gnome
Skills Acrobatics +15, Athletics +17, Intimidation +17, Society +12, Stealth +17, Survival +14, Thievery +15
Str +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +3, **Cha** +4
Items *+1 crossbow* (10 bolts), *+1 morningstar*

AC 25; **Fort** +13, **Ref** +17, **Will** +14
HP 120
Enraged Growth ↻ (polymorph, primal, transmutation) **Trigger** The spriggan warlord takes damage; **Effect** The spriggan warlord grows to size Large, along with their equipment (which returns to natural size if removed). The spriggan warlord's reach increases by 5 feet. They regain 15 Hit Points and gain a +2 status bonus to melee attack and damage rolls. This effect continues until the end of the spriggan warlord's next turn, but on any turn in which the spriggan warlord deals damage to another creature and is not fatigued, the effect extends until the end of the following turn. When Enraged Growth ends, the spriggan warlord is fatigued for 1 hour.

Speed 20 feet
Melee ❖ *morningstar* +18 (magical, versatile P), **Damage** 2d6+9 bludgeoning
Ranged ❖ *crossbow* +18 (magical, range increment 120 feet, reload 0), **Damage** 2d8 piercing
Primal Innate Spells DC 25; **4th** *fly*, *shatter*; **3rd** *dispel magic*, *fear*; **2nd** *blur*; **Cantrips (4th)** *dancing lights*
Bully's Bludgeon ❖ The spriggan warlord makes a morningstar Strike with a +2 circumstance bonus to its attack roll. This attack is nonlethal.
Sneak Attack The spriggan warlord's Strikes deal an additional 2d6 precision damage to flat-footed creatures.
Warlord's Training A spriggan warlord has access to the critical specialization effects for crossbows and morningstars, and the reload of any crossbow they wield is reduced by 1 (to a minimum of 0).

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GIANT SQUID TACTICS

The giant squid attacks by lashing out with its longest tentacles and then rapidly pulling the prey toward itself. While closing the distance between them, it attacks again, this time closing its smaller arms around the prey. Once it has the prey thoroughly trapped, the giant squid tears and cuts with its beak and the teeth-lined saw it has in the place of a tongue.

SQUID

The unusual shape of these swift, voracious predators has prompted many a nautical tale.

VAMPIRE SQUID

Vampire squid are neither undead nor blood drinkers. Their name is instead inspired by their red eyes and the dark, cloak-like webbing between their arms. Living in the lightless depths of the ocean, the vampire squid can eject a cloud of bioluminescent mucus that nauseates predators.

VAMPIRE SQUID — **CREATURE 0**

N | SMALL | ANIMAL | AQUATIC

Perception +7; darkvision

Skills Athletics +4, Stealth +7

Str +0, **Dex** +3, **Con** +0, **Int** –4, **Wis** +3, **Cha** –2

AC 16; **Fort** +4, **Ref** +8, **Will** +6

HP 15; **Resistances** cold 5

Speed swim 25 feet

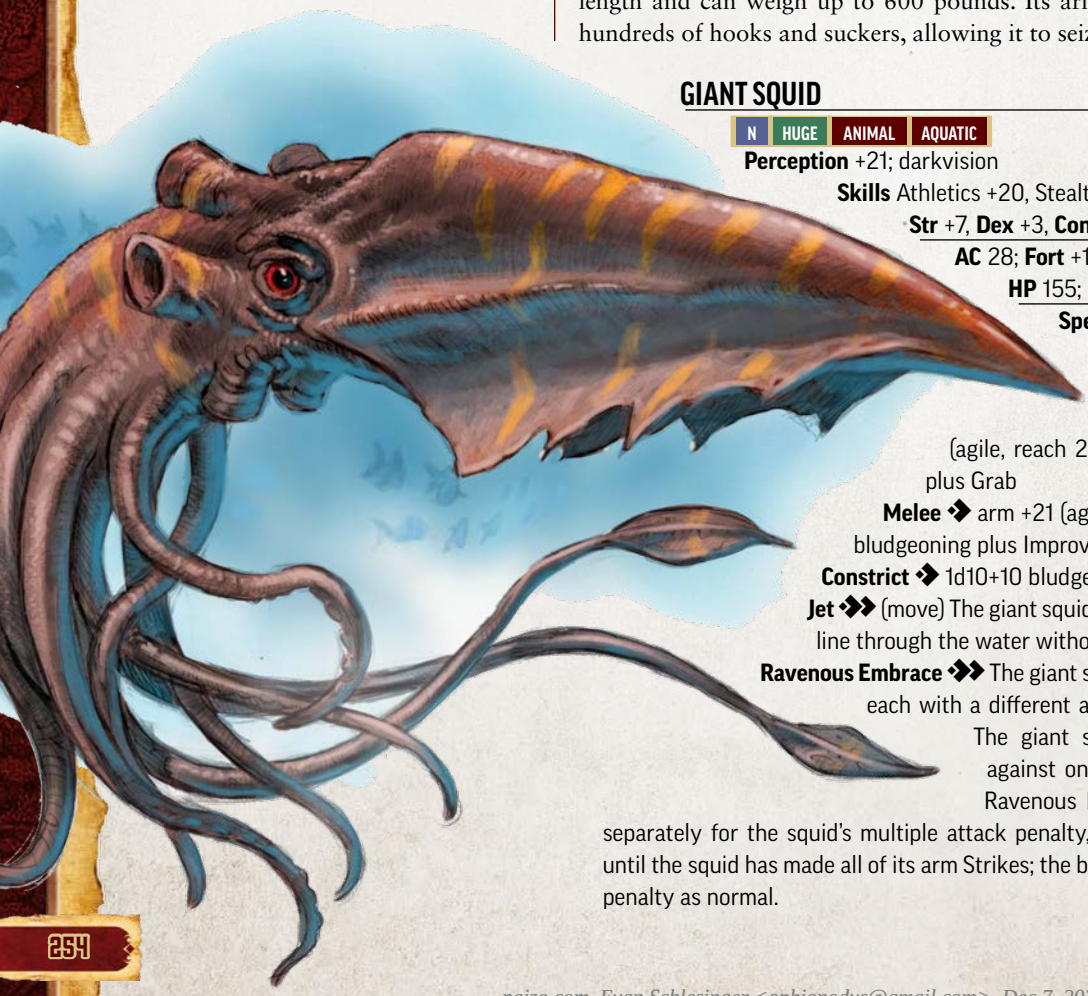
Melee ◆ beak +7 (finesse), **Damage** 1d8 piercing

Melee ◆ tentacles +7 (agile, finesse), **Damage** 1d6 bludgeoning

Glowing Mucus ◆ **Frequency** once per day; **Requirements** The vampire squid is in water; **Effect** The vampire squid ejects a cloud of bioluminescent mucus in a 15-foot cone. Non-squid creatures within the cloud must attempt a DC 16 Fortitude save or become sickened 1. The glowing mucus remains in the area for 1 minute, and any creature that ends its turn in the area must succeed at a DC 13 Fortitude save or become sickened 1.

GIANT SQUID

Dwelling deep within the oceans, this huge cephalopod grows up to 45 feet in length and can weigh up to 600 pounds. Its arms and tentacles are lined with hundreds of hooks and suckers, allowing it to seize its prey with ease.



GIANT SQUID — **CREATURE 9**

N | HUGE | ANIMAL | AQUATIC

Perception +21; darkvision

Skills Athletics +20, Stealth +18

Str +7, **Dex** +3, **Con** +4, **Int** –4, **Wis** +6, **Cha** –2

AC 28; **Fort** +15, **Ref** +18, **Will** +21

HP 155; **Resistances** cold 10

Speed swim 40 feet

Melee ◆ beak +21, **Damage** 2d12+11 piercing

Melee ◆ barbed tentacles +21 (agile, reach 25 feet), **Damage** 2d10+11 slashing plus Grab

Melee ◆ arm +21 (agile, reach 10 feet), **Damage** 2d8+11 bludgeoning plus Improved Grab

Constrict ◆ 1d10+10 bludgeoning, DC 25

Jet ◆◆ (move) The giant squid moves up to 200 feet in a straight line through the water without triggering any reactions.

Ravenous Embrace ◆◆ The giant squid makes up to four arm Strikes, each with a different arm and against a different target. The giant squid then makes a beak Strike against one creature that it grabbed during Ravenous Embrace. Each arm Strike counts separately for the squid's multiple attack penalty, but the penalty doesn't increase until the squid has made all of its arm Strikes; the beak Strike uses the multiple attack penalty as normal.

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Stygira

Withered hermits wrapped in tattered rags, these scarred, eyeless creatures command strange secrets of the earth and interpret the fateful energies of the subterranean depths. In some regions, stygiras are worshipped as seers or even gods, although they lack the ability to grant spells to clerics and are often not aware of their worshippers at all. In other areas, they have strange ties to the ancient empires of the cyclopes, often dwelling in the oversized ruins those creatures left behind long ago. To many stygiras, gemstones harvested from ancient cyclopean mosaics have even greater magical properties than other crystals.

Although technically blind, stygiras do have vestigial eyes hidden beneath the stony, scarred flesh of their faces. Capable of sensing bright lights even through their scars, stygiras are sickened and distracted by these flashing glimpses, so they keep to their caves during the day and wander into the world above only after nightfall. Far from benevolent, they seek out unwary travelers or explorers to capture and reduce them down to the base chemicals and supernatural humors the stygiras require to infuse gemstones with the capacity to give them sight and magical power.

STYGIRA GEMS

The gem a stygira carries does not need to be particularly valuable, but some stygiras prefer to use more expensive gems as an affectation. More powerful stygiras have developed methods of using particularly expensive gems to enhance their gem gaze ability, allowing some to charm those they gaze upon, light them on fire, or even afflict them with crippling poison.

STYGIRA — CREATURE 7

LE | MEDIUM | EARTH | FEY

Perception +17; gemsight
Languages Aklo, Cyclops, Jotun, Terran
Skills Athletics +15, Deception +15, Gem Lore +17, Nature +17, Occultism +17
Str +4, **Dex** +4, **Con** +5, **Int** +4, **Wis** +6, **Cha** +2
Items gemstone (worth 25 gp)
Gemsight As long as the stygira holds a gemstone, they can see through the gem with darkvision and the effects of *true seeing*. The stygira is blind when they are not holding a gem in a hand.

AC 26; **Fort** +15, **Ref** +13, **Will** +19; +1 status to all saves vs. magic
HP 80; **Immunities** paralyzed, petrified, visual; **Weaknesses** cold iron 5; **Resistances** physical 10 (except adamantine)
Light Sickness A stygira in an area of bright light is sickened 1.

Speed 25 feet
Melee ❖ claw +17 (agile); **Damage** 2d6+10 slashing plus stone curse
Occult Innate Spells DC 25; **4th** *clairvoyance*, *read omens*, *shape stone*; **3rd** *clairaudience*, *earthbind*; **2nd** *augury*, *undetectable alignment*; **Cantrips (4th)** *know direction*, *read aura*
Gem Gaze ❖ (emotion, fear, mental, primal) The stygira holds aloft a gem and gazes into the mind of a creature within 30 feet, infusing the creature's thoughts with visions of the creature's own dead body slowly petrifying. The creature must succeed at a DC 25 Will save or become frightened 1 (frightened 2 on a critical failure).
Stone Curse (curse, primal, transmutation) Wounds dealt by the stygira's claws leave the flesh bleached of color and turn the blood that runs from them dark gray. Each time a creature is damaged by the stygira's claw Strike, it must succeed at a DC 25 Fortitude save or become permanently slowed 1 (slowed 2 on a critical failure) as its flesh stiffens like stone. If a creature is reduced to 0 Hit Points from the stygira's claw Strike and fails the saving throw against stone curse, it is petrified. A creature that spends 8 hours in direct sunlight can attempt a new saving throw to remove the effects of stone curse, even if it has been petrified.

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OTHER TATZLWYRMS

People in some regions claim to have seen creatures that are just like tatzlwyrms in most respects—a long body, two arms, and a head—except that they have traits that are not of reptilian origin. Travelers on a savanna should beware a furry, lion-headed tatzlwyrm protecting its cubs, while those in the mountains might be attacked by a feathered (but wingless) variant with the head of an eagle.

TATZLWYRM

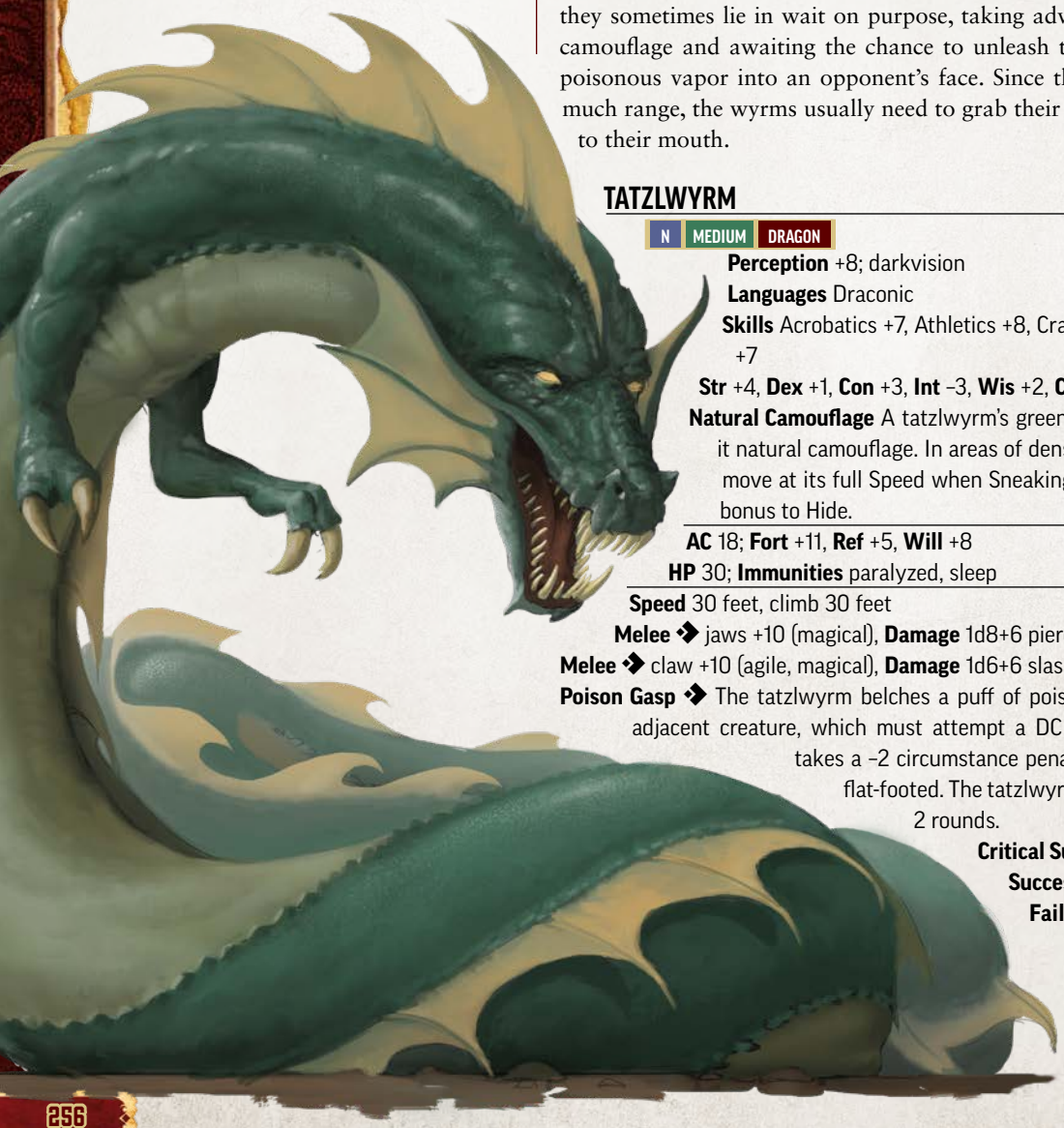
Tatzlwyrms resemble human-sized snakes with two arms and a dragon's head. Distant relatives of true dragons, tatzlwyrms possess only a meager level of intelligence. They can speak Draconic (with a thick, hissing accent), but their ability to reason is limited and they can't use magic. They do possess a level of cunning, however, and some have been known to build rudimentary traps and even lairs. They are not treasure-hoarders, though, so don't expect to find a tatzlwyrm sitting atop a bed of coins.

Some tatzlwyrms have managed to forge working relationships with dragons, though it's a rare occurrence. From time to time, dragons have used them as messengers (because they can speak their language, however crudely), scouts (due to their smaller size), guides (when they're familiar with a particular mountain), and even muscle (harassing foes not worthy of a dragon's direct attention).

Tatzlwyrms don't work with kobolds, though—tatzlwyrms eat kobolds.

Tatzlwyrms hibernate in cold weather, and when they feel winter approaching they seek out underground lairs, mountain crevices, or even hay lofts. On one notable occasion, townsfolk reported being briefly overrun by tatzlwyrms after a conflict between spellcasters in the nearby hills caused a sudden blizzard. Local scholars still debate whether the cause of the influx was the sudden change in weather or if the creatures were drawn to one of the other magic users staying in town who were part of the same pilgrimage as those doing battle.

When confronted, tatzlwyrms are more likely to attack than retreat. Indeed, they sometimes lie in wait on purpose, taking advantage of their scales' natural camouflage and awaiting the chance to unleash their signature move: belching poisonous vapor into an opponent's face. Since this breath attack doesn't have much range, the wyrms usually need to grab their foes first and bring them close to their mouth.



TATZLWYRM — CREATURE 2

N | MEDIUM | DRAGON

Perception +8; darkvision

Languages Draconic

Skills Acrobatics +7, Athletics +8, Crafting +4, Intimidation +6, Stealth +7

Str +4, **Dex** +1, **Con** +3, **Int** –3, **Wis** +2, **Cha** +0

Natural Camouflage A tatzlwyrm's green, gray, and brown scales provide it natural camouflage. In areas of dense undergrowth, a tatzlwyrm can move at its full Speed when Sneaking, and it gains a +4 circumstance bonus to Hide.

AC 18; **Fort** +11, **Ref** +5, **Will** +8

HP 30; **Immunities** paralyzed, sleep

Speed 30 feet, climb 30 feet

Melee ❖ jaws +10 (magical), **Damage** 1d8+6 piercing

Melee ❖ claw +10 (agile, magical), **Damage** 1d6+6 slashing

Poison Gasp ❖ The tatzlwyrm belches a puff of poisonous vapor into the face of an adjacent creature, which must attempt a DC 15 Fortitude save; the creature takes a –2 circumstance penalty to this save if it's grabbed or flat-footed. The tatzlwyrm can't use Poison Gasp again for 2 rounds.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target takes 2d6 poison damage and is enfeebled 1 for 1 round.

Critical Failure The target takes 4d6 poison damage and is enfeebled 1 for 1 minute.

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Tendriculos

These strange amalgams of plant and fungus with animal tendencies form where the natural world is corrupted by foul magic or frayed planar boundaries. Tendriculoses are instinctive ambush predators who seek out lightly traveled forest paths and lie in wait in the undergrowth. A tendriculos swallows its prey as quickly as possible and lets its paralytic digestive juices finish the meal, while swiftly restoring itself with the nourishment provided by the trapped creature. When collected, neutralized, and refined, the digestive fluids of a tendriculos form a lacquer that retains some of the tendriculos's acid resistance.

A tendriculos comes into being with a rudimentary understanding of the Sylvan language, but in some cases it might manifest knowing a different tongue, such as Aklo, Draconic, or even Necril. Regardless, tendriculoses have little patience for chattering from potential meals, though some determined fey and primal spellcasters have been known to form alliances or even closer bonds with tendriculoses. Befriending a tendriculos requires great patience and plentiful food—and these the gifts of food must be alive when handed over.

When it has finished feeding and is out of combat, a tendriculos slips into a quiescent state for a full day, one of the few times it is safe to approach. Upon rousing, it seeks the deep forest to regurgitate the less digestible portions of its meal. These remains may contain valuables that survived digestion and indicate that a tendriculos's hunting grounds lie nearby.

Tendriculoses dwell in deep woods and jungles. Those too near populated areas soon draw unwanted attention with their ravenous appetites. Well-fed tendriculoses develop fruiting bodies that cast forth millions of spores. Spores that happen to alight on carrion grow into new tendriculoses.

TENDRICULOS LACQUER

Objects coated with tendriculos lacquer gain resistance 5 to acid. Making and applying tendriculos lacquer requires a 5th-level formula, the Alchemical Crafting skill feat, and the fluid from the stomach of a tendriculos. A successful DC 20 Craft check and 4 days of work are enough to protect 1 Bulk of items with no other cost in materials, but the fluid is used up even on a failed check.

TENDRICULOS — CREATURE 7

N | HUGE | FUNGUS | PLANT

Perception +15; low-light vision
Languages Sylvan (can't speak any language)
Skills Athletics +17, Stealth +14 (+16 in undergrowth)
Str +7, **Dex** +2, **Con** +5, **Int** –2, **Wis** +3, **Cha** +0

AC 25; **Fort** +17, **Ref** +12, **Will** +13
HP 120; **Immunities** acid; **Weaknesses** fire 5; **Resistances** piercing 5, slashing 5
Attack of Opportunity ↻ Tentacle only.

Speed 20 feet
Melee ❖ bite +18 (reach 10 feet), **Damage** 2d10+11 piercing plus Grab
Melee ❖ tentacle +18 (agile, reach 15 feet), **Damage** 2d6+11 bludgeoning plus Grab
Rampant Growth ❖ **Requirements** A creature the tendriculos has Swallowed Whole has taken damage since the end of the tendriculos's last turn, and the tendriculos hasn't used any other actions this turn; **Effect** The tendriculos regains 3d8 HP and recovers from the fatigued and slowed conditions. It reduces any enfeebled value it has by 2.
Swallow Whole ❖ (attack) Large, 2d10+7 acid plus tendriculos venom, Rupture 14
Tendriculos Venom (incapacitation, poison); **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 2 (1 round); **Stage 2** clumsy 2 and slowed 2 (1 round); **Stage 3** paralyzed (1 round)

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OTHER TANE

Originally engineered by the Eldest as living weapons, the Tane are a group of mythical creatures whose might is capable of bringing entire cities to heel. The jabberwock and the sard are two other examples of the Tane in this book, but others include creatures like the bandersnatch, the jubjub bird, and arguably the most powerful of them all, the unique monster known as Leviathan.

Thrasfyr

As bizarre in appearance as they are ferocious, thrasfyrs resemble six-limbed bears with bull-like horns, draconic scales, and a fire-breathing serpent for a tail. Every thrasfyr is wrapped in animated chains psychically linked to the creature's mind.

THRASFYR **CREATURE 17**

RARE | CE | HUGE | BEAST | FIRE | TANE

Perception +31; darkvision, *see invisibility*

Languages Aklo, Sylvan

Skills Athletics +34, Intimidation +31

Str +9, **Dex** +5, **Con** +9, **Int** –3, **Wis** +6, **Cha** +6

Planar Acclimation The thrasfyr always treats the plane it is located on as its home plane.

AC 40; **Fort** +35, **Ref** +28, **Will** +27; +1 status to all saves vs. magic

HP 350, regeneration 25 (deactivated by acid or cold); **Immunities** fire; **Weaknesses** cold 15, cold iron 15; **Resistances** physical 15 (except cold iron)

Speed 40 feet, climb 40 feet; *air walk*

Melee ◆ chain +34 (magical, reach 15 feet), **Damage** 3d10+17 bludgeoning plus Improved Knockdown

Melee ◆ jaws +32 (magical, reach 10 feet), **Damage** 3d6+15 piercing plus 3d6 fire

Melee ◆ claw +32 (agile, magical, reach 10 feet), **Damage** 3d8+15 slashing

Melee ◆ horn +32 (fatal d12, magical, reach 10 feet), **Damage** 3d12+15 piercing

Primal Innate Spells DC 37; **9th** *teleport* (self and rider only); **Constant (4th)** *air walk*; **(2nd)** *see invisibility*

Breath Weapon ◆◆ The thrasfyr's serpent tail breathes a blast of flame in a 50-foot cone, dealing 10d12 fire damage (DC 40 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Rider's Bond ◆ (divination, mental, primal) The thrasfyr designates one creature as its rider by touching the rider with its claw. The thrasfyr and rider can communicate with each other telepathically at any range on the same plane and are aware of each other's present state, direction from each other, distance from each other, and any conditions affecting either.

Tangling Chains ◆◆ (incapacitation, primal, transmutation) The thrasfyr thrashes its chains in all directions. Each creature in a 15-foot emanation takes 18d6 bludgeoning damage (DC 38 basic Reflex save); creatures that fail are immobilized until the start of the thrasfyr's next turn. The thrasfyr can't use Tangling Chains or make chain Strikes for 1d4 rounds.

Whirling Frenzy ◆◆ The thrasfyr makes a jaws Strike, a horn Strike, and two claw Strikes, each against a different target. Each attack counts toward the thrasfyr's multiple attack penalty, but the penalty doesn't increase until after all the attacks.

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Thunderbird

Thunderbirds bring storms on their wings. In times of drought, they are welcomed. Other times, they are offered gifts in hopes they might leave before flooding begins. When angered, they call down hurricanes and lay waste to entire villages, so many settlements conduct extensive rites to appease and honor local thunderbirds.

Thunderbird parents carry their newly hatched offspring to hidden mountaintop nests, where the young are struck by their first bolts of lightning and learn the mysteries of the storm.

THUNDERBIRD — CREATURE 11

UNCOMMON | N | GARGANTUAN | AIR | BEAST | ELECTRICITY

Perception +22; darkvision, stormsight
Languages Auran, Common
Skills Acrobatics +22, Athletics +23, Intimidation +20, Nature +20
Str +8, **Dex** +3, **Con** +7, **Int** +3, **Wis** +5, **Cha** +3
Stormsight Wind, precipitation, and clouds don't impair a thunderbird's vision; it ignores the concealed condition from storms, mist, precipitation, and the like.

AC 31; **Fort** +24, **Ref** +20, **Will** +22
HP 200; **Immunities** electricity; **Resistances** sonic 10
Storm Aura (air, aura, evocation, primal, water) 100 feet. The thunderbird is surrounded by a cyclone of wind and driving rain. This area is greater difficult terrain for flying creatures, who must successfully Maneuver in Flight (DC 27) or be blown 30 feet away from the thunderbird. Creatures on the ground must succeed at a DC 27 Reflex save to perform any move action and are knocked prone on a critical failure. The driving rain in the storm aura imposes a –2 circumstance penalty on Perception checks and extinguishes smaller flames. A thunderbird can deactivate or activate the storm aura as a free action with the concentrate trait.
Reactive Shock ↻ **Trigger** A creature enters the thunderbird's reach or uses a move action within their reach; **Effect** A lightning bolt dancing on the thunderbird's body leaps onto the creature, dealing 8d6 electricity damage (DC 30 basic Reflex save).

Speed 25 feet, fly 80 feet
Melee ◆ beak +24, **Damage** 2d6+12 piercing plus 3d6 electricity
Melee ◆ talon +24 (agile), **Damage** 2d8+12 slashing
Ranged ◆ thunderbolt +23 (range 200 feet), **Damage** 3d6 electricity and 3d6 sonic plus thunderstrike
Rituals DC 30; *control weather* (does not require secondary casters)
Lightning Blast ◆◆ (evocation, primal) The thunderbird spreads their wings and blasts their foe with thunderous bolts of lightning. Each creature in a 30-foot emanation takes 6d6 electricity damage and 6d6 sonic damage (DC 30 basic Reflex save). The thunderbird can't use Lightning Blast for 1d4 rounds.
Stormflight A thunderbird can move in wind with ease. They don't treat wind as difficult terrain or need to Maneuver in Flight in high winds.
Thunderstrike A creature that takes damage from a thunderbird's thunderbolt Strike must succeed at a DC 28 Fortitude save or be knocked prone and deafened for 1 round.

THUNDER AND FIRE

Thunderbirds have a complex relationship with phoenixes, whom they regard as too kindly and patient with human civilizations, even as they admire phoenixes' beauty and mastery over elements that thunderbirds cannot control. Often, encounters with phoenixes escalate into violent arguments, but it's rare for one of these meetings to end in a thunderbird's death, and even rarer for a phoenix to be significantly threatened by the upstart challenger.

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TICK DISEASES

Giant ticks and tick swarms can potentially inflict diseases other than tick fever. Drawing from the list on pages 118–119 of the *Gamemastery Guide*, potential diseases that a tick could spread include blinding sickness, bubonic plague, malaria, or scarlet fever. The saving throw DC should be adjusted to DC 17 (for giant ticks) or DC 27 (for tick swarms).

TICK

These blood-sucking parasites are common vectors for disease and other infections. Ticks infest all parts of the world, save for the most remote and frigid locales, and have evolved to feed on just about every kind of creature.

GIANT TICK

This grotesque tick is the size of a dog and scurries with surprising speed.

GIANT TICK — CREATURE 1

N | SMALL | ANIMAL

Perception +6; darkvision

Skills Athletics +6, Stealth +6

Str +1, **Dex** +3, **Con** +4, **Int** –5, **Wis** +1, **Cha** –5

AC 16; **Fort** +9, **Ref** +6, **Will** +4

HP 20

Speed 15 feet, climb 15 feet

Melee ❖ hypostome +8 (finesse), **Damage** 1d6+1 plus attach and tick fever

Attach When the giant tick Strikes a creature larger than itself, its barbed hypostome attaches it to that creature. This is similar to Grabbing the creature, but the giant tick moves with that creature rather than holding it in place. The giant tick is flat-footed while attached. If the giant tick is killed or pushed away while attached to a creature on which it has used Blood Drain, that creature takes 1 persistent bleed damage. Escaping the attachment or removing the giant tick in other ways doesn't cause bleed damage.

Blood Drain ❖ **Requirements** The giant tick is attached to a creature; **Effect** The giant tick uses its hypostome to drain blood from the creature it's attached to. This deals 1d4 damage, and the giant tick gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a giant tick is drained 1 until it receives healing (of any kind or amount).

Tick Fever (disease); **Saving Throw** DC 17 Fortitude; **Onset** 1 day; **Stage 1** enfeebled (1 day); **Stage 2** enfeebled 2 (1 day).

TICK SWARM

This swarm of thousands of fist-sized ticks forms a moving carpet of bloated insects—a nauseating and intimidating sight.

TICK SWARM — CREATURE 9

N | LARGE | ANIMAL | SWARM

Perception +18; darkvision

Skills Athletics +16, Stealth +19

Str +1, **Dex** +6, **Con** +4, **Int** –5, **Wis** +3, **Cha** –5

AC 28; **Fort** +19, **Ref** +19, **Will** +14

HP 130; **Immunities** precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, piercing 10, slashing 10

Cling ↻ **Trigger** A creature leaves the swarm's space; **Effect** The swarm takes 1d6 damage as ticks cling to the creature and continue biting, dealing 3d6 persistent piercing damage. Immersion in water reduces the DC of the flat check to end this persistent damage to 5, and any area damage dealt to the creature destroys these clinging ticks.

Speed 25 feet, climb 25 feet

Swarming Bites ❖ Each enemy in the swarm's space takes 3d6 piercing damage (DC 28 basic Reflex save) plus Cling and exposure to tick fever.

Tick Fever (disease) As giant tick but DC 27.

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Toad

Most giant toads live in dry environments, particularly deserts, and eagerly eat almost any creature smaller than themselves. They're known to eat giant rats, then take over the rats' burrows as homes. Giant toads have large poison glands behind their eyes that enable them to coat their skin with poison. This leads to them having very few natural predators, and populations can quickly explode if left unchecked. While most consider giant toads dangerous pests, some groups of ogres and hill giants cultivate them to collect their poison for recreational use.

GIANT TOAD — CREATURE 2

N | LARGE | ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Athletics +9 (+11 to High Jump or Long Jump), Stealth +6
Str +5, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2

AC 17; **Fort** +9, **Ref** +8, **Will** +6
HP 36
Poisonous Warts Any creature that hits the giant toad with an unarmed Strike or otherwise touches the toad is exposed to giant toad poison.

Speed 25 feet
Melee ◆ bite +11, **Damage** 1d8+5 piercing plus Grab
Melee ◆ tongue +11 (reach 10 feet), **Effect** tongue grab
Giant Toad Poison (poison); **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 1 and confused (1 round)
Swallow Whole ◆ (attack) Medium, 1d8+2 bludgeoning, Rupture 8
Tongue Grab A creature hit by the giant toad's tongue becomes grabbed by the giant toad. The creature isn't immobilized, but it can't move beyond the reach of the toad's tongue. A creature can sever the tongue with a successful Strike against AC 15 that deals at least 6 slashing damage. This deals no damage to the toad but prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

FROGS AND TOADS

While they might look similar in appearance, toads and frogs are quite different creatures, particularly some of their oversized variants. Frogs tend to dwell in swampy or marshy areas, while toads are found in drier regions like forests, plains, grasslands, and deserts. Monstrous toads also skew to a larger size overall.

TOAD TEARS

A giant toad's poison glands can be harvested and used as raw materials to craft a specialized poison known somewhat inaccurately as "toad tears" (likely due to the harvesting process, which requires one to dig the glands out from behind the eyes). One giant toad's poison gland can supply enough materials for a single dose.

TOAD TEARS — ITEM 2

ALCHEMICAL | CONSUMABLE | INGESTED | POISON

Price 6 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

Toad tears can be mixed with any other foodstuff or drink, but the poison can also be ingested as is. The process of refining giant toad poison lessens its deadly qualities, and as a result, toad tears are rarely directly fatal. Yet those who are exposed to toad tears often lose control of their actions, making it a dangerous poison nevertheless.

Saving Throw DC 19 Fortitude; **Onset** 5 minutes; **Maximum Duration** 30 minutes; **Stage 1** stupefied 1 (10 minutes); **Stage 2** stupefied 1 and confused (1 minute)

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FLESH SCULPTORS

Some totenmaskes craft macabre "art" by shaping the flesh of their victims, spending hours, days, or even weeks molding a victim's skin, or even fusing multiple creatures together into one piece. The horrifying results of this process can take the form of furniture made from flesh that still lives and breathes, "sculptures" that in no way resemble the human form, and even more twisted and depraved things.

Totenmaske

Spawned by the same unnatural and self-destructive obsessions that drove them when they were alive, totenmaskes are the undead remnants of the most self-indulgent and sinful among us. Though unable to sate their perverse desires, these foul undead can drain the very flesh from their victims so as to wrap themselves in a perverse mockery of life that allows them to pursue their base wants. Totenmaskes' specific longings vary—one might be obsessed with food or drink, while another might be vain and desirous of an attractive form to marvel at in a mirror, while yet another could simply long for the scent of blood. Whatever the sensation the totenmaske seeks, it is always a vice taken to extreme, for this sin is what helped condemn it to unlife in the first place. A totenmaske obsessed with food, for example, might find itself assaulting bakeries or breweries, while a vain totenmaske obsessed with glamor could quickly grow bored of each new look and switch its victims out daily, or even hourly.

TOTENMASKE — CREATURE 7

NE | MEDIUM | UNDEAD

Perception +15, darkvision

Languages Common, Necril

Skills Acrobatics +15, Deception +17, Stealth +17, Thievery +15

Str +4, **Dex** +6, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3

AC 25; **Fort** +15, **Ref** +17, **Will** +13

HP 128, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 40 feet

Melee ❖ jaws +18 (finesse), **Damage** 2d6+7 piercing plus 2d6 negative

Melee ❖ claw +18 (agile, finesse), **Damage** 2d8+7 slashing

Drink Flesh ❖ (divine, necromancy) **Requirement** The totenmaske hit the same enemy with two claw Strikes this turn and is still adjacent to it; **Effect** The totenmaske drains flesh from the creature's body. The creature becomes sickened 2 and drained 1 unless it succeeds at a DC 25 Fortitude save (sickened 2 and drained 2 on a critical failure).

Living Form ❖ (concentrate, divine, polymorph, transmutation) The totenmaske takes the appearance of a Medium or smaller humanoid creature. This is either its form from before it became undead, or the form of the last creature it successfully hit with Drink Flesh. This doesn't change the totenmaske's Speed or the attack and damage bonuses for its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning).

Shape Flesh (curse, divine, necromancy) After spending 1 minute in contact with a paralyzed, unconscious, or willing creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target can attempt a DC 25 Fortitude save to resist; a critical success grants temporary immunity to Shape Flesh for 24 hours. Each time the totenmaske Shapes Flesh, it chooses one feature: ears (target becomes deafened), eyes (target becomes blinded), mouth (target can't speak or eat), or nose (target can't smell). A creature with both its nose and mouth sealed can't breathe and begins to suffocate (*Core Rulebook* 478). Changes are permanent until reversed by removing this curse, or the sealed flesh can be surgically opened with a DC 25 Medicine check that takes 1d4 rounds and deals 1d6 slashing damage per round.

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Triton

While sometimes understandably mistaken for merfolk—both species live underwater and have a blend of features from both humans and fish—tritons have two legs instead of a tail. This gives tritons the ability to operate on land, though they are neither as comfortable nor as skilled above water as below.

The arms and legs of a triton feature fins that assist in swimming, and their entire body is covered in fine scales that range in color from silver to cerulean blue to seaweed green. Their amphibious nature shows in the webbing between the digits of their feet and hands, as well as the fact that they have both gills and a human-shaped nose and mouth. Triton hair grows in wide strands like seagrass, commonly green in shade but in some cases blue or white. Their eyes range in color from sea blue to golden.

Many tritons see themselves as defenders of the deep, dedicating their lives to protecting the inhabitants of the seas from evil creatures and intruders—whether they come from underwater or the surface world. Primary among triton foes are sea devils and alghollthu, both of whom have amphibious forces that tritons have had to fight underwater and on land.

In their quest to fight underwater evil, tritons sometimes ally with dolphins and sea turtles (both of which make excellent mounts), water elementals, and sometimes even sharks and sea serpents. Tritons can summon such allies using a conch shell as a trumpet. When it comes to other intelligent undersea species, however, tritons take pride in their self-sufficiency, rarely trading with other underwater peoples such as merfolk, and even more rarely forming established alliances.

Tritons live in natural-grown villages on the sea floor, forging dwellings out of colorful coral reefs, in rift valleys heated by volcanic activity, and even in underwater canyons—though they avoid settling in extreme depths due to the risk of encountering krakens or worse. They like to decorate their homes with aquatic plants, bioluminescent fish, and attractive trinkets recovered from shipwrecks.

TRITON CONCH TRUMPETS

Tritons use a conch shell as a focus to summon aquatic allies. Some specialize in different uses of the conch, such as frightening foes (as the *fear* spell) or using water for attacks (as the spell *hydraulic push*). Triton conch shells in the hands of non-tritons do not produce any magical effects, but have inspired other crafters to build magical *triton's conches* (*Core Rulebook* 576).

TRITON — CREATURE 2

NG | MEDIUM | AMPHIBIOUS | HUMANOID

Perception +8; darkvision
Languages Aquan, Common
Skills Athletics +8, Crafting +4, Diplomacy +6, Nature +6, Stealth +9
Str +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0
Items conch shell, shell armor (hide armor), trident

AC 18; **Fort** +5, **Ref** +11, **Will** +8
HP 30

Speed 5 feet, swim 35 feet
Melee ◆ trident +10, **Damage** 1d8+6 piercing
Ranged ◆ trident +9 (thrown 20 feet), **Damage** 1d8+6 piercing
Defender of the Seas ◆ The triton Interacts to raise their trident, gaining a +1 circumstance bonus to AC until the start of their next turn. During this time, any of their allies also gains the bonus while adjacent to the triton.
Summon Aquatic Ally ◆◆◆ (conjuration, primal) **Frequency** once per day; **Effect** The triton blows into a conch shell, casting a 2nd-level *summon animal* spell. The triton can summon only an aquatic creature, such as a dolphin (page 84), octopus (page 187), ray (page 226), sea snake (page 245), or electric eel (*Bestiary* 142). This creature remains until it is slain, the triton Dismisses it, or the triton summons another ally.

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DEATHLESS FROST

Historically isolated in the remote frozen wilderness of the Saga Lands, frost trolls have increasingly been encountered in more temperate climates on Golarion. It's unclear what's driving these ice-hearted trolls southward, but some suspect the machinations of a wrathful demon lord are at play.

TROLL

Towering brutes with slavering jaws and razor-sharp claws, trolls are voracious predators. They are nigh invulnerable and single-minded in their pursuit, so they throw themselves against prey with reckless abandon. Wounds that would cripple or kill most other creatures regenerate into healthy troll flesh within seconds.

Trolls don't mark their hunting grounds with claw marks or urine as beasts do. After gorging upon their kill, they suspend any meat, bones, or other bodily detritus that remain from tree branches to mark their domains. Unfortunately, trolls tend to treat these borders as approximations. Before a hapless traveler even spots such a grisly marker and realizes that they have wandered into troll territory, the trolls are already preparing to attack.

These pages present lesser-known varieties beyond the common troll.

FROST TROLL

Frost trolls are nightmarish frozen monsters of rime-stained claws and hoarfrost teeth. Possessing wits superior to those of common trolls, frost trolls often hunt in packs of three—one attacking their quarry openly while the remaining two pause to assess weaknesses before moving in for the kill. Frost trolls relish the taste of human flesh and adjust their hunting grounds seasonally to remain in close proximity to their favorite prey. Of slighter frame than common trolls, a typical frost troll stands 11 feet tall when not hunched and weighs 900 pounds. Their sickly, cracked flesh is of an icy, cerulean pallor. Frost trolls often adorn themselves with trophies of bone and hide flayed from their kills.

FROST TROLL **CREATURE 4**

UNCOMMON | CE | LARGE | COLD | GIANT | TROLL

Perception +12; darkvision

Languages Common, Jotun

Skills Athletics +13, Intimidation +10, Survival +10

Str +5, **Dex** +2, **Con** +5, **Int** +0, **Wis** +2, **Cha** +2

Items hatchet

AC 19; **Fort** +13, **Ref** +10, **Will** +8

HP 90, regeneration 15 (deactivated by acid or fire); **Immunities** cold; **Weaknesses** fire 10

Attack of Opportunity ↩

Speed 30 feet; ice stride

Melee ◆ jaws +13 (reach 10 feet), **Damage** 2d8+7 piercing

Melee ◆ hatchet +13 (agile, reach 10 feet, sweep), **Damage** 2d6+7 slashing

Melee ◆ claw +13 (agile, reach 10 feet), **Damage** 2d4+7 slashing

Ranged ◆ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 2d6+7 slashing

Ice Stride A frost troll isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.

Rend ◆◆ claw

CAVERN TROLL

Insatiable scavengers stalking the eternal gloom of the Darklands, cavern trolls consume all in their path—even rocks and minerals when more nourishing sustenance is scarce. These rocky goliaths can tunnel through stone with their iron-sharp claws.

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Cavern trolls rarely venture to the surface world, for they have a debilitating vulnerability to sunlight that petrifies them on sustained contact. Unlike common trolls, cavern trolls can regenerate wounds dealt by fire. The crystalline nature of their skin, however, permits sonic attacks to neutralize their signature regeneration.

As cavern trolls age, their flinty skin becomes studded with small crystals and stones of various composition. Paragons of their kind have toothy maws replete with large, crystalline fangs. A typical cavern troll stands 14 feet in height and weighs about 2,000 pounds.

CAVERN TROLL — CREATURE 6

UNCOMMON | CE | LARGE | EARTH | GIANT | TROLL

Perception +14; darkvision
Languages Jotun, Undercommon
Skills Athletics +16, Intimidation +14
Str +6, **Dex** +2, **Con** +6, **Int** –2, **Wis** +2, **Cha** +2

AC 22; **Fort** +18, **Ref** +13, **Will** +8
HP 135, regeneration 20 (deactivated by acid or sonic); **Immunities** bleed
Sunlight Petrification If exposed to direct sunlight, a cavern troll immediately becomes slowed 1 and can't use reactions or Trample. The slowed value increases by 1 each time the cavern troll ends its turn in sunlight. If the cavern troll's actions are reduced to 0 in this way, they become petrified until they spends at least 1 minute in darkness. Spells like *sunburst* that create magical sunlight cannot petrify a cavern troll, but the troll is slowed 1 for 1d4 rounds after being exposed to such an effect.
Attack of Opportunity ↩
Catch Rock ↩

Speed 25 feet, burrow 20 feet, climb 20 feet
Melee ◆ jaws +16 (reach 10 feet), **Damage** 2d10+8 piercing
Melee ◆ claw +16 (agile, reach 10 feet), **Damage** 2d6+8 slashing
Ranged ◆ rock +16 (brutal, range increment 120 feet), **Damage** 1d12+8 bludgeoning
Rend ◆ claw
Rock Tunneler A cavern troll can burrow through solid stone at a Speed of 10 feet. It can leave a tunnel if it desires.
Throw Rock ◆

NAR-VOTH DELICACIES

Both cavern trolls and xorns—squat, tripartite earth elementals—share a voracious appetite for deposits of precious minerals. When either group encounters the other, a frenzy of claws and ravenous gorging ensues until only one side remains. Powerful cavern trolls who consume a critical mass of xorns can gain tremorsense and rule as monarchs over their subterranean kin.

TWO-HEADED TROLL

Two-headed trolls are savage, dual-minded monsters with an unquenchable thirst for bloodshed, and dread tales of their ravenous appetites are whispered of in homesteads throughout the lands of the Inner Sea. Indeed, it is a custom for parents to invoke the two-headed troll as a warning to misbehaving children. "Finish your chores," a parent might say to a stubborn child, "or a two-headed troll will snatch you away at night and swallow you whole!" It's unclear why such a morbid tradition gained traction with parents, but it's an undeniable fact that two-headed trolls have an appetite for "nibbles"—creatures small enough to devour with one bite.

Mature two-headed trolls stand 13 feet in height, weighing roughly 1,700 pounds. Unlike common trolls, two-headed trolls share the upright gait of their ettin ancestry and do not walk hunched over.

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MOTHER OF TROLLS

Trolls and ettins do not normally seek one another as mates, but this pairing is the source of the original two-headed trolls—such couplings were engineered and arranged by the cult of Lamashtu in ages past. Oblivious to their origin, two-headed trolls tend to give no deference to the Mother of Monsters.

TWO-HEADED TROLL — CREATURE 8

UNCOMMON | CE | LARGE | GIANT | TROLL

Perception +18; darkvision

Skills Athletics +18, Intimidation +17

Languages Jotun

Str +6, **Dex** +1, **Con** +6, **Int** –2, **Wis** +4, **Cha** +3

Independent Brains Each of a two-headed troll's heads rolls their own initiative and has their own turn. Neither head can Delay. At the start of a head's turn, that head gets 2 actions and 1 reaction. Each brain controls one of the troll's arms, but both can move the legs. Any ability that would sever a two-headed troll's head (such as the *vorpal* weapon property) doesn't cause the two-headed troll to die if they still have their other head, but does cause them to lose the turns, actions, and reactions of the severed head. Mental effects that target a single creature affect only one of the troll's heads.

Items club

AC 24; **Fort** +20, **Ref** +15, **Will** +14

HP 190, regeneration 25 (deactivated by acid or fire); **Weaknesses** fire 10

Head Regrowth A two-headed troll's regeneration can regrow a severed head. After regaining Hit Points from regeneration, the two-headed troll attempts a DC 10 flat check. On a success, the missing head is fully restored. If a two-headed troll loses their last remaining head, they die immediately.

Attack of Opportunity ↩

Speed 30 feet

Melee ◆ jaws +18 (reach 10 feet), **Damage** 2d12+8 piercing

Melee ◆ claw +18 (agile, reach 10 feet), **Damage** 2d8+8 slashing

Melee ◆ club +18 (reach 10 feet), **Damage** 2d6+8 bludgeoning

Ranged ◆ club +13 (thrown 10 feet), **Damage** 2d6+8 bludgeoning

Reactive Chomp ◆ **Requirements** One of the troll's heads hit the same enemy with two consecutive claw Strikes in the same round; **Effect** The other head uses their reaction to make a jaws Strike against the creature that was hit.

JOTUND TROLL

Jotund trolls are gigantic, nine-headed horrors who prowl frigid moors, marshes, and wastelands, always alone and always enraged. While each of the jotund troll's nine heads possess their own brains and senses, they work much more in tandem than the dual-minded nature of the two-headed troll. Despite this, the heads often argue and bicker, particularly over which head gets to eat. The fact that all nine maws lead to the same shared stomach makes little difference in such culinary disagreements.

Prevailing wisdom holds that the jotund troll represents a primordial, if not original, shape and design for the first trolls to plague the world, arising from a mythical realm in the Great Beyond known as Jotungard. This sprawling domain, said to be nestled in a remote reach of Elysium, is the legendary home of the deities of giant-kind. Whether the jotund troll was created in Jotungard to plague the Material Plane as punishment or challenge, or if it's merely an evocative legend told by scholars, is unknown. In any case, the jotund trolls themselves likely care little.

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JOTUND TROLL — CREATURE 15

RARE CE HUGE GIANT MUTANT TROLL

Perception +29; darkvision
Languages Jotun
Skills Athletics +29, Intimidation +27
Str +8, **Dex** +4, **Con** +8, **Int** –1, **Wis** +6, **Cha** +4

AC 35, all-around vision; **Fort** +31, **Ref** +23, **Will** +23
HP 360, regeneration 40 (deactivated by acid or fire); **Weaknesses** fire 10

Head Regrowth A jotund troll ordinarily has nine heads, and they can use regeneration to regrow a head that is severed from an effect like a *vorpal* weapon. After regaining Hit Points from regeneration, the jotund troll attempts a DC 8 flat check. On a success, one missing head is fully restored; on a critical success, two missing heads are fully restored. If a jotund troll loses their last remaining head, they die immediately.

Multiple Opportunities A jotund troll gains an extra reaction per round for each of their heads beyond the first, which they can use only to make Attacks of Opportunity with their jaws or to Fast Swallow. They can't use more than 1 reaction for the same triggering action, even if a creature leaves several squares within their reach, and the jotund troll must use a different head for each Attack of Opportunity they make. Whenever one of the jotund troll's heads is severed, the troll loses 1 of their extra reactions per round.

Attack of Opportunity ↻
Catch Rock ↻

Speed 30 feet, climb 20 feet
Melee ◆ jaws +29 (reach 15 feet), **Damage** 3d12+14 piercing
Melee ◆ claw +29 (agile, reach 15 feet), **Damage** 3d10+14 slashing
Ranged ◆ rock +30 (brutal, range increment 120 feet), **Damage** 2d12+14 bludgeoning
Cacophonous Roar ◆◆ (auditory, emotion, enchantment, incapacitation, mental, primal) The jotund troll emits a cacophonous roar from all their heads with a mystical power that distorts the listener's mind. Each non-troll creature within 100 feet must attempt a DC 34 Will save. The jotund troll can't use Cacophonous Roar for 1d4 rounds.
- **Critical Success** The creature is unaffected and is temporarily immune to Cacophonous Roar for 24 hours.
- **Success** The creature is stupefied 1 for 1 round.
- **Failure** The creature is confused for 1 round.
- **Critical Failure** The creature is confused for 1d4 rounds.

Fast Swallow ↻ **Trigger** The jotund troll Grabs a creature with their jaws; **Effect** The troll uses Swallow Whole.
Ravenous Jaws ◆◆ The jotund troll makes a number of jaws Strikes up to their number of heads, each against a different target. These attacks count toward the troll's multiple attack penalty, but the penalty doesn't increase until after the jotund troll makes all of these attacks.
Rend ◆ claw
Swallow Whole ◆ (attack) Medium, 3d12+8 bludgeoning, Rupture 36
Throw Rock ◆

RAVENOUS MUTANTS

Jotund trolls on the world of Golarion are found in two particular regions with greater frequency: the magic-warped reaches of the Mana Wastes, and the radiation-wracked badlands of Numeria. In both places, the presence of life-altering magic or science seems to have had the same effect in bolstering the presence of these lumbering monstrosities.

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TROLLHOUND GENESIS

The first trollhounds were the unexpected result of occult experimentation on wargs with alchemically prepared troll blood in the hope of creating an ooze with limited regeneration. Most of the wargs died during the trials; the few survivors lost their cunning and intelligence in exchange for a troll's voracious appetite and ability to regenerate. Successive generations of trollhounds often hunt alongside trolls, understanding on an instinctual level the bonds they share with these lumbering giants.

TROLLHOUND

Trollhounds are squat, slavering beasts akin to trolls in canine form. Requiring vast quantities of meat to fuel their regenerative metabolisms, packs of wild trollhounds prowl the foothills of regions where trolls dwell, their voracious hunger driving them to slaughter and consume any prey they encounter. In some regions, trolls breed trollhounds as pets, utilizing the trollhounds' keen sense of smell to aid in the hunt.

Covered in fetid, weeping sores, trollhounds are carriers of a debilitating contagion known as bloodfire fever. Creatures that contract the disease through the bite of a trollhound experience deep internal pain, as if their blood were on fire. Additional symptoms include loss of muscle coordination, pus-filled blisters, and overall lethargy and fatigue. Other than suffering from skin irritation, both trolls and trollhounds are immune to the major effects of the disease.

Trollhounds are fearless on the hunt and in combat, relying on their ability to regenerate to carry them through. Not even the threat of fire is enough to repel them, as the beasts don't recognize the danger it represents. Nevertheless, fire is one of the most effective tools in combating trollhounds; canny hunters know to burn every last remnant of a supposedly slain trollhound, for their regenerative powers are potent indeed.

While trolls themselves have had great success in domesticating, training, and even befriending trollhounds, the same cannot be said for other would-be masters. Whether impeded by constant exposure to trollhounds' diseased slobber, their ravenous hunger that never seems to be fully sated, or simply their foul personality and quick-to-bite temperament, most attempts to use trollhounds in place of more reliable guardians end in pain, misery, and a pack of feral trollhounds escaping into the hinterlands. Left to their own devices, a pack of escaped trollhounds can breed relatively quickly, and it can take less than a year for a small pack to multiply into a significant threat to the countryside. Best to leave the trollhounds to the trolls, as they say!

TROLLHOUND — CREATURE 3

N | MEDIUM | BEAST | TROLL

Perception +6; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +6, Athletics +11, Stealth +8, Survival +6

Str +4, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –2

AC 17; **Fort** +14, **Ref** +8, **Will** +6

HP 65, regeneration 15 (deactivated by acid or fire); **Weaknesses** fire 10

Speed 35 feet

Melee ❖ jaws +11, **Damage** 1d12+4 piercing plus Knockdown and bloodfire fever

Bloodfire Fever (disease); **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and clumsy 1 (1 day); **Stage 4** enfeebled 2 and clumsy 2 (1 day); **Stage 5** enfeebled 2, clumsy 2, and fatigued (1 day)

Pack Attack The trollhound deals an extra 1d6 damage to any creature within reach of at least two of the trollhound's allies.

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Turtle

These generally mild-mannered and docile creatures prefer to be left alone, but the ill-tempered snapping turtle is a notably violent exception to this rule.

Snapping Turtle

Snapping turtles are freshwater reptiles with a long flexible neck, a sharp piercing beak, and a confrontational temperament that doesn't prevent some spellcasters from choosing these creatures as familiars. They weigh about 20 pounds and have shells around 18 inches in length.

Snapping Turtle — Creature -1

N | Tiny | Animal

Perception +3, low-light vision, scent (imprecise) 30 feet
Skills Athletics +5, Stealth +3 (+5 in water)
Str +1, **Dex** –1, **Con** +4, **Int** –4, **Wis** +1, **Cha** –2
Deep Breath The snapping turtle can hold its breath for 30 minutes.

AC 16; **Fort** +8, **Ref** +1, **Will** +3
HP 9

Speed 10 feet, swim 20 feet
Melee jaws +6, **Damage** 1d4+2 piercing
Clench Jaws ❖ **Requirements** The snapping turtle damaged a creature with a jaws Strike in its previous action; **Effect** The snapping turtle clenches its jaws down and automatically deals an additional 1d4 bludgeoning damage to the creature it just bit.
Shell Defense ❖ The snapping turtle retracts its limbs and head into its shell and ends its turn. This increases its AC to 18, but it can't act except to reemerge, which it can do as a single action.

Giant Snapping Turtle

If the regular-sized snapping turtle is foul-tempered, then the giant snapping turtle seems to be willfully violent toward anything that dares intrude upon its domain. Measuring over 20 feet long and weighing thousands of pounds, this creature is capable of swallowing a humanoid whole. Swamp-dwelling societies, particularly boggards and lizardfolk, have often tried to domesticate giant snapping turtles to serve as powerful guardians, but in most cases the casualties pile up quickly. Those unfortunate enough to be swallowed whole by a giant snapping turtle find that even the creature's stomach is somewhat armored, making it difficult to cut through.

Giant Snapping Turtle — Creature 9

N | Gargantuan | Animal

Perception +17, low-light vision, scent (imprecise) 30 feet
Skills Athletics +20
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +4, **Cha** –2
Deep Breath The giant snapping turtle can hold its breath for 2 hours.

AC 28; **Fort** +19, **Ref** +15, **Will** +19
HP 170

Speed 20 feet, swim 40 feet
Melee ❖ jaws +22, **Damage** 2d12+10 piercing plus Improved Grab
Capsize ❖ (attack, move) The turtle tries to capsize an adjacent aquatic vessel of its size or smaller. The turtle must succeed at a DC 35 Athletics check (reduced by 5 for each size smaller the vessel is than the turtle) or the pilot's Sailing Lore DC, whichever is higher.
Shell Defense ❖ As snapping turtle, but AC 30.
Swallow Whole ❖ Large, 2d12+7 bludgeoning, Rupture 30

Building with Shells

The shell of a giant snapping turtle is over 20 feet long and is sturdy, naturally curved, and waterproof, making it a useful building material. While boggards seldom have advanced construction techniques, they use giant snapping turtle shells as roofs and rafts when available. Boggards also incorporate smaller turtle shells into their armor.

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TWIGJACK BRAMBLES

Sometimes groups of twigjacks gather and form temporary communities called "brambles," usually to aid in times of need for the forest or to enact some great vengeance. These groups can consist of anywhere from three to 30 twigjacks. Once their task is complete, the twigjacks go their separate ways.

Twigjack

Maladjusted forest denizens, twigjacks form from the cruel and prankish combination of fey and the very woods in which they reside. A twigjack's body is made up of prickly brambles woven with vines. Shaggy, mossy growth, not unlike hair, tops a twigjack's head. Its mouth is just a canyon of splintered and broken sticks bisecting its face. Leaves and sprigs of new growth randomly sprout from the creature's body. Many dense forests on Golarion have at least a handful of twigjacks living in the undergrowth.

While truculent and violent, twigjacks care deeply for what they consider to be their forests. These creatures harass outsiders who delve deep into their wooded domains, forcing back even the most determined explorers, foresters, and travelers, especially when those intruders cut roads through the forest. However, they are not terribly territorial when it comes to other forest creatures. When sylvan creatures, especially fey, rally against an outside threat, twigjacks in the area eagerly arrive to fight, even if they were not invited.

Less seasoned travelers who encounter twigjacks in their canopied homes often mistake them for leshys, a tendency that frustrates twigjacks, as they have a low opinion of such creatures. More broadly, twigjacks resent being considered mere animated plants at all. Rather, they embrace their fey heritage—often to a foolish end. Twigjacks go out of their way to ingratiate themselves to the fey creatures they live among. Several popular comic songs weave the tale of a twigjack attempting to woo a powerful and graceful dryad, only to be comically disgraced after many loutish attempts. Many fey seem embarrassed by these strange cousins, but some spriggans, quicklings, and redcaps harness the twigjacks' violent urges and disruptive behavior for their own purposes.

While twigjacks are fey, and as such are often found in the First World, it's somewhat curious that those twigjacks who find religion only rarely turn to the Eldest of the First World. Instead, twigjacks tend to worship false deities of their own design: figures spotted in tangles of tree branches, clots of undergrowth, or other hidden nooks in the natural world. These religions are always highly localized, and while these faiths do not support clerics, they often inspire zealous crusades against non-fey.

TWIGJACK — CREATURE 3

CE | TINY | FEY | PLANT

Perception +9; darkvision

Languages Common, Sylvan

Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11

Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Weaknesses** fire 5

Speed 25 feet

Melee ◆ claw +11 (agile, finesse), **Damage** 1d10+4 slashing

Ranged ◆ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing

Bramble Jump ◆◆◆ (conjuration, plant, primal, teleportation) **Requirements** The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Splinter Spray ◆◆ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

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Umonlee

Those who dwell in the coldest climates of Golarion tell of a brutal beast that swims through the ice and snow and can devastate entire villages in minutes. Ancient Erutaki who made their homes in the frozen polar expanse called the Crown of the World named this monster the umonlee.

Umonlees are bestial predators who constantly hunt, rarely resting in service of a hunger that is never fully sated. Despite this animalistic drive, umonlees are semi-intelligent creatures who often select and stalk their prey. However, they are not terribly bright and often keep their hunting grounds in sparsely-trafficked areas. It is rare for an umonlee to attack a village, but one might attack a sparse group, such as a hunting or scouting party. Many caravans traversing the Path of Aganhei—the trade route between the continents of Avistan and Tian Xia that crosses the Crown of the World—have had their expeditions abruptly ended by an encounter with one of these monstrosities.

Those who study monsters posit that umonlees are related to chuuls, as the creatures exhibit some similarities. Both are semi-intelligent, crustacean predators that use ambush tactics to kill and eat their prey. Even though they can talk, umonlees typically only speak Aklo, which also gives credence to this theory. This would also lend to the theory that chuuls are products of alghollthu manipulation, meaning that umonlees are also the results of these alien designs. However, the fact that these creatures aren't evil argues well against such a theory.

Umonlee Fables

While they're immense, violent, and frightening, umonlees aren't inherently evil creatures. As such, there are stories of youths, gnomes, or other small-statured creatures who encounter umonlees in the wild and manage to befriend them, so that at some later point in the tale when the pint-sized protagonists are in peril, their enormous ally can arrive, bursting from a nearby glacier to play the role of overwhelming savior. Whether or not these tales have any basis in truth is unknown.

Umonlee — Creature 15

Uncommon | N | Huge | Amphibious | Beast | Cold

Perception +25, darkvision, tremorsense (imprecise) 80 feet
Languages Aklo
Skills Athletics +31, Stealth +24
Str +8, **Dex** +3, **Con** +7, **Int** –3, **Wis** +2, **Cha** +3

AC 39; **Fort** +28, **Ref** +26, **Will** +23; +1 status vs. mental
HP 320; **Immunities** cold; **Weaknesses** fire 15; **Resistances** mental 10

Speed 50 feet, burrow 25 feet, swim 40 feet
Melee ❖ jaws +31 (reach 10 feet), **Damage** 3d6+16 piercing plus 3d6 cold
Melee ❖ pincers +31 (agile, reach 15 feet), **Damage** 3d8+16 slashing plus Improved Grab
Freezing Breath ❖❖ (cold, evocation, incapacitation, primal) The umonlee breathes a cone of extremely cold air that damages its prey and can freeze them to the ground. Its breath deals 12d8 cold damage to creatures in the 50-foot cone (DC 38 Reflex save). The umonlee can't use Freezing Breath again for 1d4 rounds.
Critical Success The creature is unaffected.
Success The creature takes half damage and is slowed 1 for 1 round.
Failure The creature takes full damage and is slowed 1 for 1 round. If the creature is standing on the ground, it's immobilized as thick ice forms around it, and it can't recover from being slowed. The creature remains immobilized and slowed 1 until it manages to Escape (DC 36) or deal 30 damage to the ice, which has weakness 10 to fire.
Critical Failure As failure, except the creature takes double damage and the ice holding it in place requires 60 damage to break.
Greater Constrict ❖ 2d10+8 bludgeoning, DC 36

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MINOS-PASHAT

The first urdefhans were unleashed into the depths of Golarion's Darklands in the vault of Minos-Pashat, a nation-sized cavern riddled with maze-like tangles of stalactites, stalagmites, and fissures.

URDEFHAN

The violent warmongers, occultists, and poisoners known as urdefhans dwell within the Darklands. They were created in eons past by the mysterious First Horsemen of the Apocalypse to serve as agents of the end times within the Material Plane. Urdefhans continue to honor their creators by worshipping the wretched beings who rule over the plane of Abaddon, and like their fiendish lieges, urdefhans exist for one reason and one reason alone: to kill.

While urdefhans are humanoid and dwell together in large groups, this is where their similarities to surface ancestries end. Their visages are horrific, with transparent skin and musculature displaying their glistening entrails, gleaming bones, and perhaps worst of all, their baleful red eyes. This, combined with their gaping maws full of sharp fangs, works to create the false impression that these beings are some sort of vampiric undead, not creatures of living flesh and blood. When an urdefhan's life comes to an end, their flesh quickly curdles and then bursts in a wave of awful corruption that spreads to the flesh of other creatures in the area. The typical urdefhan views their eventual demise as a disappointment, for once they're dead, their chances to kill will finally come to an end.

Urdefhans' primary concern is death and how to inflict it in the goriest, most painful, and widespread ways. Beyond this ethos of violence, urdefhans concern themselves only tangentially with matters such as formal modes of warfare or aspects of their damnable religion. When an urdefhan is not actively engaged in violence, their giddy cruelty is tempered only by a sense of self-preservation that ensures they survive long enough to spread the "blessings" of their daemonic patrons. They pass the time between wars inventing new weapons, developing new diseases, and researching awful new magic, all in preparation for the next inevitable conflict.

URDEFHAN WARRIOR

From the moment they are born, urdefhans are prepared for war. Urdefhan warriors are among the least powerful urdefhans one might encounter outside of their eerie underground cities.

URDEFHAN WARRIOR — **CREATURE 3**

NE | MEDIUM | HUMANOID | URDEFHAN

Perception +9; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Athletics +10, Intimidation +9, Religion +7, Survival +7

Str +3, **Dex** +1, **Con** +2 **Int** +0, **Wis** +2, **Cha** +2

Items composite longbow (20 arrows), rhoka sword, studded leather

AC 18; **Fort** +9, **Ref** +8, **Will** +9

HP 55, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 3d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 17 basic Fortitude save).

Attack of Opportunity ↻

Speed 25 feet

Melee ◆ rhoka sword +12 (deadly 1d8, two-hand 1d10), **Damage** 1d8+6 slashing

Melee ◆ jaws +12, **Damage** 1d6+6 piercing plus Wicked Bite

Ranged ◆ composite longbow +10 (deadly 1d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+4 piercing

Divine Innate Spells DC 17, attack +9; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

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Ravenous Attack ❖❖ The urdefhan makes one rhoka sword Strike and one jaws Strike against a single creature. Its multiple attack penalty doesn't increase until after both attacks.

Wicked Bite ❖ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 20 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

URDEFHAN TORMENTOR

Urdefhan spellcasters with a knack for the divine are invariably unholy worshippers of daemonkind, typically taking on one of Abaddon's Four Horsemen of the Apocalypse as their patron deity. With their unholy gifts, these urdefhan tormentors summon daemons into battle and bolster their allies with profane magic, preferring to stick to the sidelines rather than enter the fray directly.

URDEFHAN TORMENTOR — CREATURE 5

NE | MEDIUM | HUMANOID | URDEFHAN

Perception +13; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Acrobatics +8, Crafting +9, Intimidation +11, Occultism +11, Religion +13

Str +3, **Dex** +1, **Con** +3, **Int** +2, **Wis** +4, **Cha** +2

Items warhammer

AC 21; **Fort** +11, **Ref** +10, **Will** +15

HP 77, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 5

Necrotic Decay (divine, necromancy, negative) As urdefhan warrior, but DC 21 and 5d6 negative damage.

Speed 25 feet

Melee ❖ warhammer +12 (shove), **Damage** 1d8+5 bludgeoning

Melee ❖ jaws +14, **Damage** 2d6+5 piercing plus Wicked Bite

Divine Innate Spells DC 23, attack +15; **3rd** *harm*, *paralyze*; **2nd** *darkness*, *death knell*, *false life*, *harm*; **1st** *feather fall* (self only), *grim tendrils*, *harm*, *ray of enfeeblement*

Rituals DC 23; *daemonic pact*

Stoke the Fervent ❖❖ (auditory, divine, emotion, enchantment, mental) **Frequency** once per day; **Effect** The urdefhan lets out a battle cry, sending itself and its allies into a fanatical frenzy. Each ally that hears the call gains a +1 status bonus to attack rolls, damage rolls, and saving throws, and takes a –1 status penalty to AC. Affected allies must use at least one of their actions to Strike each round, if they are able (even if it means attacking an ally, object, or thin air). This lasts for 2d4 rounds.

Wicked Bite ❖ As urdefhan warrior, but DC 22.

RHOKA SWORDS

The rhoka sword is the preferred weapon of urdefhan soldiers, though all urdefhans know how to wield these instruments of war. These uncommon advanced weapons cost 4 gp, deal 1d8 slashing damage, have 2 Bulk, and require 1 hand to use. Rhoka swords are in the sword group and have the deadly d8 and two-hand 1d10 traits.

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Building a Vrykolakas

Like vampires (*Bestiary* 318–321), vrykolakas can infect victims with their twisted form of vampirism, transforming practically any living monster into one of these undead horrors. You can build a new vrykolakas from the ground up using the standard monster creation rules, which were used to create the vrykolakas spawn, vrykolakas master, and vrykolakas ancient, or you can use the guidelines presented under Creating a Vrykolakas to turn an existing creature (even a player character!) into a vrykolakas, adjusting the monster as you see fit. In either case, specific vrykolakas abilities like negative healing, Feral Corruption, and Drink Blood work the same.

Vampire, Vrykolakas

Wicked and vengeful souls denied even the most basic burial rites can rise again as vrykolakas, blood-drinking and plague-bearing reanimated corpses. They spread suffering and death among all who cross their paths, punishing all who remind them of those who failed to properly lay their bodies and souls to rest.

Creating a Vrykolakas

You can turn an existing living creature into a vrykolakas using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead and vampire traits, and it becomes evil.
- Increase AC, attack modifiers, DCs, saving throws, and skill modifiers by 1.
- Increase Speed by 10 feet or to 40 feet, whichever results in a higher Speed.
- Increase damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.

Basic Vrykolakas Abilities

If the base creature becoming a vrykolakas has any abilities that specifically come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the vrykolakas' theme. All vrykolakas gain the following abilities.

Darkvision

Swift Tracker The vrykolakas moves at full Speed while Tracking.

Negative Healing

Immunities death effects, disease, paralyzed, poison, sleep

Feral Corruption ✧ (curse, divine, incapacitation, mental, necromancy, possession)

Trigger The vrykolakas is reduced to 0 Hit Points, and an animal is within 100 feet; **Effect** Unlike most other undead, a vrykolakas isn't destroyed when it reaches 0 HP. Instead, it attempts to cast its spirit into an animal within 100 feet, which must attempt a Will save (use a high DC for the vrykolakas's level from the Spell DC and Spell Attack Roll table on page 66 of the *Gamemastery Guide*). On a failure, the animal is possessed. This has the effects of the *possession* spell, but it lasts a number of days equal to the vrykolakas's level. This possession can't be counteracted with magic (though *remove curse* works against it normally).

If the animal succeeds at its save, the vrykolakas can attempt to possess a different animal within 100 feet. If at any point an animal critically succeeds at its save or no animal is within 100 feet, the vrykolakas fails to possess anything and is destroyed.

A vrykolakas possessing an animal seeks out its burial site (see Burial Site Bound below) immediately, burying itself there. While the vrykolakas is in this state of recovery, its animal host is paralyzed, and beheading it destroys the vrykolakas and kills its host. Removing the curse destroys the vrykolakas and returns the animal to normal. After 1d4 days, if the vrykolakas hasn't been destroyed, the animal dies and the vrykolakas rises in a new body that's identical to its previous one, formed from the animal's remains.

Vrykolakas Vulnerabilities Vrykolakas all have the following vulnerabilities.

- **Burial Site Bound** A vrykolakas is bound to the place of its death or interment. It must return to this location once per week and bury itself in the earth for 24 hours, during which time it is paralyzed and can be beheaded. If it is unable to return to this site, it is reduced to 0 Hit Points and attempts to use Feral Corruption; if this host animal can't return to the burial site before the possession effect ends, the vrykolakas is destroyed and the animal host returns to normal.
- **Vulnerable to Decapitation** A vrykolakas that is beheaded can't use its Feral Possession, and a beheaded corpse cannot rise as a vrykolakas.

Climb Speed A vrykolakas gains a climb Speed equal to one-half its land Speed.

Claws If the base creature had hands, it gains an unarmed claw Strike that deals slashing damage and has the agile trait. Use the moderate damage for the creature's level on the Strike Damage table found on page 65 of the *Gamemastery Guide*.

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Fangs The teeth of the vrykolakas grow long, sharp, and deadly, granting it a fangs Strike: an unarmed attack that deals piercing damage and enables the use of its Drink Blood ability. Use the high damage for the creature's level on the Strike Damage table found on page 65 of the *Gamemastery Guide*.

Drink Blood ❖ (divine, necromancy) **Requirements** The vrykolakas' last action was a successful fangs Strike; **Effect** The vrykolakas sinks its fangs into that creature to drink its blood. This requires an Athletics check against the creature's Fortitude DC. On a success, the creature becomes drained 1, and the vrykolakas regains HP equal to 10% of its maximum HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire, but it increases the creature's drained condition value by 1. A vrykolakas can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.

The target creature's drained condition value decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained value by 1 after 10 minutes.

Rend ❖ The vrykolakas gains the Rend action with its claws.

Vrykolakas Master Abilities

Particularly powerful vrykolakas can create spawn from the bodies of their victims and gain additional abilities, as detailed below. Creatures of 9th level or higher can become a vrykolakas master, while those of 12th level or higher who have survived for centuries might become a vrykolakas ancient.

Children of the Night (divine, enchantment, mental) The presence of a vrykolakas master inspires savage creatures to crawl forth to do its bidding, including rat swarms, wargs, werewolves, and similar creatures. The vrykolakas master can give telepathic orders to these creatures within 100 feet, but they can't communicate back.

Pestilential Aura (aura, divine, necromancy) 5 feet. Creatures beginning their turn in the area while the vrykolakas is in its true form are exposed to bubonic plague.

Divine Innate Spells The vrykolakas master can cast *vampiric touch* (heightened to half its level rounded up) and 3rd-level *fear* three times per day each as divine innate spells. It uses a high DC for its level (*Gamemastery Guide* 66).

Bubonic Plague (disease) **Saving Throw** Fortitude (use a high DC for the vrykolakas's level [*Gamemastery Guide* 66]); **Onset** 1 day; **Stage 1** fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage 3** enfeebled 3, fatigued, and takes 1d6 persistent bleed damage every 1d20 minutes (1 day)

Change Shape ❖ (concentrate, divine, polymorph, transmutation) A vrykolakas master can transform into a form resembling the body it had in life, with the effects of *humanoid form* but with unlimited duration. It loses its fangs and claw Strikes but gains a +2 circumstance bonus to Deception checks to Impersonate in this form.

Create Spawn (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, a vrykolakas master can turn this creature into a vrykolakas spawn (page 276) by donating some of its own blood to the creature and burying it in earth for 3 nights. Such vrykolakas spawn are generally friendly to the vrykolakas that created them, but they are not under its control and typically wander off on their own rampage within 1d6 days of their creation.

Dominate Animal ❖ (divine, enchantment, incapacitation, mental) The vrykolakas can cast *dominate* at will as a divine innate spell that affects only animals. The save DC is a high DC for the vrykolakas's level (*Gamemastery Guide* 66), and a creature that succeeds is immune to that vrykolakas's Dominate Animal for 24 hours. Destroying the vrykolakas ends the effect, but

Vrykolakas Habits

Most vrykolakas have curious affectations, such as a compulsion to knock on a door before entering or calling out the name of the person within. If the person answers, the vrykolakas then tries to hunt and slay them within 3 days. Others have an affinity for specific types of animals, always preferring to charm or possess them, or have an aversion to others. Unlike a moroi vampire, however, for a vrykolakas these habits are merely sadistic games or personal preferences, not mystical compulsions.

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DEBASED AND DISTORTED

Vrykolakas are corrupted bestial versions of their appearance in life, and are emaciated and pockmarked with disease. Their spines are bent in a perpetual hunch. While some vrykolakas can cloak themselves in a semblance of living flesh, their fragmented memories often cannot accurately recreate their former appearance or persona. They may not recognize former family and friends (and vice versa), but those they do remember are marked as their favored victims.

reducing it to 0 HP does not. A dominated animal takes a –4 circumstance penalty to saving throws against the vrykolakas's Feral Possession.

Drink Blood As a typical vrykolakas, but the creature is drained 2 instead of 1.

VRYKOLAKAS SPAWN

Vrykolakas unleash their spawn upon the world to spread terror, plague, and suffering and to draw attention away from their masters.

VRYKOLAKAS SPAWN — CREATURE 6

NE | MEDIUM | UNDEAD | VAMPIRE

Perception +14; darkvision

Skills Acrobatics +14, Athletics +15, Stealth +14, Survival +11

Languages Common

Str +5, **Dex** +4, **Con** +2, **Int** –3, **Wis** +2, **Cha** +2

AC 24; **Fort** +14, **Ref** +16, **Will** +12

HP 99, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep

Vrykolakas Vulnerabilities

Feral Possession ◆ (divine, incapacitation, mental, necromancy, possession) DC 24

Speed 40 feet, climb 20 feet

Melee ◆ fangs +17, **Damage** 2d8+8 piercing plus Drink Blood

Melee ◆ claw +17 (agile), **Damage** 2d6+8 slashing

Drink Blood ◆ (divine, necromancy) When Drinking Blood, the vrykolakas spawn regains 10 HP.

Rend ◆ claw

VRYKOLAKAS MASTER

Vrykolakas masters are sinister shapechangers. They walk undetected among the living and prey upon them like a wolf among sheep, often leaving the corpses to rise as vrykolakas spawn.

VRYKOLAKAS MASTER — CREATURE 10

NE | MEDIUM | UNDEAD | VAMPIRE

Perception +19; darkvision

Skills Acrobatics +19, Athletics +23, Deception +19, Intimidation +21, Stealth +21, Survival +17

Languages Common

Str +7, **Dex** +5, **Con** +3, **Int** –2, **Wis** +3, **Cha** +5

Children of the Night (divine, enchantment, mental)

Swift Tracker

AC 30; **Fort** +19, **Ref** +21, **Will** +17

HP 190, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep

Pestilential Aura (aura, divine, necromancy) DC 29

Vrykolakas Vulnerabilities

Feral Possession ◆ (divine, incapacitation, mental, necromancy, possession) DC 29

Speed 40 feet, climb 20 feet

Melee ◆ fangs +23, **Damage** 2d12+13 piercing plus Drink Blood

Melee ◆ claw +23 (agile), **Damage** 2d8+13 slashing

Divine Innate Spells DC 29; **5th** *vampiric touch* (×3); **3rd** *fear* (×3)

Change Shape ◆ (concentrate, divine, polymorph, transmutation)

Create Spawn (divine, downtime, necromancy)

Dominate Animal ◆ (divine, enchantment, incapacitation, mental) DC 29

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Drink Blood ◆ (divine, necromancy) When Drinking Blood, the vrykolakas master regains 19 HP.
Rend ◆ claw

VRYKOLAKAS ANCIENT

Vrykolakas ancients are the sinister overlords of their kind, stealing blood, breath, and life to feed their immortal hunger.

VRYKOLAKAS ANCIENT — CREATURE 13

UNCOMMON | NE | MEDIUM | UNDEAD | VAMPIRE

Perception +23; darkvision
Skills Acrobatics +24, Athletics +29, Deception +27, Intimidation +27, Religion +19, Stealth +26, Survival +23
Languages Common
Str +8, **Dex** +5, **Con** +4, **Int** +0, **Wis** +4, **Cha** +8
Children of the Night (divine, enchantment, mental)
Swift Tracker

AC 34; **Fort** +23, **Ref** +24, **Will** +21
HP 250, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep
Pestilential Aura (aura, divine, necromancy) DC 33
Vrykolakas Vulnerabilities
Feral Possession ◇ (divine, incapacitation, mental, necromancy, possession) DC 33

Speed 40 feet, climb 20 feet
Melee ◆ fangs +27, **Damage** 3d10+17 piercing plus Drink Blood
Melee ◆ claw +27 (agile); **Damage** 3d6+17 slashing
Divine Innate Spells DC 33; **7th** *vampiric touch* (×3); **3rd** *fear* (×3)
Change Shape ◆ (concentrate, divine, polymorph, transmutation)
Create Spawn (divine, downtime, necromancy)
Dominate Animal ◆ (divine, enchantment, incapacitation, mental) DC 33
Drink Blood ◆ (divine, necromancy) When Drinking Blood, the vrykolakas ancient regains 25 HP.
Rend ◆ claw
Sanguine Mauling ◆ **Requirements** The vrykolakas ancient's last action was to Drink Blood; **Effect** The vrykolakas ancient makes two claw Strikes. Both count toward its multiple attack penalty, but the penalty increases only after it makes both attacks. If it hits with both claws, the target takes 1d6 persistent bleed damage.
Steal Breath ◆◆ (manipulate) **Requirements** The vrykolakas ancient is adjacent to an unconscious creature; **Effect** The vrykolakas ancient steals the creature's breath. The unconscious creature begins suffocating, can't be awakened for 1 round, and must attempt a DC 33 Fortitude save. If a creature is targeted with this ability in consecutive rounds, the save DC decreases by 2 each round after the first.
Critical Success The target immediately awakens and is then temporarily immune to Steal Breath for 24 hours.
Success The target is unaffected.
Failure The target takes 1d10 damage.
Critical Failure The target is reduced to 0 HP and becomes dying 1.

MYTHOLOGICAL ORIGINS

The vrykolakas (pronounced "vree-KO-la-kahss") is an undead creature from Greek folklore. These revenants appear as humans come back after death to complete some task left undone before they can peacefully rest. Many are vengeful and murderous, but some are simply attempting to return to their former lives, like a shoemaker rising from the grave to mend his children's shoes, carry water, and chop firewood. The Pathfinder version of this creature is more associated with a feral form of vampire.

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AGENTS OF EMPTY DEATH

Vampiric mists are linked to the will-o'-wisp, another notorious swamp-dwelling, vaporous predator, in that both of these entities are often encountered in areas where the Outer God Nhimbaloth has brushed close to the world. Often, the wounds on a corpse fed upon by a vampiric mist bear Nhimbaloth's mark: a cluster of seven perfectly spaced punctures through which the victim's blood has been drained.

Vampiric Mist

Though they're often mistaken for vampires in gaseous form or an unusual type of air elemental, vampiric mists are in fact strange aberrant life-forms. With an amorphous body that consists as much of fluid as it does of air, these creatures dwell in swamps or moist underground regions where their vulnerability to heat isn't as much of a concern. Still, they prefer to lair near the fringes of such areas, as a vampiric mist needs a constant supply of fresh blood for sustenance. While blood drawn from animals is just as nutritious as blood from anything else, these sadistic monsters vastly prefer the flavor of blood drawn from thinking creatures. Like will-o'-wisps, vampiric mists find that fear flavors the blood, though they gain no particular advantage by feeding on the frightened.

Although somewhat intelligent, vampiric mists do not form societies. They sometimes group into small gangs, but even then they show little interest in working together. Vampiric mists spend most of their time seeking prey—a pursuit they approach with great creativity. The mists' propensity for taking on vague, skeletal forms of the creatures whose blood they drink further adds to their mystique and fuels rumors that they have connections to the undead. Indeed, many vampiric mists enjoy using this common misconception to their advantage, leading foes to apply foolish tactics—such as tricking spellcasters into attempting to use positive energy against them as if they were undead monsters.

VAMPIRIC MIST CREATURE 3

NE | MEDIUM | ABERRATION

Perception +9; darkvision, sense blood (imprecise) 60 feet

Languages Aklo

Skills Acrobatics +10, Stealth +10

Str −5, **Dex** +5, **Con** +3, **Int** −1, **Wis** +2, **Cha** +0

Misty Form A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. This enables a vampiric mist to move through spaces as narrow as 1 inch in diameter with no reduction to its Speed. However, a vampiric mist can't wear or interact with objects. It also can't enter water or other fluids, and it's treated as Tiny for the purpose of how wind affects it.

Sense Blood A vampiric mist can sense creatures that have blood within 60 feet. It can sense exposed blood within a mile.

AC 18; **Fort** +8, **Ref** +12, **Will** +9

HP 35; **Immunities** precision; **Weaknesses** fire 5; **Resistances** physical 5

Speed fly 40 feet

Melee ❖ misty tendril +10 (agile, finesse), **Damage** 2d6 slashing damage plus 1d6 persistent bleed damage and blood siphon

Blood Siphon When a vampiric mist damages a creature with a misty tendril Strike, the creature must attempt a DC 20 Fortitude save. If the Strike was a critical hit, the outcome of the creature's save is one degree worse than the result of the saving throw. Any temporary Hit Points the vampiric mist gains from Blood Siphon fade after 1 hour.

Success The creature is unaffected.

Failure The creature is drained 1, and the vampiric mist gains 5 temporary Hit Points.

Critical Failure The creature is drained 2. The vampiric mist gains 10 temporary Hit Points and takes on an intense red until the end of its next turn. During this time, it gains a +2 status bonus to AC and saves and is quickened. It can use its extra action only to Strike.

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Vaspercham

The darkly intelligent vaspercham, an aquatic horror who delights in violence and destruction, lurks in the shallows near shorelines. Once a vaspercham settles on a new home, they stubbornly stay there, regardless of any communities dwelling nearby. A vaspercham's physical might and magic-warping abilities make them incredibly hard to dislodge once entrenched, and many seaside communities have relocated after a vaspercham came calling. The monster responds only to strength, so one must best a vaspercham in combat to gain their begrudging cooperation. But once the creature recovers their strength, they inevitably betray any temporary alliance.

VASPERCHAM — CREATURE 17

CE | HUGE | ABERRATION | AQUATIC

Perception +30; darkvision, *see invisibility*
Languages Aklo
Skills Arcana +33, Athletics +33, Deception +31, Intimidation +29, Sea Lore +33
Str +8, **Dex** +4, **Con** +6, **Int** +8, **Wis** +5, **Cha** +6

AC 41; **Fort** +31, **Ref** +25, **Will** +32; +1 status to all saves vs. magic
HP 335; **Weaknesses** fire 15; **Resistances** cold 10, electricity 10

Magic-Warping Aura (arcane, aura, transmutation) 30 feet. A vaspercham's shell distorts nearby magic. Any creature in the aura who Casts a Spell must attempt a DC 37 Will save.
- **Critical Success** The spell is unaffected and the caster is temporarily immune to the magic-warping aura for 1 minute.
- **Success** The spell is unaffected, but if the spell allows a saving throw, the vaspercham gains a +1 circumstance bonus to save against it.
- **Failure** If the spell has a target and there are one or more viable targets within its range, the spell's target changes, determined randomly by the GM. If there is no other possible target within range or the spell has no target, the spell is disrupted.
- **Critical Failure** The caster instead Casts another Spell, choosing randomly from their spell repertoire, prepared spells, or available focus spells (as appropriate) and selecting any targets at random.

Speed 20 feet, swim 50 feet

Melee ❖ tentacle +33 (agile, magical, reach 20 feet), **Damage** 3d10+16 bludgeoning plus hallucinatory brine

Ranged ❖ water blast +33 (brutal, magical, range increment 100 feet, water), **Damage** 2d8+16 bludgeoning plus hallucinatory brine

Arcane Innate Spells DC 41; **9th** *cone of cold*, *spell immunity*; **8th** *lightning bolt*; **7th** *regenerate*; **6th** *spellwrack* (×3); **5th** *control water* (at will); **Constant (7th)** *see invisibility*

Hallucinatory Brine (arcane, illusion, mental) A creature hit by the vaspercham's Strikes or Mindwarping Tide must attempt a DC 38 Fortitude save. On a failure, the creature is overwhelmed with phantasmal visions, becoming confused for 1 round (1 minute on a critical failure).

Mindwarping Tide ❖ (concentrate) The vaspercham releases an effusion of noxious water from its shell. Creatures within a 15-foot emanation must save against the vaspercham's hallucinatory brine.

Whipping Tentacles ❖❖ The vaspercham makes four tentacle Strikes, each against a different target. These attacks count toward the vaspercham's multiple attack penalty, but the multiple attack penalty doesn't increase until after the vaspercham makes all of their attacks.

FORBIDDEN ARMOR

After a devastating battle with a vaspercham, many legendary heroes have tried to forge armor or weapons from the magical shell of the sea beast, but all have failed because of the powerful curse that suffuses the opaline material. If one were able to dispel the curse of a vaspercham's shell—or somehow twist the curse to their own benefit—they would be able to craft an incredible suit of *spell-reflecting plate mail*.

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A MORTAL NAME

Some mortals refer to velstracs as "kytons," a misattribution that the velstracs tolerate with cold amusement. The term "kyton" denotes a master or virtuoso among their kind, and these fiends enjoy being labeled as masters of their horrid paths of perfection through agony.

Velstrac

The search for ultimate sensation through self-mutilation is the horrifying preoccupation of the shadow-dwelling fiends known as velstracs. They transcend their stoic detachment only when inflicting pain and terror upon their victims, practicing new forms of torture, or when turning their agonizing practices back on themselves. Velstracs consider themselves enlightened beings, transcending such limitations as morality or mortal taboos, but their victims know them as emotionless tormentors who inflict sadistic suffering. These fiends claim to seek perfection in thought, form, and action, although they don't recognize any refinement that doesn't require the painful excision of the flesh or spirit.

Velstracs manifest from the souls of the most extreme masochistic or sadistic mortals who are judged and sent on to the Shadow Plane. They take on forms that suit their vile predilections, ranging from the low-ranking augurs to the maestros of suffering and mutilation called eremites. The process of transformation warps the soul step by step, with other velstracs conveying their new members through untold chambers of pain among the dark reaches of the Shadow Plane.

AUGUR

These spherical knots of sinewy muscle, serrated blades, and bloody metal are the most common velstracs on the Shadow Plane. Each augur has only a single eye, from which they can see the horrors inflicted by other velstracs, who train the augur to expect and appreciate pain. Augurs are 1 foot in diameter and weigh 30 pounds.

AUGUR — CREATURE 1

LE | TINY | FIEND | VELSTRAC

Perception +8; greater darkvision, painsight

Languages Common, Infernal, Shadowtongue (can't speak any language)

Skills Acrobatics +8, Deception +6, Intimidation +7, Religion +4, Stealth +8, Torture Lore +7

Str –1, **Dex** +3, **Con** +1, **Int** +2, **Wis** +1, **Cha** –1

Painsight (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.

AC 17; **Fort** +4, **Ref** +10, **Will** +7

HP 14, regeneration 2 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 5, silver 5

Feel the Blades (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it feels the sharp barbs of the augur's blades on its skin. The creature must succeed at a DC 17 Will save or become frightened 1 (frightened 2 on a critical failure).

Speed 20 feet, fly 40 feet

Melee ❖ blade +8 (agile, evil, finesse, magical, versatile P), **Damage** 1d4–1 slashing plus 1d4 persistent bleed

Divine Innate Spells DC 17; **4th** *read omens* (once per week); **2nd** *augury* (×2); **1st** *harm* (×3); **Cantrips (1st)** *mage hand*

Focus Gaze ❖ (concentrate, divine, enchantment, fear, mental, visual) The augur stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against feel the blades. After attempting this save, the creature is then temporarily immune until the start of the augur's next turn.

Whirling Slice ❖❖ The augur Flies or Strides, whirling as they move. The augur deals the damage of their blade Strike to each creature whose space they enter (DC 16 basic Reflex save). Each creature is affected only once, even if the augur moves through its space multiple times.

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OSTIARIUS

Ostiariuses, as emissaries of the velstracs, tend to the portals between the Shadow Plane and the Material Plane. They not only escort other velstracs into the world of mortals, but also work to entice mortals into the realms of the velstracs—from which most mortals never leave. Among the most pleasant and persuasive of the velstracs, ostiariuses are prepared to converse for hours upon any topic, and they are skilled at returning, again and again, to the subject of the delights found in their perverse philosophies. Ostiariuses stand over 6 feet tall, and individuals range from skeletally thin to hugely corpulent.

OSTIARIUS — CREATURE 5

LE | MEDIUM | FIEND | VELSTRAC

Perception +15; greater darkvision, painsight, sense portal
Languages Common, Infernal, Shadowtongue; telepathy 100 feet
Skills Acrobatics +13, Deception +12, Diplomacy +12, Intimidation +16, Religion +11, Torture Lore +11
Str +0, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +5
Painsight (divination, divine) As augur.
Sense Portal (divination, divine) The ostiarius always knows the direction and distance to the closest portal between the Shadow Plane and the Material Plane. This sense functions only on these two planes.

AC 21; **Fort** +9, **Ref** +15, **Will** +13; +1 status to all saves vs. magic
HP 67, regeneration 5 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 5, silver 5
Whispering Wounds (aura, divine, enchantment, mental, visual) 30 feet. When a creature ends its turn in the aura, it hears the wounds on the ostiarius's body whisper obscene truths. The creature must succeed at a DC 21 Will save or become sickened 1.

Speed 25 feet
Melee ❖ claw +13 (agile, evil, finesse, magical), **Damage** 2d6+2 slashing plus 2d6 persistent bleed
Divine Innate Spells DC 24; **3rd** *enthrall*, *wanderer's guide*; **2nd** *calm emotions* (at will), *darkness*, *silence*; **Cantrips (3rd)** *shield*
Rituals DC 22; *inveigle*
Compel Courage ❖ (auditory, divine, emotion, enchantment, linguistic, mental) The ostiarius inspires their willing allies and themself by whispering words of courage from their wounds. The ostiarius and their allies in a 50-foot emanation gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects. The ostiarius can Sustain Compel Courage. Non-velstracs who accept this compelled courage find bleeding wounds opening on their own bodies to whisper in thanks. They take 1 persistent bleed damage and can't attempt a flat check to end this damage as long as they're compelled.
Focus Gaze ❖ (concentrate, divine, enchantment, fear, mental, visual) The ostiarius stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against whispering wounds. In addition, if the creature was already sickened and fails its save, the creature is fascinated by the ostiarius and can't use hostile actions. This fascination lasts for 1 round or until the ostiarius takes any hostile action against the creature or the creature's allies. Whether the creature succeeds at or fails the save, it is temporarily immune for 1 hour.

VELSTRAC DIVINITIES

The most powerful velstracs are unique divinities known collectively as velstrac demagogues—powerful creatures worshipped by those mortals who seek to experience agonizing new revelations and gain power by enhancing the body through pain.

EVANGELIST

Evangelists, the velstracs' unofficial ambassadors, roam the farthest reaches of the planes to spread the word of their kind's abhorrent belief in perfection through pain. They are therefore the most frequently encountered velstracs on the

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DESPICABLE ORIGINS

Velstracs originated with the first debased thoughts of mortals, which divine beings found so deplorable that they locked all velstracs away in Hell. It wasn't long, however, before the newly formed beings escaped their infernal prison to the Shadow Plane.

Material Plane, leading covens of hedonistic mortal flesh-sculptors or serving as wardens of horrific dungeons. In regions ruled by infernal powers, evangelists may serve as lieutenants or advisors, whispering secret paths to power in exchange for mortal's souls or choice mortal flesh. Evangelists are the same size as humans, although with the heavy chains that always drape their forms, they often weigh 350 pounds or more.

EVANGELIST — CREATURE 6

LE | MEDIUM | FIEND | VELSTRAC

Perception +13; greater darkvision, painsight

Languages Common, Infernal, Shadowtongue

Skills Acrobatics +13, Athletics +15, Crafting +10, Intimidation +15, Religion +11, Torture Lore +12

Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

Painsight (divination, divine) As augur.

AC 24; **Fort** +15, **Ref** +14, **Will** +11; +1 status to all saves vs. magic

HP 90, regeneration 10 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 5, silver 5

Unnerving Gaze (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of the evangelist's face. The creature must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure).

Attack of Opportunity ↻

Speed 25 feet

Melee ❖ chain +17 (disarm, evil, magical, reach 10 feet, trip), **Damage** 2d8+7 piercing plus 1d6 persistent bleed and impaling chain

Animate Chains (divine, transmutation) Chains in the evangelist's vicinity sprout barbs and writhe menacingly. The evangelist can make chain Strikes against any creature that is adjacent to an unattended chain within 20 feet, in addition to those within the reach of the evangelist's chain Strike.

Focus Gaze ❖ (concentrate, divine, enchantment, fear, mental, visual) The evangelist stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against unnerving gaze. In addition, if the creature was already frightened, on a failed save, the evangelist is concealed from the creature for as long as the creature remains frightened. After attempting this save, the creature is then temporarily immune until the start of the evangelist's next turn.

Impaling Chain When the evangelist critically hits with a chain Strike, the target is impaled and anchored in place, becoming grabbed by the chain. The creature is unable to recover from persistent bleed damage until it gets free (DC 25 Escape).

SACRISTAN

Sacristans are failures among the velstracs, creatures whose bodies and minds have been utterly broken by the velstracs' torments. These unfortunates are assembled from scrap metal, nerveless flesh, and bits of darkness into loyal agents who take ecstatic pleasure in serving other velstracs. Sacristans are empowered by a miniature gateway to the Shadow Plane deep in their mouths. By distending their jaws, they can howl with the shrieks and windstorms of that plane. Sacristans vary in appearance but are the size of maimed humans. Their features are redundant or absent and they are wrapped in barbed and rusted chains.

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SACRISTAN — CREATURE 10

LE | MEDIUM | FIEND | VELSTRAC

Perception +19; greater darkvision, painsight
Languages Common, Infernal, Shadowtongue
Skills Acrobatics +19, Athletics +22, Intimidation +18, Stealth +21, Torture Lore +16
Str +6, **Dex** +5, **Con** +6, **Int** +0, **Wis** +3, **Cha** +2
Painsight (divination, divine) As augur.

AC 30; **Fort** +22, **Ref** +19, **Will** +17; +1 status to all saves vs. magic
HP 175, regeneration 10 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 10, silver 10
Staggering Servitude (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees a vision of the sacristan groveling in pitiable servitude. The creature must succeed at a DC 27 Will save or become stunned 1.
Attack of Opportunity ↩

Speed 25 feet
Melee ◆ barbed chain +22 (evil, magical, reach 10 feet, trip, versatile S), **Damage** 2d8+9 piercing plus 1d6 evil and 2d6 persistent bleed
Divine Innate Spells DC 29; **5th** *chilling darkness*; **3rd** *fear*
Focus Gaze ◆ (concentrate, divine, enchantment, fear, mental, visual) The sacristan stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against staggering servitude. In addition, if the creature was already stunned, on a failed save its revulsion toward the sacristan's presence causes it to be stupefied 2 for 1 minute. After attempting this save, the creature is then temporarily immune until the start of the sacristan's next turn.
Shadow Scream ◆◆◆ (aura, concentrate, darkness, divine, evocation, mental, sonic) **Frequency** once per hour; **Effect** The sacristan opens their mouth to unloose the wailing howls and mind-twisting darkness of the Shadow Plane. This creates a 30-foot emanation of darkness and wailing sounds around the sacristan. Creatures with darkvision can't see through this darkness. The sacristan can Sustain Shadow Scream for up to 1 minute. Non-velstrac creatures in the area when the ability is used, as well as those who enter or start their turn in the area, must attempt a DC 28 Will save.
- **Critical Success** The creature is unaffected and is then temporarily immune for 24 hours.
- **Success** The creature is deafened for 1 round.
- **Failure** The creature is confused and deafened for 1 round.
- **Critical Failure** The creature takes 20 mental damage, and is confused and deafened for 1 round.

THE SHADOW FORGE

Many velstracs outsource the forging of their chains to unique velstracs known as almoners. These six-armed, legless humanoids toil endlessly at a great burning foundry called the Shadow Forge. Almoners operate under mysterious strictures, and are just as likely to turn a velstrac away empty-handed as not.

INTERLOCUTOR

Interlocutors are the most talented surgeon-sculptors of the velstracs, carving away flesh and replacing it with new body parts of muscle, sinew, and metal. Each interlocutor structures their individual appearance carefully, but all are towering, multi-limbed amalgamations of the strongest limbs, densest bone, and sharpest metal they can find. They continually search for new material to graft to their forms, and their slain foes are rarely found intact, as little is more valuable to interlocutors than a powerful opponent's legs, eyes, or even brain. Interlocutors average 9 feet tall and weigh approximately 800 pounds.

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VELSTRACS ON GOLARION

Velstracs are most often encountered in the shadowy realm of Nidal, where the state worship of Zon-Kuthon is rigidly enforced. Indeed, many velstracs are created from the souls of Joyful Things, devotees of Zon-Kuthon who have had their limbs amputated to focus their minds on the veneration of pain, sacrifice, and torment.

INTERLOCUTOR — CREATURE 12

LE | LARGE | FIEND | VELSTRAC

Perception +24; greater darkvision, painsight

Languages Common, Infernal, Shadowtongue

Skills Athletics +25, Crafting +22 (+24 sculpting flesh), Intimidation +25, Medicine +26, Religion +22, Stealth +19, Torture Lore +20

Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +6, **Cha** +5

Painsight (divination, divine) As augur.

AC 33; **Fort** +23, **Ref** +21, **Will** +26; +1 status to all saves vs. magic

HP 215, regeneration 20 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 15, silver 15

Glimpse of Stolen Flesh (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees pieces of its own body amid the interlocutor's form. The creature must succeed at a DC 29 Will save or become stunned 1.

Attack of Opportunity ↻

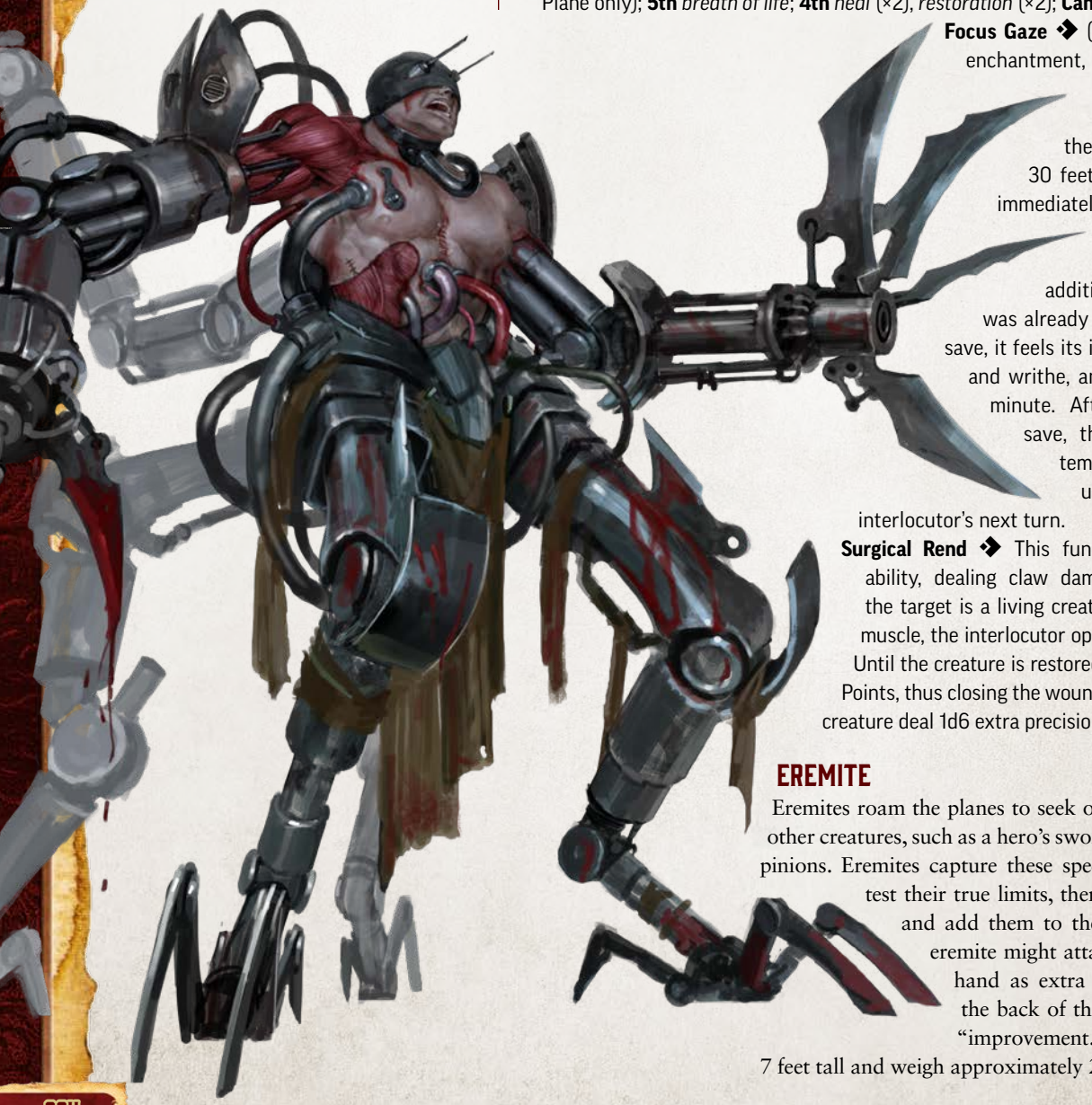
Speed 40 feet

Melee ❖ claw +25 (deadly 2d10, evil, magical, reach 10 feet), **Damage** 3d10+13 slashing plus 2d6 persistent bleed

Divine Innate Spells DC 33; **7th** *plane shift* (self only, to the Material Plane or Shadow Plane only); **5th** *breath of life*; **4th** *heal* (×2), *restoration* (×2); **Cantrips (6th)** *stabilize*

Focus Gaze ❖ (concentrate, divine, enchantment, fear, mental, visual) The interlocutor stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against glimpse of stolen flesh. In addition, if the creature was already stunned, on a failed save, it feels its internal organs twist and writhe, and is clumsy 2 for 1 minute. After attempting this save, the creature is then temporarily immune until the start of the interlocutor's next turn.

Surgical Rend ❖ This functions as the Rend ability, dealing claw damage. In addition, if the target is a living creature with organs and muscle, the interlocutor opens a precise wound. Until the creature is restored to its maximum Hit Points, thus closing the wound, Strikes against the creature deal 1d6 extra precision damage.



EREMITE

Eremites roam the planes to seek out ideal portions of other creatures, such as a hero's sword-arm or an angel's pinions. Eremites capture these specimens to clinically test their true limits, then harvest specimens and add them to their own bodies. An eremite might attach tongues to their hand as extra fingers or a fist to the back of their neck in a horrid "improvement." Eremites average 7 feet tall and weigh approximately 200 pounds.

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EREMITE

CREATURE 20

LE | MEDIUM | FIEND | VELSTRAC

Perception +34; greater darkvision, painsight, *true seeing*

Languages Common, Infernal, Shadowtongue; telepathy 100 feet

Skills Athletics +35, Deception +38, Diplomacy +36, Intimidation +40, Medicine +36, Religion +34, Stealth +36, Torture Lore +36

Str +9, **Dex** +6, **Con** +7, **Int** +6, **Wis** +6, **Cha** +10

Painsight (divination, divine) As augur.

AC 45; **Fort** +37, **Ref** +32, **Will** +34; +1 status to all saves vs. magic

HP 375, regeneration 25 (deactivated by good or silver); **Immunities** cold, fear, nonlethal; **Weaknesses** good 20, silver 20

Ignore Pain An eremite's actions can't be disrupted due to damage or Strikes (such as Attack of Opportunity).

Paralytic Perfection (aura, divine, enchantment, fear, incapacitation, mental, visual) 30 feet. When a creature ends its turn in the aura, it feels compelled to offer pieces of its own flesh to the eremite. The creature must succeed at a DC 40 Will save or become paralyzed for 1 round.

Speed 30 feet, fly 50 feet

Melee ❖ jaws +39 (evil, magical), **Damage** 4d8+19 piercing plus 2d6 persistent bleed and exquisite pain

Melee ❖ claw +39 (agile, evil, magical), **Damage** 3d6+19 slashing plus 2d6 persistent bleed, exquisite pain, and Improved Grab

Divine Innate Spells DC 42; **9th** *bind soul*, *blade barrier*, *harm* (×2), *heal* (×2), *shadow blast*, *shadow walk* (at will); **7th** *dimension door* (at will), *dimensional lock*, *plane shift* (to Material Plane or Shadow Plane only), *shadow siphon* (at will), *warp mind*; **Cantrips (9th)** *stabilize*; **Constant (9th)** *true seeing*

Rituals DC 42; *imprisonment*

Evisceration ❖ (attack) **Requirements** The eremite has a creature grabbed; **Effect** The eremite excises flesh or bone from a creature it has grabbed. The target takes 6d10 persistent bleed damage.

Exquisite Pain An eremite's knowledge of pressure points and pain centers is unsurpassed. A creature hit by an eremite's melee Strikes must succeed at a DC 40 Fortitude save or be stunned 2 (stunned 4 on a critical failure). A creature that critically succeeds is temporarily immune for 24 hours.

Focus Gaze ❖ (concentrate, divine, enchantment, fear, mental, visual) The eremite stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against paralytic perfection. In addition, if the creature was already paralyzed, on a failed save, its unnatural longing causes it to become doomed 1. After attempting this save, the creature is then temporarily immune until the start of the eremite's next turn.

Graft Flesh ❖ **Requirement** The eremite holds a piece of flesh they collected via Evisceration; **Effect** The eremite attaches the stolen flesh to themself. They either regain 100 Hit Points; reduce the value of their clumsy, drained, enfeebled, or stupefied condition by 3; or reduce the stage of any affliction affecting them by 3.

Shadow Traveler (divine, divination) When an eremite uses *plane shift* or *shadow walk*, they arrive at exactly their intended destination.

OTHER VELSTRACS

There are as many different velstracs as there are ways to inflict pain. Other velstracs range in power in the relatively weak lampadariuses to the powerful phylacators.

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DEADLY WHIPS

Canny adventurers can harvest a defeated violet fungus's tentacles and use them as whips. The whips inflict violent rot (with the same effects and DC as in the violet fungus's stat block) on anything they touch, including the wielder, although metal gloves such as gauntlets can protect against the poison. Such whips can be used for 1 hour before they degrade and become useless.

VIOLET FUNGUS

At a glance, a violet fungus might seem to be little more than an unsightly and sickeningly purple mushroom of unusual size. Only once one draws closer—once whip-like tentacles dripping with flesh-rotting venom slither out from the fungus's cratered cap—does the terrifying truth of this carnivorous toadstool become apparent. Many amateur spelunkers have met untimely ends in the clutches of this monstrous fungus's tentacles, since violet fungi are practically synonymous with caverns on Golarion.

Anyone who has ever braved the world's caves for an extended period of time know the dangers of the deadly violet fungus. Darklands dwellers such as drow and duergars often bear the long, whip-like scars of at least one brush with this vicious plant's cruel, poison-infused tentacles. Canny subterranean trappers and scouts sometimes make use of cultivated violent fungi to catch game in the enormous caverns below the surface world. Some Darklands peoples also cultivate violet fungi as a means to defend their territory. Xulgaths in particular place violet fungi around the perimeters of their settlements as a first line of defense.

VIOLET FUNGUS — CREATURE 3

N | MEDIUM | FUNGUS | MINDLESS

Perception +8; no vision, tremorsense 60 feet

Skills Stealth +9

Str +4, **Dex** +0, **Con** +3, **Int** –5, **Wis** +1, **Cha** –2

AC 17; **Fort** +10, **Ref** +7, **Will** +6

HP 60; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious; **Weaknesses** fire 5

Speed 10 feet

Melee ❖ tentacle +11 (agile, reach 10 feet), **Damage** 1d10+4 bludgeoning plus violet rot

Violet Rot (poison); **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison plus enfeebled 1 (1 round); **Stage 2** 1d6 poison plus enfeebled 1 and drained 1 (1 round); **Stage 3** 2d6 poison plus enfeebled 1 and drained 1 (1 round)

VIOLET VENOM

Alchemists and poisoners cherish violet fungi for the plants' potent rotting poison, and have perfected an effective method of preserving the toxin as violet venom. After slaying a violet fungus, a character can extract the fungus's toxin with a successful DC 20 Nature or Survival check. Afterward, the extracted venom can be Crafted into 1 dose of violet venom with a successful DC 18 Crafting check.

VIOLET VENOM — ITEM 3

ALCHEMICAL | CONSUMABLE | CONTACT | POISON

Price 12 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ Interact

The delicate process of extracting violet venom from a violet fungus leaves it diluted at the best of times. Alchemists are still on the hunt for a truly pure, unadulterated version of this highly toxic poison.

Saving Throw DC 17 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison plus enfeebled 1 (1 round); **Stage 2** 1d6 poison plus drained 1 (1 round); **Stage 3** 2d6 poison plus enfeebled 1 (1 round)

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Viper Vine

A voracious, flesh-eating carnivore, the viper vine has a single enormous blossom arising from a thick, leafy tangle of snake-like vines. When the plant senses the approach of suitable prey through its sensitive, shallowly buried root system, it rises up like an agitated snake and unfurls its brightly colored bloom, an act that releases a cloud of mind-numbing pollen. Persistent stories claim the viper vine can lure prey into its clutches by swaying with a hypnotic motion, but this effect is in fact created by this invisible, odorless pollen cloud.

Since a viper vine gains nourishment by consuming creatures rather than through ingesting moisture and soil, it has developed rudimentary locomotion and can drag itself along the ground with its tentacle-like roots. It even has a form of rudimentary sentience, allowing it to not only discern differences in prey and make limited tactical decisions, but also to avoid creatures that are particularly large or dangerous-looking.

The area around viper vine hunting grounds is often strewn with the partially devoured remains of victims. It's not unusual to find the rotting corpses of wild animals, ill-fated adventurers, and even giants in the plant's immediate vicinity, along with a scattering of incidental treasure left behind on the corpses. A viper vine rarely returns to the carcass of a creature it killed earlier, preferring to hunt fresh meat.

VIPER VINE POLLEN

While viper vine pollen degrades quickly after it is harvested carefully from the plant, a character who has a set of alchemical tools can gather and preserve 1d6 doses of pollen with a successful DC 33 Crafting or Nature check and 10 minutes of work. A single dose of viper vine pollen is worth 300 gp as raw materials for crafting any alchemical or magical item that creates an incapacitation effect.

VIPER VINE — CREATURE 13

N | LARGE | PLANT

Perception +22, low-light vision, tremorsense (imprecise) 60 feet
Skills Athletics +27, Stealth +24
Str +8, **Dex** +5, **Con** +7, **Int** –4, **Wis** +5, **Cha** –3

AC 33; **Fort** +26, **Ref** +24, **Will** +22
HP 270; **Resistances** poison 15
Cold Vulnerability When exposed to a cold effect, the viper vine is overwhelmed by lethargy, becoming slowed 1 for 1d4 rounds.

Speed 20 feet
Melee ❖ jaws +27 (reach 10 feet), **Damage** 3d6+11 piercing plus 3d6 poison
Melee ❖ vine +27 (agile, reach 15 feet), **Damage** 3d10+11 bludgeoning plus Grab
Captivating Pollen ❖ (enchantment, incapacitation, mental, poison) The viper vine releases a 60-foot emanation of invisible pollen that stays in the air for 5 rounds unless dispersed by a moderate or stronger wind. Each creature that enters or starts its turn in the area must attempt a DC 33 Will save or be captivated. The viper vine can't use Captivating Pollen for 1d4 rounds.
- **Critical Success** The creature is unaffected and is temporarily immune to Captivating Pollen for 24 hours.
- **Success** The creature is sickened 1.
- **Failure** The creature is fascinated, and it must spend each of its actions to move closer to the viper vine as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the viper vine, it stays still and doesn't act. It ceases to be fascinated if it's no longer in the pollen aura at the end of its turn.
- **Critical Failure** As failure, plus the creature is stupefied 2 for 24 hours.

Constrict ❖ 3d8+8 bludgeoning, DC 33

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NON-EVIL UNDEAD

Void zombies are unusual in that their animating negative force is provided by a living parasite that survives within their corpses, controlling their nervous systems for defense and to hunt food. As such, the soul of a person who succumbs to an akata's void death is not bound to its rotting corpse at all and travels on to judgment in the Boneyard unimpeded. Nevertheless, most worshippers of Pharasma and crusaders against undeath still consider void zombies to be anathema and fight to destroy them.

Void Zombie

A void zombie arises when a humanoid dies from an akata's void death affliction (page 13). This walking corpse is animated by a larval akata attached to the deceased creature's brain, using a grotesque feeding tendril that emerges from the corpse's mouth to drink blood from its victims.

A void zombie typically exists for only a few months before it collapses and the larval akata crawls free from the motionless shell. When it feels the natural end of its unlife approaching, a void zombie finds a secluded place to vomit forth the nearly mature akata larva, then withers away. The disgorged larva metamorphizes into a full-grown akata several hours later, usually eating the corpse as its first meal.

The name "void zombie" is something of a misnomer; though still compelled by necromantic energies, a void zombie is a host in the life cycle of a parasitic alien, not a mindless, reanimated corpse (despite their similar appearances). The fact that a typical void zombie shares the neutral alignment of the larval akata within, rather than the intrinsically evil nature of other zombies, has caused some scholars to push to reclassify them under other names. Suggestions have included "void dead," "akata spawn," or "bloodwalker," but the visceral and compelling commonplace name has proven difficult to shed.

The driving force behind a void zombie's violence rises from the ravenous hunger of the alien parasite that serves as the channel for its animating negative energies. Necromancers have tried often to duplicate the void zombie, but without a larval akata hosted within, the result is simply a zombie with missing jaws or, at best, one that moves faster than normal. Others have compared a captive void zombie to a captive yellow musk thrall (page 301) in an attempt to discover a potential link between the two—after all, both are animated bodies controlled by a parasitic outside force. Strangely, a void zombie becomes particularly violent when encountering a yellow musk thrall, making direct comparisons of the two creatures particularly difficult, or even dangerous. The fact that a void zombie, unlike a yellow musk thrall, is actually undead may hold some clues as to the source of this strange behavior.

VOID ZOMBIE — CREATURE 1

RARE | N | MEDIUM | UNDEAD

Perception +3; darkvision

Skills Athletics +6

Str +3, **Dex** −2, **Con** +2, **Int** −5, **Wis** +0, **Cha** −2

AC 13; **Fort** +7, **Ref** +3, **Will** +5

HP 26, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** salt water 5, slashing 2

Salt Water Vulnerability Salt water acts as an extremely strong acid on the larval akata inside the void zombie. Full immersion in salt water deals 4d6 acid damage per round. On any round in which the void zombie takes damage due to its salt water weakness, the larval akata retreats to the depths of the void zombie's body, causing the void zombie to become slowed 1 until the end of its next turn.

Speed 25 feet

Melee ❖ fist +8, **Damage** 1d6+3 bludgeoning

Melee ❖ feeding tendril +6 (agile), **Damage** 1d4+3 piercing plus Feed on Blood

Feed on Blood ❖ **Requirements** The void zombie's previous action was a successful feeding tendril Strike against the target creature; **Effect** The void zombie uses its feeding tendril to drain blood from the creature struck. The void zombie regains 4 Hit Points, and the creature is drained 1 until it receives healing of any kind or amount.

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Water Orm

Legendary creatures lurking in remote lakes, water orms always find their way into the tavern tales of lakeside communities. To some travelers, every lake of respectable size seems to be surrounded by towns full of fishers claiming to have spotted a water orm. These elusive creatures inhabit lakes mainly in cool and gloomy regions. Some claim that water orms are an offshoot of sea serpents and linnorms, but no credible link between these creatures has been found.

Water orms have many features that sea serpents do not, such as the ability to understand the rudiments of language. Their natural inclination to avoid contact and remain hidden often remains at odds with their equally compelling curiosity about those they might spy upon the shores of their lakes. Water orm sightings usually occur when they can't help but to rise up to the surface to take a peek at someone (or something) particularly unusual on the beach or floating on the water's surface.

These creatures are extremely long-lived and can go for decades, or even centuries, with very little to eat. This allows water orms to subsist in lakes without surfacing for many years, even in bodies of fresh water without ample food sources. Water orms might lie in a silty lake bed for years, their elusiveness only contributing to their mythical reputation. When a pet or child goes missing near a lake, rumors might hold that the local water orm is responsible, leading to folk tales that caution residents against venturing out alone near the water.

While most water orms are described as serpentine or long-necked reptiles, others look similar to bizarrely elongated seals or whales, impossibly large sea horses, or long-necked creatures with paddles resembling those of elasmosauruses.

Local Orms

People who live by the lakes inhabited by legendary water orms have a tendency to give local lake monsters names that sound somewhat homey or even adorable. As a result, such creatures are often regarded as local mascots or good-luck charms—particularly in lakeside settlements that depend on fishing as a significant income source.

Water Orm — Creature 10

RARE | N | HUGE | AQUATIC | BEAST | WATER

Perception +21; darkvision
Languages Aquan (can't speak any language)
Skills Athletics +22, Stealth +23
Str +8, **Dex** +5, **Con** +5, **Int** –3, **Wis** +5, **Cha** +0
Slow Metabolism A water orm can go for 10 years without feeding. Beyond this limit, the water orm's hunger causes it to become slowed 1, but doesn't otherwise impact its lifespan. A water orm that's slowed as a result of starvation can remove this condition by using Swallow Whole to gulp down a meal.
Undetectable (abjuration, primal) A water orm automatically tries to counteract any detection, revelation, or scrying divination attempted against it, using its Stealth modifier for the counteract check.

AC 30; **Fort** +21, **Ref** +19, **Will** +17
HP 170; **Resistances** cold 10, fire 10

Speed 20 feet, swim 50 feet
Melee ❖ jaws +24 (reach 15 feet), **Damage** 2d10+11 piercing plus Grab
Melee ❖ tail +24 (agile, reach 15 feet), **Damage** 2d6+11 bludgeoning
Swallow Whole ❖ (attack) Large, 2d8+8 bludgeoning, Rupture 22
Water Travel ❖❖❖ (primal, transmutation, water) A water orm can dissolve into water, appearing only as a long, dark, serpentine stretch of water. While in this form, a water orm's swim Speed increases to 600 feet, it automatically succeeds at Athletics checks to swim, and it gains a +4 circumstance bonus to Stealth checks in water. A water orm can remain in this form for 8 hours, but it can't enter salt water when using this ability. A water orm can return to its normal form using a single action which has the concentrate trait.

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CREATING WERECREATURES

Werecreatures are complex monsters capable of shifting between three different forms and of inflicting their condition upon other humanoids. Full rules for building werecreatures, along with how to apply the werecreature's curse, appear on pages 328–329 of the *Pathfinder Bestiary*.

Werecreature

Werecreatures transform into animals and animal-humanoid hybrids under the light of the full moon. The doomed fate of these shapechanging creatures derives from an ancient primal curse that they can, in turn, transmit through their own bites. The stat blocks in this section reflect werecreatures in their hybrid forms.

WERECREATURE ABILITIES

The following abilities are shared among all werecreatures. A werecreature also gains several other abilities, as explained in the *Bestiary*, but additional rules for those abilities aren't necessary unless you create your own werecreature.

Animal Empathy (divination, primal) A werecreature can communicate with animals of the same general kind.

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The werecreature changes into their humanoid, hybrid, or animal shape. Each shape has a specific, persistent appearance. A true werecreature's natural form is their hybrid shape. In humanoid shape, the werecreature uses their original humanoid size, loses their jaws and claw Strikes, and gains a melee fist Strike that deals bludgeoning damage equal to the slashing damage dealt by their claw. In animal shape, their Speed and size change to that of the animal, they gain any special Strike effects of the animal that they didn't already have (such as Grab), and they lose their weapon Strikes.

Curse of the Werecreature (curse, necromancy, primal) This curse affects only humanoids; **Saving Throw** Fortitude DC is the standard DC for the werecreature's new level – 1. On each full moon, the cursed creature must succeed at another Fortitude save or turn into the same kind of werecreature until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

Moon Frenzy (polymorph, primal, transmutation) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases their reach by 5 feet, and increases the damage of their jaws Strike by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.

WEREBOAR

Wereboars tend to be aggressive and stubborn, and often live with their own kind in small, remote communities. Even when they're inclined to interact with others, wereboars' short tempers and hostile nature lead other creatures to avoid them. Lone wereboars who settle down—often on remote farms—are extremely territorial, though others are content to roam and explore lands far from home. Their other habits also vary widely from individual to individual, right down to diet: some wereboars might feast on human flesh, while others are mostly vegetarian.

WEREBOAR **CREATURE 2**

CN | MEDIUM | BEAST | HUMAN | HUMANOID | WERECREATURE

Perception +8; low-light vision, scent (imprecise) 30 feet

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Languages Common; boar empathy
Skills Acrobatics +7, Athletics +8, Intimidation +5, Survival +7
Str +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +2, **Cha** –1
Items dagger (2), studded leather armor
Boar Empathy (divination, primal) The wereboar can communicate with boars and pigs.

AC 18; **Fort** +10, **Ref** +5, **Will** +8
HP 45; **Weaknesses** silver 5
Ferocity ↻

Speed 25 feet
Melee ◆ dagger +10 (agile, versatile S), **Damage** 1d4+6 piercing
Melee ◆ tusk +10, **Damage** 1d8+6 piercing plus curse of the wereboar
Melee ◆ claw +10 (agile), **Damage** 1d4+6 piercing
Ranged ◆ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing
Boar Charge ◆◆ The wereboar Strides twice and then makes a melee Strike. As long as they moved at least 20 feet, they gain a +2 circumstance bonus to their attack roll.
Change Shape ◆ (concentrate, polymorph, primal, transmutation) Human with fist +10 for 1d4+2 bludgeoning, or boar with Speed 40 feet and tusk for 2d6+4 piercing.
Curse of the Wereboar (curse, necromancy, primal); **Saving Throw** DC 18 Fortitude
Moon Frenzy (polymorph, primal, transmutation)

LYCANTHROPY

Many scholars refer to the curse of the werecreature as "lycanthropy," but technically this is correct only when speaking of werewolves. Nevertheless, the word has gained traction in certain circles, and as a result it's not uncommon to hear the whispers of locals who fear lycanthropes even when a ravenous weretiger is the real threat. Naturally, the werecreatures themselves don't take this ignorance lightly, and tend to see being equated with a werewolf as a great insult. Unless, of course, the werecreature *is* a werewolf!

WERETIGER

These ferocious werecreatures stalk prey with the cunning and skill of a true apex predator. Weretigers typically view all life as a potential meal. Powerful nocturnal hunters with excellent senses that help them ambush prey, weretigers are adaptable to an extreme range of environments. However, weretigers living in densely populated cities (potentially as courtesans, assassins, or guild leaders) often struggle to suppress their killer instincts, becoming overwhelmed by the urge to hunt. They prefer to wear loose-fitting clothing and rely on their claws and jaws in a fight.

WERETIGER — CREATURE 4

NE | LARGE | BEAST | HUMAN | HUMANOID | WERECREATURE

Perception +11; low-light vision, scent (imprecise) 30 feet
Languages Common; tiger empathy
Skills Acrobatics +11, Athletics +12, Deception +7, Society +10, Stealth +11
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +3, **Cha** –1
Tiger Empathy (divination, primal) The weretiger can communicate with felines.

AC 21; **Fort** +11, **Ref** +13, **Will** +9
HP 75; **Weaknesses** silver 5
Attack of Opportunity ↻

Speed 25 feet
Melee ◆ jaws +14, **Damage** 2d6+7 piercing plus curse of the weretiger and Grab
Melee ◆ claw +14 (agile), **Damage** 2d4+7 slashing
Change Shape ◆ (concentrate, polymorph, primal, transmutation) Human with fist +14 for 1d4+7 bludgeoning, or tiger with Speed 30 feet and Wrestle (*Bestiary* page 53).
Curse of the Weretiger (curse, necromancy, primal); **Saving Throw** DC 21 Fortitude
Moon Frenzy (polymorph, primal, transmutation)
Pounce ◆ The weretiger Strides and makes a Strike at the end of that movement. If the weretiger began this action hidden, they remain hidden until after this ability's Strike.
Rend ◆ claw

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CAIRN WIGHT DIRGES

Unlike a typical wight, cairn wights have an unusual affinity for music. The lyrics of their dirges often contain a valuable bit of knowledge or long-lost lore, possibly the greatest treasure a cairn wight guards. There are even brave souls who seek out the creatures to listen to their songs in hopes of finding profit from the dry, rasping words.

Wight, Cairn

Jealous guardians of tombs, barrows, and sepulchers, cairn wights usually spawn from necromantic rituals. For those mortals who cannot abide the thought of separation from their earthly possessions, the undead existence offered by transformation into a cairn wight can be tempting. Perhaps as frequently, particularly avaricious and wealthy royalty or merchants seek out victims to transform into cairn wights to guard their precious wealth for all time.

Only in the rarest instances is the greed of a mortal strong enough to spontaneously transform them into a cairn wight without a dark ritual or the intercession of a powerful divine being. On those occasions, however, the resultant wight exhibits unmatched viciousness and likely owns rare treasure indeed.

As guardians of material possessions, cairn wights are supernaturally bound to the armaments they wore during the ritual used to create them. They can spread their necromantic powers into the weapons they wield. A slash from a cairn wight's sword channels life from the victim into the wight.

CAIRN WIGHT — CREATURE 4

UNCOMMON | LE | MEDIUM | UNDEAD | WIGHT

Perception +11; darkvision
Languages Common, Necril
Skills Athletics +12, Intimidation +11, Religion +9, Stealth +12
Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3
Items longsword, studded leather armor

AC 20; **Fort** +12, **Ref** +10, **Will** +11
HP 67; negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious
Final Spite ↻ **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet
Melee ❖ longsword +14 (versatile P), **Damage** 1d8+7 slashing plus drain life
Melee ❖ claw +14 (agile), **Damage** 1d6+7 slashing plus drain life
Cairn Wight Spawn (divine, necromancy) A living humanoid slain by a cairn wight's weapon or claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the cairn wight that killed it. It doesn't have drain life or cairn wight spawn and is clumsy 2 for as long as it is a spawned wight. If its creator dies, the spawned wight becomes a full-fledged, autonomous cairn wight; it regains its free will, gains drain life and cairn wight spawn, and is no longer clumsy.
Drain Life (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary Hit Points and the creature must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.
Funereal Dirge ❖❖ (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creatures within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 2 and takes a –2 status penalty to saving throws against drain life.

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Witchfire

Manifesting as a sinuous form wreathed in sickly green flames, this incorporeal undead forms when a powerful hag or witch dies in agony or rage. The body at the center of the flames usually resembles the witch's idealized self-image, regardless of their age and appearance at the time of their death.

A witchfire often resides in a bog or swamp, which slowly blackens and decays around them. These regions are often plagued by will-o'-wisps, which seem to have an uncanny relationship with the resident witchfire. A witchfire might visit villages on the edge of their home terrain to lure away villagers, but always attack victims within earshot to make sure that other villagers hear the screams. A witchfire might also ally with other hags or witches and even join their covens, but a witchfire is incapable of forming covens entirely on their own.

WITCHFIRE — CREATURE 9

UNCOMMON | CE | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD

Perception +18; darkvision

Languages Aklo, Common, Necril

Skills Acrobatics +17, Deception +19, Intimidation +21, Occultism +18, Stealth +19

Str –5, **Dex** +6, **Con** +0, **Int** +3, **Wis** +3, **Cha** +6

Coven The witchfire adds *nightmare*, *phantasmal killer*, *phantasmal calamity*, and *summon entity* to their coven's spells. A coven can contain one or more witchfires, but it must also include at least one living creature capable of forming a coven; three witchfires cannot form a coven.

AC 28; **Fort** +15, **Ref** +21, **Will** +18

HP 125, negative healing; **Immunities** death effects, disease, fire, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Opportune Witchflame ↻ **Trigger** A creature makes a melee Strike against or touches the witchfire; **Effect** The witchfire makes a witchflame caress Strike against the triggering creature.

Speed fly 40 feet

Melee ❖ witchflame caress +21 (agile, evil, finesse, magical), **Damage** 3d6 fire plus 3d6 negative and witchflame

Ranged ❖ witchflame bolt +21 (evil, magical, range 100 feet), **Damage** 2d6 fire plus 2d6 negative and witchflame

Occult Innate Spells DC 28; **6th** *summon entity* (will-o'-wisp only); **5th** *crushing despair*; **4th** *invisibility*, *phantasmal killer*; **3rd** *phantom pain*; **2nd** *illusory disguise* (at will); **Cantrips (5th)** *dancing lights*, *ghost sound*

Witchflame (curse, fire, necromancy, occult) Any creature that takes negative damage from a witchfire's Strike must attempt a DC 26 Will save.

- **Critical Success** The creature is unaffected and is temporarily immune to witchflame for 1 hour.
- **Success** The creature appears to catch fire with sickly green flames. These flames deal no damage on their own, but as long as the flames burn, the creature can't be concealed (invisible creatures are concealed rather than being undetected) and gains weakness 5 to fire for 1 round.
- **Failure** As success, but the effect is permanent until removed.
- **Critical Failure** As failure, but the creature gains weakness 10 to fire.

Witchflame Kindling ❖❖ (fire, necromancy, occult) **Requirements** A creature within 30 feet of the witchfire burns with witchflame; **Effect** The witchfire's eyes and mouth glow brightly, and the witchflame on the target creature momentarily burns much hotter, dealing 5d6 fire damage and 5d6 negative damage to that creature (DC 28 basic Fortitude save). The witchfire can't use Witchflame Kindling for 1d4 rounds.

WISPS AND FIRE

Witchfires have the ability to summon will-o'-wisps, but a number of these aberrations usually linger nearby of their own accord. The fear-inducing witchflame aura manifested by witchfires provides will-o'-wisps their favored sustenance.

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ALIEN ALLIES

High-ranking or wealthy witchwyrds rarely travel the planes alone, employing bodyguards to accompany them and leading entourages composed of various strange beings they've met during their travels.

Witchwyrd

Witchwyrds conceal most of their faces, leaving only their eyes unmasked. Their inscrutability is a boon to one of their most significant interests—mercantilism—and many haughty witchwyrds openly revel in the befuddlement inspired by their mysterious guises and mannerisms. Witchwyrds have a keen eye for new opportunities and markets, and a witchwyrd almost always knows when someone is trying to pull one over on them.

These four-armed humanoid creatures have hairless blue-gray skin, are typically 6-1/2 feet tall, and weigh 300 pounds. Their hands have three evenly sized and spaced digits in a tripod-like arrangement. When not trying to blend in with the local community, witchwyrds favor outlandish, loose-fitting clothes in bright reds or yellows and a signature conical hat. They tend to prefer the driest, warmest regions of the lands they visit—perhaps an indicator of their mysterious home world. This, however, is the only indicator; witchwyrds are notoriously close-mouthed about details of this distant world, and with good reason: most witchwyrds on Golarion have never visited their ancestral home. To these witchwyrds, the notion of a home planet is a constant thorn in their side, and when asked, many choose to ignore the question altogether. Others are so agitated by these queries that they respond with impatience or even violence. Some scholars have theorized a connection between witchwyrds and several other four-armed creatures, but like with questions of their place of origin, witchwyrds have little to say about the topic.

WITCHWYRD **CREATURE 6**

UNCOMMON | LN | MEDIUM | HUMANOID

Perception +12; darkvision

Languages Common, Draconic, one or more planar languages; *tongues*

Skills Arcana +16, Deception +15, Desert Lore +14, Diplomacy +15, Intimidation +15, one or more Lore skills related to a specific plane

Str +3, **Dex** +3, **Con** +1, **Int** +4, **Wis** +3, **Cha** +5

Items *+1 ranseur*

AC 22; **Fort** +13, **Ref** +13, **Will** +15

HP 110; **Resistances** force 5

Absorb Force ↻ (arcane, evocation, force) **Frequency** once per round; **Trigger** A *magic missile* is fired at the witchwyrd, and the witchwyrd is aware of it and has a free hand; **Effect** The witchwyrd "catches" the missile, absorbing it and causing that hand to glow while it holds this energy. A hand that's holding energy can't be used for any other purpose except to use Force Bolt. The energy lasts for 6 rounds or until it is released.

Speed 25 feet

Melee ❖ *ranseur* +16 (disarm, magical, reach 10 feet), **Damage** 1d10+6 piercing

Melee ❖ fist +15 (agile, nonlethal), **Damage** 1d6+6 bludgeoning plus Grab

Arcane Innate Spells DC 23; **5th** *dimension door*; **4th** *resist energy* (×2), *suggestion*, *resilient sphere*; **3rd** *dispel magic*; **2nd** *mirror image*; **1st** *floating disk* (at will), *unseen servant* (at will); **Cantrips (3rd)** *detect magic*; **Constant (5th)** *tongues*

Force Bolt ❖ to ❖❖❖ (arcane, evocation, force) The witchwyrd fires one *magic missile* per action spent (dealing 1d4+1 force damage each). They can't spend more actions on this ability than they have free hands. If they use a hand that has Absorbed Force, that hand hurls two missiles instead of one, expending the held energy.

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Wolverine

Few creatures in the natural world can compare in ferocity to an angry wolverine.

WOLVERINE

Wolverines resemble small bears, to which they are related. Stocky and muscular with long claws, wolverines are about 3 feet in length and weigh approximately 40 pounds. They have a thick fur coat that protects them from the cold temperatures of the forests and frozen tundras where they reside.

WOLVERINE — CREATURE 2

N | MEDIUM | ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Athletics +7, Stealth +7
Str +3, **Dex** +3, **Con** +3, **Int** –4, **Wis** +0, **Cha** –2

AC 18; **Fort** +9, **Ref** +7, **Will** +6
HP 34

Speed 25 feet, burrow 10 feet, climb 10 feet
Melee ❖ jaws +11, **Damage** 1d8+5 piercing
Melee ❖ claw +11 (agile), **Damage** 1d6+5 slashing
Pounce ❖ The wolverine Strides and makes a Strike at the end of that movement. If the wolverine begins this action hidden, it remains hidden until after the attack.
Rend ❖ claw
Wolverine Rage ❖ (concentrate, emotion, mental) The wolverine enters a state of pure rage that lasts either for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. While raging, the wolverine has AC 17, its jaws Strike deals 1d8+7 damage, and its claw Strike deals 1d6+7 damage. While raging, the wolverine can't use actions that have the concentrate trait, except for Seek. After it's stopped raging, a wolverine can't use Wolverine Rage again for 1 minute.

TERRITORIAL BEASTS

Wolverines are territorial animals and fiercely defend their kills, even from larger predators or when they're outnumbered. They claim wide swaths of forests or frozen tundra as their territory, marking it with a pungent odor that serves as a warning to those who recognize the smell. Wolverines have voracious appetites and tend to aggressively devour their food with reckless abandon.

GIANT WOLVERINE

Giant wolverines grow to the approximate size of horses and claim even more expansive territories than their more diminutive wolverine cousins. While a smaller wolverine will defend its prey from armed humanoids, a giant wolverine is unafraid to stalk and kill such creatures.

GIANT WOLVERINE — CREATURE 4

N | LARGE | ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Athletics +12, Stealth +11
Str +6, **Dex** +3, **Con** +3, **Int** –4, **Wis** +3, **Cha** +0

AC 21; **Fort** +13, **Ref** +11, **Will** +9
HP 65

Speed 25 feet, climb 10 feet
Melee ❖ jaws +12, **Damage** 2d6+8 piercing plus Grab
Melee ❖ claw +12 (agile), **Damage** 2d4+8 slashing
Gnaw ❖ **Requirements** The wolverine has a creature grabbed from its jaws Strike; **Effect** The wolverine chews violently on the creature, dealing 2d6 piercing damage (DC 21 basic Fortitude save). A creature that fails its save also takes 2d6 persistent bleed damage.
Pounce ❖ As wolverine.
Rend ❖ claw
Wolverine Rage ❖ As wolverine, except AC 20, jaws 2d6+11, and claws 2d4+11.

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OTHER WALKING VERMIN

While worms are the most common type of creature to form the composite body of a worm that walks, other verminous variations are possible.

- **Cockroaches:** A worm that walks made of cockroaches gains a +1 bonus to AC and light blindness.
- **Leeches:** A worm that walks made of leeches gains a swim Speed of 25 feet, but its land Speed is 10 feet.
- **Spiders:** A worm that walks made of spiders gains a climb Speed equal to half its land Speed, and half the damage from its Squirming Embrace is poison damage.

Worm That Walks

When a powerful spellcaster with a strong personality, a lust for life, and a remorselessly evil soul dies and is buried in a graveyard infused with eldritch magic, a strange phenomenon can occur. The decaying body fattens and instructs the very worms that feast upon it. These grave worms thrive not only on the consumption of the spellcaster's dead flesh, but on their corrupt memories and magical power. The spellcaster's very soul is consumed in this vile process, only to be split apart into fragments that inhabit each of the individual worms. The result is a hideous hive mind of slithering life known as a worm that walks—a mass of worms that clings to the vague shape of the body that granted it this new existence and can use the powers and magic the spellcaster had in life. A worm that walks retains memories of its life as a spellcaster before its death, but it is not undead—it is a hideous new form of undulant life.

CREATING A WORM THAT WALKS

You can turn an existing evil, living, spellcasting creature into a worm that walks using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the aberration and swarm traits and usually remains evil.
- Increase AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Reduce its Hit Points by the amount listed on the table (to a minimum of 2 HP per level).
- The worm that walks gains fast healing, resistance to physical damage, and weakness to area damage and splash damage as indicated in the table. These abilities are the reason the worm that walks has fewer HP.

Starting Level	HP Decrease	Fast Healing, Resistance, and Weakness
4 or less	–20	5
5–7	–30	7
8–14	–40	10
15 or higher	–60	15

Worm That Walks Abilities

A worm that walks loses any abilities that came from its previous physical form and any traits that represent its life, such as human and humanoid. It retains any spellcasting abilities it had in life, regardless of their origin, and gains the abilities listed below. You might need to adjust other abilities that conflict with the monster's new theme as a worm that walks.

Darkvision

Tremorsense 30 feet (imprecise)

Immunities All worms that walk have immunity to disease, paralyzed, poison, precision, and unconscious. They also have the swarm mind ability, which makes them immune to mental effects that target a specific number of creatures, though they are still subject to mental effects that affect all creatures in an area.

All-Around Vision

Discorporate When the worm that walks is reduced to 0 HP, it discorporates and the component worms that make up its body disperse in every direction. If even a single worm escapes, the worm that walks will eventually re-form using a process that typically takes 1d10 days.

While the exact circumstances and surroundings determine how long the worm that walks's foes have to dispatch the fleeing worms before they escape, usually its foes have only a single round. Typically, this requires the application of an area effect or splash weapon within 1 round to the space where the worm that walks collapsed. After any amount of area or splash damage is dealt to that space, the character dealing the damage must attempt a DC 15 flat check. Each subsequent area or splash damage

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effect performed on the area reduces the DC of this flat check by 2, to a minimum of DC 5. If any of these flat checks succeed, none of the worms escape, and the worm that walks is destroyed permanently. At the GM's discretion, clever means of trapping or otherwise detaining the vermin may extend the time allowed to finish off the worm that walks.

Tendril Regardless of the creature's former anatomy, it gains a tendril melee Strike with reach that deals persistent piercing damage as it leaves biting worms on the target. If it had any agile attacks, the damage dealt by its tendril should be roughly the same as the damage dealt by those attacks. If it had only non-agile attacks, its tendril should deal three-quarters of that damage.

Squirming Embrace ❖ The worm that walks Strides, ending its movement sharing a space with a creature, and deals piercing damage to the creature equal to 1d8 plus an additional 1d8 for every 3 levels the worm that walks has. The creature can attempt a basic Reflex save with a DC of the worm that walks's spell DC – 2.

Swarm Shape ❖ (concentrate) The worm that walks collapses into a shapeless swarm of worms. It drops all held, worn, and carried items. While discorporated, the worm that walks can't use attack actions and can't cast spells, but it can move through areas small enough for its individual worms to fit without having to Squeeze. It can use the same action to coalesce back into its normal form.

WORMS REDEEMED

In rare situations, once a spellcaster rises as a worm that walks it might recant its evil ways, given the right influence and enough time. Many of these worms that walk seek self-destruction, not out of abhorrence at their new form but at the realization of the evils they wrought while alive. Others, though, take advantage of their second chance and use their new life to help undo the ruin and horror they might have afflicted upon the world in their prior existence.

WORM THAT WALKS

This worm that walks was a cultist of the Great Old One Hastur in its prior life. It continues its conspiracies and strives to further its evil plots in its new life.

WORM THAT WALKS CULTIST — CREATURE 14

UNCOMMON | CE | MEDIUM | ABERRATION | SWARM

Perception +25, darkvision, tremorsense (imprecise) 30 feet

Languages Aklo, Common

Skills Acrobatics +24, Deception +28, Intimidation +26, Occultism +27, Society +23, Stealth +28

Str +5, **Dex** +8, **Con** +5, **Int** +5, **Wis** +4, **Cha** +8

AC 36, all-around vision; **Fort** +23, **Ref** +28, **Will** +26

HP 200, fast healing 10; **Immunities** disease, paralyzed, poison, precision, swarm mind, unconscious; **Weaknesses** area damage 10, splash damage 10; **Resistances** physical 10

Discorporate

Speed 30 feet

Melee ❖ tendril +29 (reach 10 feet), **Damage** 4d8+14 persistent piercing damage

Occult Spontaneous Spells DC 34, attack +26; **7th** (3 slots) *phantasmal killer, visions of danger, warp mind*; **6th** (4 slots) *dispel magic, dominate, paranoia, summon entity*; **5th** (4 slots) *black tentacles, mind probe, phantom pain, subconscious suggestion*; **4th** (4 slots) *dimension door, modify memory, suggestion, veil*; **3rd** (4 slots) *dream message, haste, hypercognition, slow*; **2nd** (4 slots) *comprehend language, illusory creature, mirror image, undetectable alignment*; **1st** (4 slots) *charm, illusory disguise, mindlink, ray of enfeeblement*; **Cantrips (7th)** *daze, detect magic, light, mage hand, shield*

Squirming Embrace ❖ 5d8 piercing, DC 32

Swarm Shape ❖

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DREAD WRAITH ORIGINS

The most unusual dread wraiths are those that coalesce from an amalgamation of evil spirits, often in regions where such spirits are shredded from their consciousnesses and churned in foci of negative energy, such as the Negative Energy Plane or on the Isle of Terror.

Wraith, Dread

These menacing spiritual remnants of wicked warlords or bloodthirsty generals are towering specters of shadow and death. Like other wraiths, dread wraiths haunt the shadowy places of the world, but dread wraiths are more likely to travel greater distances to sow terror or amass influence, often sticking to dark glades or sinister ruins when journeying across sun-dappled lands. Dread wraiths tends to be arrogant and rarely form a pack with others of their kind, preferring instead to dominate groups of ordinary wraiths. A particularly powerful necromancer might compel packs of dread wraiths into service, however, while a particularly malevolent goal—such as to eradicate a bastion of light and life—might draw several dread wraiths together in a common purpose.

DREAD WRAITH — CREATURE 9

LE | LARGE | INCORPOREAL | UNDEAD | WRAITH

Perception +19; darkvision, lifesense 60 feet

Languages Common, Necril

Skills Acrobatics +19, Intimidation +21, Stealth +19

Str –5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +4, **Cha** +6

AC 28; **Fort** +16, **Ref** +19, **Will** +21; +1 status to all saves vs. positive

HP 130, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Draining Presence (aura, negative) 10 feet. A creature entering the aura must succeed at a DC 26 Fortitude save or become drained 1. It recovers after it has been out of the aura for 1 minute. This drained condition value is cumulative with the drained value caused by drain life, but not with multiple draining presence auras. A creature that succeeds at its save is temporarily immune to draining presence for 24 hours.

Sunlight Powerlessness A dread wraith caught in sunlight is stunned 2 and clumsy 2.

Attack of Opportunity ↻

Speed fly 60 feet

Melee ◆ spectral hand +21 (finesse, reach 10 feet), **Damage** 2d10+7 negative plus drain life

Absorb Wraith ◆◆ The dread wraith extends its hand toward another wraith creature within 100 feet. The target wraith dissolves and streaks toward the dread wraith in a straight line, dealing 6d10 negative damage to each creature along the line (DC 28 basic Fortitude save). The dread wraith absorbs the essence of the target wraith, becoming quickened and gaining a +10-foot status bonus to its fly Speed for a number of rounds equal to the level of the absorbed wraith. It can use its extra action only to Fly or Strike. An unwilling target can attempt a DC 28 Will save to resist being absorbed.

Drain Life (divine, necromancy) When the dread wraith damages a living creature with its spectral hand Strike, the wraith gains 10 temporary Hit Points and the target must succeed at a DC 28 Fortitude save or become drained 1. Further damage dealt by the wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Wraith Spawn (divine, necromancy) A living humanoid slain by a wraith's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the dread wraith that killed it. It doesn't have drain life or wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will and gains drain life and wraith spawn.

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Xill

Xills visit the Material Plane, where they're often known as ethereal stalkers, primarily to maraud and to kidnap creatures back to their native Ethereal Plane. These four-armed, warmongering monsters paralyze their victims before implanting them with eggs using an ovipositor normally kept retracted behind their mandibles. Their single-minded drive to expand and conquer is so all-encompassing that while they work together dutifully and without dissent, there is little else in their lives.

XILL — CREATURE 6

UNCOMMON | LE | MEDIUM | ABERRATION | ETHEREAL

Perception +15; darkvision
Languages Aklo
Skills Acrobatics +15, Athletics +14, Deception +12, Intimidation +14, Stealth +15, Warfare Lore +12
Str +4, **Dex** +5, **Con** +3, **Int** +0, **Wis** +3, **Cha** +0
Items breastplate, *+1 longbow* (40 arrows), scimitar (2), steel shield (Hardness 5, HP 20, BT 10)

AC 24 (26 with shield raised); **Fort** +15, **Ref** +17, **Will** +11
HP 100
Attack of Opportunity ↻
Shield Block ↻

Speed 35 feet
Melee ◆ scimitar +16 (forceful, sweep), **Damage** 2d6+7 slashing
Melee ◆ bite +16, **Damage** 2d8+7 piercing plus xill paralysis
Ranged ◆ *longbow* +17 (deadly 1d10, magical, range 100 feet, reload 0, volley 30 feet), **Damage** 2d8 piercing
Occult Innate Spells DC 24; **7th** *plane shift* (to Ethereal Plane or Material Plane only, self only)
Double Slash ◆ (flourish) The xill makes two scimitar Strikes against a single target. If both hit, combine their damage for the purpose of the target's resistances and weaknesses. The xill applies its multiple attack penalty to each strike normally.
Implant ◆◆ (manipulate) **Requirements** The xill is adjacent to a unconscious, willing, or paralyzed creature; **Effect** The xill implants xill eggs in the creature's flesh.
Xill Eggs (disease) The sickened condition from xill eggs doesn't improve on its own until the disease is cured or runs its course. It can be cured with a 10-minute operation that requires a successful DC 26 Medicine check and deals 4d6 slashing damage to the host; **Saving Throw** DC 24 Fortitude; **Maximum Duration** 24 hours; **Stage 1** infested with no ill effect (8 hours); **Stage 2** sickened 1 (8 hours); **Stage 3** sickened 2 (4 hours); **Stage 4** sickened 2 and 2d6 persistent bleed damage as larval xills burrow out of the body and immediately fade away into the Ethereal Plane (1 hour)
Xill Paralysis (incapacitation, occult) A creature hit by the xill's bite Strike must attempt a DC 24 Fortitude save.
Critical Success The creature is unaffected and is immune to xill paralysis for 1 minute.
Success The creature is slowed 1 for 1 round.
Failure The creature is paralyzed for 1 round.
Critical Failure The creature is paralyzed. It can attempt a new save at the end of each of its turns to recover, and the save DC decreases by 1 each round.

THE ETHER WAR

Xills see Material Plane creatures as little more than incubators, but the need for fresh hosts never abates, for on their home plane, xills are constantly at war. Only the relative emptiness of the Ethereal Plane keeps their conflict with creatures like ether spiders from becoming too overwhelming and outpacing the speed at which new ranks of soldiers can replace those who have fallen.

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MASSIVE MUSK CREEPERS

Ancient or specially cultivated musk creepers can grow to great size. Their pollen often changes color as they grow, and pollen of different colors can alter the creeper's thralls in different ways. Some creepers even become intelligent after they're awakened by primal magic. These few exert far more control over their thralls.

Yellow Musk Creeper

Made up of thick, green vines with numerous yellow flowers, the yellow musk creeper grows at places where the ground is enriched with spilled blood and corpses, like battlefields and graveyards. An ideal environment for the yellow musk creeper isn't inhabited, but draws occasional humanoid visitors the plant can transform into thralls. The yellow musk creeper enraptures creatures with its bright yellow pollen to bring them close. It then physically alters their brains with its tendrils, implanting a seed in each to turn the creatures into mindless thralls. The yellow musk creeper might try to take over a sleeping creature, but it lacks the faculties to sneak up on anyone, and is likely to wake victims before it can drag itself close enough.

The plant's pollen can spread far on the wind but quickly becomes too diffuse to cause harm. Wilderness scouts learn to sniff out the distinctive musky scent of the pollen, which stays potent even in harmless quantities. A sprouting creeper is also easy to detect, since it grows from the rotting, messy corpse of a thrall creature.

YELLOW MUSK CREEPER — CREATURE 2

N | MEDIUM | MINDLESS | PLANT

Perception +4; tremorsense (imprecise) 30 feet

Skills Stealth +6

Str +3, **Dex** +2, **Con** +4, **Int** –5, **Wis** +0, **Cha** –1

AC 18; **Fort** +10, **Ref** +6, **Will** +4

HP 34; **Immunities** mental; **Weaknesses** fire 5

Speed 5 feet

Melee ◆ tendril +9 (reach 10 feet), **Damage** 1d10+3 piercing

Bore into Brain ◆◆◆ (manipulate, mental) The creeper bores dozens of tendrils into the brain of a Small, Medium, or Large humanoid creature that's unconscious, willing, or fascinated by Spray Pollen, and within reach of the creeper's tendrils. The creature must succeed at a DC 18 Fortitude save or become stupefied 1 (stupefied 2 on a critical failure). Subsequent failed saves against Bore into Brain increase the stupefied value. If the creature reaches stupefied 5, it is turned into a yellow musk thrall (see below). Boring into a creature's brain doesn't end fascination caused by Spray Pollen.

Spray Pollen ◆◆ (mental, poison) The yellow musk creeper blasts yellow pollen in either a 30-foot line or a 15-foot cone. Each creature in the emanation must attempt a DC 20 Will save. Once a creature succeeds at any save against Spray Pollen, it becomes temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated. For as long as it is fascinated, it must spend each of its actions to move closer to the yellow musk creeper as expediently as possible, while avoiding obvious dangers. If the creature is adjacent to the yellow musk creeper, it stays still and doesn't act.

Critical Failure As failure, but the condition doesn't end automatically. The creature can attempt a new save at the end of each of its turns. On a success, the fascinated condition and other effects end.

YELLOW MUSK THRALL

A creature transformed by a yellow musk creeper's tendrils boring into its brain becomes a yellow musk thrall if it's Small or Medium, or a yellow musk brute if Large (a Small

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creature becomes a Small thrall rather than a Medium one). The transformation takes 1 hour. A yellow musk thrall takes only the most rudimentary of actions: bringing the yellow musk creeper water and new creatures to infest. After a few days (or if the creeper dies), the thrall wanders off into the wilderness and falls dead within 24 hours. The body of a deceased thrall sprouts a new yellow musk creeper within hours of its death, becoming a fully grown plant within 24 hours.

YELLOW MUSK THRALL — CREATURE -1

N | MEDIUM | MINDLESS | PLANT

Perception +0; low-light vision
Skills Athletics +5
Str +3, **Dex** –2, **Con** +2, **Int** –5, **Wis** +0, **Cha** –2
Slow A yellow musk thrall is permanently slowed 1 and can't use reactions.

AC 14; **Fort** +6, **Ref** +0, **Will** +2
HP 12; **Immunities** mental; **Weaknesses** fire 5
Entangling Tendrils (aura) 5 feet. Grasping tendrils extend out from the thrall. When the thrall ends its movement next to a creature, or a creature ends its turn next to the thrall, that creature must succeed at a DC 14 Reflex save or be grabbed by the tendrils.

Speed 25 feet
Melee ◆ fist +7, **Damage** 1d4+3 bludgeoning plus Grab and pollen touch
Limb Extension ◇ **Trigger** The yellow musk thrall is reduced to 4 HP or fewer; **Effect** Creeper tendrils tear through the thrall's limbs, causing its forearms to tear loose. The thrall's melee reach increases by 5 feet.
Pollen Touch When the thrall strikes a creature, that creature is exposed to yellow musk creeper pollen, as Spray Pollen (DC 14). The creature is fascinated by the yellow musk creeper that spawned the thrall, not by the thrall itself.

YELLOW MUSK BRUTE — CREATURE 2

N | LARGE | MINDLESS | PLANT

Perception +4; low-light vision
Skills Athletics +9
Str +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2
Slow As yellow musk thrall.

AC 15; **Fort** +10, **Ref** +3, **Will** +6
HP 45; **Immunities** mental; **Weaknesses** fire 10
Entangling Tendrils (aura) As yellow musk thrall, but DC 15.

Speed 25 feet
Melee ◆ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet
Limb Extension ◇ As yellow musk thrall, but the trigger occurs when the yellow musk brute is reduced to 15 HP or fewer.
Pollen Touch As yellow musk thrall, but DC 15.

YELLOW MUSK VIAL

The pollen of a yellow musk creeper can be carefully harvested with a successful DC 20 Crafting check to make an alchemical item.

YELLOW MUSK POISON — ITEM 2

ALCHEMICAL | CONSUMABLE | INHALED | MENTAL | POISON

Price 7 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

The powdered pollen from a yellow musk creeper addles the mind.
Saving Throw DC 16 Will; **Maximum Duration** 2 rounds; **Stage 1** fascinated by the poison cloud (1 round); **Stage 2** fascinated by the poison cloud, and can use no actions but to move closer to the cloud's point of origin (1 round)

RECOVERY FROM THRALLDOM

A creature that's transformed into a yellow musk thrall or brute doesn't die right away, although it no longer retains its personality, memories, or abilities as long as it exists as a thrall. Within the first few days after its transformation, a thrall or brute can be restored to its normal life with any magical effect that can remove disease or a 1-hour procedure that requires a successful DC 22 Medicine (expert) check and deals 2d6 slashing damage to the thrall or brute.

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YETH HOUND ALLIES

When an evil cult engages the services of a yeth hound, the process is more like forging an alliance than animal training. Yeth hound allies can provide much more complex services than a typical animal, but they also present the risk of possible treachery.

Yeth Hound

Wicked canine creatures who live for the thrill of the hunt, yeth hounds often serve evil masters as guardians and trackers. Yeth hounds resemble lean, sleek dogs with overlarge ears and narrow paws that can tread on air as easily as the ground. Despite their canine appearance, yeth hounds are remarkably intelligent, although they rarely display this intelligence except when devising intricate tactics to ensnare their quarry. Their eerie bays echo across the countryside when they are engaged in a hunt, and they particularly enjoy baying to frighten and disorient intelligent creatures. Yeth hound packs can number as many as a dozen members, each working in uncanny communion with its packmates to corner and kill their prey. Yeth hounds like to drag their victims back to their lairs to eat at their leisure, so these lairs often contain discarded treasures from the hounds' previous meals.

Yeth hounds despise two things: sunlight and other canines. They hunt only at night if they can, often breaking off their hunt at dawn to retreat to a subterranean lair or den, no matter how close they had come to catching their prey. Yeth hounds usually attack wargs, wolves, and similar creatures on sight, working to drive larger or more powerful canines from their hunting areas when then can't simply overpower and kill them.

Evil rangers, bestial demons, and wicked cults are frequently gifted yeth hound servants by fiendish patrons. Such hounds often serve as spies and are quick to turn against those who fail to advance the patrons' wicked aims. The cult of Lamashtu, in particular, is fond of using yeth hounds as temple guardians.

YETH HOUND — CREATURE 3

CE | MEDIUM | BEAST | FIEND

Perception +9; darkvision, scent (imprecise) 30 feet
Languages Abyssal (can't speak any language)
Skills Acrobatics +8, Athletics +9, Stealth +10, Survival +8
Str +4, **Dex** +3, **Con** +2, **Int** –2, **Wis** +3, **Cha** +1

AC 18; **Fort** +9, **Ref** +12, **Will** +12
HP 55; **Weaknesses** silver 5

Speed 40 feet; *air walk*

Melee ◆ jaws +11, **Damage** 1d8+6 piercing plus 1d6 evil, Knockdown, and sinister bite

Divine Innate Spells DC 20; **Constant (4th)** *air walk*

Bay ◆◆◆ (auditory, concentrate, divine, enchantment, fear, mental) The yeth hound emits an unearthly howl audible up to 300 feet away. Any non-fiend creature that hears the howl must succeed at a DC 20 Will save or become frightened 1. Any creature that critically fails and is within 60 feet of the yeth hound is instead frightened 3 and fleeing for 1d4 rounds (or until it recovers from its frightened condition). Whether it succeeds or fails the saving throw, the creature is then temporarily immune to Bay for 24 hours.

Sinister Bite A good creature bitten by a yeth hound must attempt a DC 20 Will save. On a critical success, the creature is temporarily immune to sinister bite for 1 minute. A creature that fails becomes frightened 1, or increases the value of its frightened condition by 1 if already frightened.

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Zomok

Mighty plant-dragons, zomoks prowl the woodlands, defending their homes from destructive forces while healing and restoring the woods following natural disasters and ravaging intruders. Zomoks vary in appearance with the seasons, growing verdant green in the spring and summer, changing to autumnal colors in the fall, and decaying to brown in winter. While zomoks can and often do swallow their foes, they have no real need to eat. Any creature they gulp down is typically left behind as a mangled corpse the next time the zomok travels via their Forest Step ability. Zomoks reach 35 to 40 feet in length and weigh 30 tons.

ZOMOK — CREATURE 16

N | GARGANTUAN | DRAGON | PLANT

Perception +28; darkvision, tremorsense (imprecise) 60 feet
Languages Arboreal, Common, Sylvan, Terran; *speak with plants*
Skills Acrobatics +27, Athletics +33, Nature +29, Stealth +29, Survival +30
Str +9, **Dex** +5, **Con** +9, **Int** +3, **Wis** +6, **Cha** +6

AC 39; **Fort** +31, **Ref** +25, **Will** +28
HP 310; **Immunities** paralyzed, poison, sleep, stunned; **Weaknesses** fire 15

Speed 30 feet, fly 80 feet; *pass without trace*
Melee ◆ jaws +33 (magical, reach 15 feet), **Damage** 3d12+17 piercing plus Improved Grab
Melee ◆ claw +33 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing
Melee ◆ tail +33 (magical, reach 20 feet), **Damage** 3d10+17 bludgeoning
Primal Innate Spells DC 34, attack +26; **8th** *charm* (plant creatures only); **7th** *wall of thorns*; **6th** *tangling creepers*; **Constant (4th)** *speak with plants*; **(1st)** *pass without trace*
Rituals DC 34; *blight*, *plant growth*, *primal call* (doesn't require secondary casters)
Entombing Breath ◆◆ (conjuration, earth, primal) The zomok blasts forth a 60-foot cone of earth and gravel, dealing 17d6 bludgeoning damage (DC 34 basic Reflex save); prone creatures take a –2 circumstance penalty to this saving throw. Creatures touching the ground that fail their saves take a 10-foot circumstance penalty to their Speeds and are restrained (Escape DC 34) on a critical failure. The zomok can't use Entombing Breath again for 1d4 rounds.

The bodies of creatures slain by Entombing Breath instantly decompose and are destroyed—they can be restored to life only by a 7th-level or higher spell or ritual that restores life. The creature's equipment is unharmed but buried under 5 feet of earth.

Forest Step ◆ (conjuration, healing, necromancy, primal, teleportation) **Frequency** three times per day; **Effect** The zomok teleports itself with the effects of a 5th-level *dimension door* spell, but the zomok must begin and end the teleportation effect in forest terrain. The zomok regains 10d10 Hit Points during this teleportation. Creatures swallowed by the zomok are left behind. The zomok can't use Forest Step again for 1d6+1 rounds.
Swallow Whole ◆ (attack) Huge, 3d12+9 bludgeoning, Rupture 35
Trample ◆◆◆ Huge or smaller, tail, DC 32

ZOMOKS' PRIMAL CALL

Zomoks can use *primal call* without needing any secondary casters. The zomok typically calls an awakened tree, arboreal, or shambler, and often tasks the called creature with guarding a sacred location, accompanying an ally on a mission for the good of the forest, or a similar assignment.

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Ability Glossary

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

All-Around Vision This monster can see in all directions simultaneously, and therefore can't be flanked.

Aquatic Ambush ❖ Requirements The monster is hiding in water and a creature that hasn't detected it is within the listed number of feet; **Effect** The monster moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the creature is in reach, the monster makes a Strike against it. The creature is flat-footed against this Strike.

Attack of Opportunity ↻ Trigger A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

At-Will Spells The monster can cast its at-will spells any number of times without using up spell slots.

Aura A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn in the aura or when creatures enter the aura.

If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round.

The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

Buck ↻ Most monsters that serve as mounts can attempt to buck off unwanted or annoying riders, but most mounts will not use this reaction against a trusted creature unless the mounts are spooked or mistreated; **Trigger** A creature Mounts or uses the Command an Animal action while riding the monster; **Effect** The triggering creature must succeed at a Reflex saving throw against the listed DC or fall off the creature and land prone. If the save is a critical failure, the triggering creature also takes 1d6 bludgeoning damage in addition to the normal damage for the fall.

Catch Rock ↻ Requirements The monster must have a free hand but can Release anything it's holding as part of this reaction; **Trigger** The monster is targeted with a thrown rock Strike or a rock would fall on the monster; **Effect** The monster gains a +4 circumstance bonus to its AC against the triggering attack or to any defense against the falling rock. If the attack misses or the monster successfully defends against the falling rock, the monster catches the rock, takes no damage, and is now holding the rock.

Change Shape ❖ (concentrate, [magical tradition], polymorph, transmutation) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

Constant Spells A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

Constrict ❖ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

Coven (divination, mental, occult) This monster can form a coven with two or more other creatures who also have the coven ability. This involves performing an 8-hour ceremony with all prospective coven members. After the coven is formed, each of its members gains elite adjustments (page 6), adjusting their levels accordingly. Coven members can sense other members' locations and conditions by spending a single action, which has the concentrate trait, and can sense what another coven member is sensing as a two-action activity, which has the concentrate trait as well.

Covens also grant spells and rituals to their members, but these can be cast only in cooperation between three coven members who are all within 30 feet of one another. A coven member can contribute to a coven spell with a single-action spellcasting activity that has a single verbal component. If two coven members have contributed these actions within the last round, a third member can cast a coven spell on her turn by spending the normal spellcasting actions. A coven can cast its coven spells an unlimited number of times but can cast only one coven spell each round. All covens grant the 8th-level *baleful polymorph* spell and all the following spells, which the coven can cast at any level up to 5th: *augury*, *charm*, *clairaudience*,

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clairvoyance, *dream message*, *illusory disguise*, *illusory scene*, *prying eye*, and *talking corpse*. Individual creatures with the coven ability also grant additional spells to any coven they join. A coven can also cast the *control weather* ritual (*Core Rulebook* 411), with a DC of 23 instead of the standard DC.

If a coven member leaving the coven or the death of a coven member brings the coven below three members, the remaining members keep their elite adjustments for 24 hours, but without enough members to contribute the necessary actions, they can't cast coven spells.

Darkvision A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Disease When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The level of a disease is the level of the monster inflicting the disease. The disease follows the rules for afflictions found on page 457 of the *Pathfinder Core Rulebook*.

Engulf ❖❖ The monster Strides up to double its Speed and can move through the spaces of any creatures in its path. Any creature of the monster's size or smaller whose space the monster moves through can attempt a Reflex save with the listed DC to avoid being engulfed. A creature unable to act automatically critically fails this save. If a creature succeeds at its save, it can choose to be either pushed aside (out of the monster's path) or pushed in front of the monster to the end of the monster's movement. The monster can attempt to Engulf the same creature only once in a single use of Engulf. The monster can contain as many creatures as can fit in its space.

A creature that fails its save is pulled into the monster's body. It is grabbed, is slowed 1, and has to hold its breath or start suffocating. The creature takes the listed amount of damage when first engulfed and at the end of each of its turns while it's engulfed. An engulfed creature can get free by Escaping against the listed Escape DC. An engulfed creature can attack the monster engulfing it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is flat-footed against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either method can immediately breathe and exits the engulfing monster's space.

If the monster dies, all creatures it has engulfed are automatically released as the monster's form loses cohesion.

Fast Healing A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

Ferocity ↻ **Trigger** The monster is reduced to 0 HP; **Effect** The monster avoids being knocked out and remains at 1 HP, but its wounded value increases by 1. When it is wounded 3, it can no longer use this ability.

Frightful Presence (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

Critical Success The creature is unaffected by the presence.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 4.

Grab ❖ **Requirements** The monster's last action was a success with a Strike that lists Grab in its damage entry, or it has a creature grabbed using this action; **Effect** The monster automatically Grabs the target until the end of the monster's next turn. The creature is grabbed by whichever body part the monster attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it. A grabbed creature can use the Escape action to get out of the grab, and the Grab ends for a grabbed creatures if the monster moves away from it.

Greater Constrict ❖ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC. A creature that fails this save falls unconscious, and a creature that succeeds is then temporarily immune to falling unconscious from Greater Constrict for 1 minute.

Improved Grab, Improved Knockdown, or Improved Push ❖ The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

Knockdown ❖ **Requirements** The monster's last action was a success with a Strike that lists Knockdown in its damage entry; **Effect** The monster knocks the target prone.

Lifesense Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

Light Blindness When first exposed to bright light, the monster is blinded until the end of its next turn. After this exposure, light doesn't blind the monster again until after it spends 1 hour in darkness. However, as long as the monster is in an area of bright light, it's dazzled.

Low-Light Vision The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Negative Healing A creature with negative healing draws health from negative energy rather than positive energy. It is damaged by positive damage and is not healed by positive healing effects. It does not take negative damage, and it is healed by negative effects that heal undead.

Poison When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned.

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The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions found on page 457 of the *Core Rulebook*.

Push ❖ **Requirements** The monster's last action was a success with a Strike that lists Push in its damage entry; **Effect** The monster automatically knocks the target away from the monster. Unless otherwise noted in the ability description, the creature is pushed 5 feet. If the attack was a critical hit, this distance is doubled.

Regeneration This monster regains the listed number of Hit Points each round at the beginning of its turn. Its dying condition never increases beyond dying 3 as long as its regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying any damage of a listed type, since that damage might kill the monster by bringing it to dying 4.

Rend ❖ A Rend entry lists a Strike the monster has; **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round; **Effect** The monster automatically deals that Strike's damage again to the enemy.

Retributive Strike ↻ **Trigger** An enemy damages the monster's ally, and both are within 15 feet of the monster; **Effect** The ally gains resistance to all damage against the triggering damage equal to 2 + the monster's level. If the foe is within reach, the monster makes a melee Strike against it.

Scent Scent involves sensing creatures or objects by smell, and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

Shield Block ↻ **Trigger** The monster has its shield raised and takes damage from a physical attack; **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

Swallow Whole ❖ (attack) The monster attempts to swallow a creature of the listed size or smaller that it has grabbed in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines the maximum. The monster attempts an Athletics check opposed by the grabbed creature's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer grab a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature grabbed in the monster's mouth or jaws. A swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The swallowing creature is flat-footed against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the swallowed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

Swarm Mind This monster doesn't have a single mind (typically because it's a swarm of smaller creatures), and is immune to mental effects that target only a specific number of creatures. It is still subject to mental effects that affect all creatures in an area.

Telepathy (aura, divination, magical) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

Throw Rock ❖ The monster interacts to pick up a rock within reach or retrieve a stowed rock and throws it, making a ranged Strike.

Trample ❖❖❖ The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

Tremorsense Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

Wavesense This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

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Creature Traits

Some of these traits appear in the *Core Rulebook*, while others are new to this book and the first *Bestiary*.

Rarity Traits

Unless the creature is common, its trait list starts with a rarity trait. Creatures that don't start with a rarity trait have the common rarity.

Common A creature of this rarity is generally known and can be summoned with the appropriate *summon* spell.

Uncommon Less is known about uncommon creatures than common creatures. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 2.

Rare As the name suggests, these creatures are rare. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 5.

Unique A creature with this rarity is one of a kind. The DC of Recall Knowledge checks related to this creature is increased by 10.

Alignment Trait Abbreviation

Following any listed rarity trait is one of nine alignment trait abbreviations. They are listed below with the alignment traits that these abbreviations represent. General descriptions of alignments are found on pages 28–29 of the *Core Rulebook*.

CE Chaotic and evil
CG Chaotic and good
CN Chaotic and neutral
LG Lawful and good
LE Lawful and evil
LN Lawful and neutral
N Neutral
NE Neutral and evil
NG Neutral and good

Size

After any listed rarity trait and the alignment abbreviation, each creature has its size listed before its other traits.

Gargantuan This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid), but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they are tall, or 15 feet if they are long, but larger ones could have a much longer reach.

Huge A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.

Large A Large creature takes up a 10-foot-by-10-foot space (4 squares on the grid). It typically has a reach of 10 feet if the creature is tall or 5 feet if the creature is long.

Medium A Medium creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

Small A Small creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

Tiny A creature of this size takes up less than a 5-foot-by-5-foot space (1 square on the grid), and multiple Tiny creatures can occupy the same square on the grid. At least four Tiny creatures can occupy the same square, and even more can occupy the same square, at the GM's discretion. They can also occupy the same space as larger creatures, and if their reach is 0 feet, they must do so in order to attack.

Other Traits

After any rarity traits, the alignment abbreviation, and the size, each creature's trait line lists all other traits the creature has in alphabetical order. The following is a list of those traits found in the book.

Aberration Aberrations are creatures from beyond the planes or corruptions of the natural order.

Acid Creatures with this trait are primarily constituted of acid or have a magical connection to it.

Aeon These monitors are the self-styled defenders of reality. Traditional aeons have dualistic natures and forms, and they hold a dichotomy of interests, though axiomites and inevitables do not. Aeons other than axiomites

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and inevitables communicate via a strange telepathic hodgepodge of sensory sending called envisioning.

Air Creatures with this trait consist primarily of air or have a magical connection to that element.

Amphibious An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

Angel This family of celestials is native to the plane of Nirvana. Most angels are neutral good, have darkvision, and have a weakness to evil damage.

Animal An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence modifier above –4, can't speak languages, and can't be trained in Intelligence-based skills.

Aquatic Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.

Archon Members of this family of celestials are the protectors of Heaven and are lawful good. They have darkvision and a weakness to evil damage.

Azata This family of celestials is native to Elysium. They are chaotic good and have darkvision and a weakness to evil and cold iron.

Beast A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

Caligni These subterranean people have darkvision, and some have powers to create darkness.

Celestial Creatures that hail from or have a strong connection to the good-aligned planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.

Cold Creatures with this trait have a magical connection to cold.

Construct A construct is an artificial creature empowered by a force other than necromancy. Constructs are often mindless; they are immune to bleed damage, death effects, disease, healing, necromancy, nonlethal attacks, poison, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they may have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

Couatl A family of supernatural feathered serpents who serve as guardians and messengers on the Material Plane for various good-aligned divinities.

Daemon A family of fiends spawned on the desolate plane of Abaddon, most daemons are neutral evil. They typically have darkvision and weakness to good damage.

Demon A family of fiends hailing from the Abyss, most demons are chaotic evil. Most demons have darkvision and weakness to good damage.

Devil A family of fiends from Hell, most devils are lawful evil. They typically have greater darkvision, weakness to good damage, immunity to fire, and telepathy.

Dinosaur These reptiles have survived from prehistoric times.

Dragon Dragons are reptilian creatures, often winged or with the power of flight. Most are able to use a breath weapon and are immune to sleep and the paralyzed condition.

Dream Creatures native to the Dimension of Dreams can be any alignment and possess a diverse array of abilities, although those associated with the nightmare realm of Leng are almost always evil and immune to that realm's freezing temperatures.

Earth Creatures with this trait consist primarily of earth or have a magical connection to that element.

Electricity Creatures with this trait have a magical connection to electricity.

Elemental Elementals are creatures directly tied to an element and are native to the Elemental Planes. Elementals don't need to breathe.

Ethereal Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.

Fetchling A creature with this trait is a member of

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the fetchling ancestry. Fetchlings were once human, but generations of life on the Shadow Plane have transformed them.

Fey Creatures of the First World are called the fey.

Fiend Creatures that hail from or have a strong connection to the evil-aligned planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

Fire Creatures with this trait are primarily constituted of fire or have a magical connection to that element.

Fungus Fungal creatures have the fungus trait. They are distinct from normal fungi.

Ghoul Ghouls are vile undead creatures that feast on flesh.

Giant Giants are massive humanoid creatures.

Gnome A creature with this trait is a member of the gnome ancestry. Gnomes are small people skilled at magic who seek out new experiences and usually have low-light vision.

Golem Golems are a special type of construct. Golems are immune to almost all magic, but most have a weakness to certain spells.

Gremlin Cruel and mischievous fey, gremlins have acclimated to life on the Material Plane.

Grippli Gripplis are a family of froglike humanoids.

Human A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability. An ability with this trait can be used or selected only by humans.

Humanoid Humanoids reason and act much like humans. They typically stand upright and have two arms and two legs.

Ifrit Ifrits are planar scions descended from efreet.

Incorporeal An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1. Corporeal creatures can pass through an incorporeal creature, but they can't end their movement in its space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.

Inevitable These constructed aeons were created by the axiomites. Each type of inevitable is dedicated to a specific task. Most inevitables have weakness to chaotic damage.

Leshy Leshys are small, roughly humanoid plant creatures.

Magical Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic.

Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.

Mindless A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental ability modifiers are –5. They are immune to all mental effects.

Monitor Creatures that hail from or have a strong connection to the neutrally aligned planes are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

Morlock Morlocks are a family of pale, underground-dwelling humanoids who, generations ago, were regular humans.

Mummy A mummy is an undead creature created from a preserved corpse.

Mutant The monster has mutated or evolved, granting it unusual benefits, drawbacks, or both.

Negative Creatures with this trait are natives of the Negative Energy Plane. They can survive the basic environmental effects of the Negative Energy Plane.

Oni Oni are a family of fiends who dwell on the Material Plane and take monstrous forms based on humanoid shapes.

Ooze Oozes are creatures with simple anatomies. They tend to have low mental ability scores and immunity to mental effects and precision damage.

Oread Oreads are planar scions descended from shaitans.

Petitioner Petitioners are mortal souls who have been judged and then transformed into creatures native to other planes. Petitioners can survive the basic environmental effects of their home plane.

Plant Vegetable creatures have the plant trait. They are distinct from normal plants.

Positive Creatures with this trait are natives of the Positive Energy Plane. They can survive the basic environmental effects of the Positive Energy Plane.

Protean A family of monitors spawned within the Maelstrom, these creatures are guardians of disorder and are chaotic neutral. They typically have darkvision, an amorphous anatomy, and a weakness to lawful damage.

Psychopomp A family of monitors spawned within the Boneyard to convey souls to the Outer Planes, most psychopomps are true neutral. They typically have darkvision, lifesense, and spirit touch, and they are immune to death effects.

Qlippoth A family of fiends hailing from the Abyss, most qlippoth are chaotic evil. Their appearance affects the minds of non-qlippoth that view them.

Serpentfolk Serpentfolk are a family of serpentine humanoids.

Shadow Creatures with this trait are natives of the Shadow Plane. They can survive the basic environmental effects of the Shadow Plane.

Skulk Skulks are a family of humanoids whose skin can shift coloration to aid in stealth.

Sonic A creature with this trait has a magical connection to powerful sound.

Soulbound These constructs are mentally augmented by a fragment of a once-living creature's soul.

Spirit Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.

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Spriggan Kin to gnomes, spriggans tend to be evil and can grow in size to resemble giants.

Suli Sulis are planar scions descended from jann.

Swarm A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures, and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons). Swarms are immune to the grappled, prone, and restrained conditions.

Sylph Sylphs are planar scions descended from djinn.

Tane The Tane are powerful creatures created eons ago by the Eldest of the First World. All of the Tane treat whatever plane they happen to be on as their home plane.

Time Time creatures are natives of the Dimension of Time. They do not age, and while some may be driven by supernatural hungers, they do not need to eat or drink to survive. They can survive the basic environmental effects of the Dimension of Time.

Troll Trolls are giant, brutish creatures and are well known for their ability to regenerate.

Undead Once living, these creatures were infused after death with negative energy and soul-corrupting evil magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by positive energy, are healed by negative energy, and don't benefit from healing effects.

Undine Undines are planar scions descended from marids.

Urdefhan Urdefhans are humanoids who have pacts with daemons, have transparent skin, and drink blood.

Vampire Undead creatures who thirst for blood, vampires are notoriously versatile and hard to destroy.

Velstrac A family of fiends from the Shadow Plane that are associated with pain and agony. All velstracs possess some form of disturbing gaze.

Water Creatures with this trait are primarily constituted of water or have a magical connection to the element.

Wight A wight is an undead creature that drains life and stands vigil over its burial site.

Werecreature These shapechanging creatures either are naturally able to shift between animal, humanoid, and hybrid forms or are afflicted with a curse that forces them to shift involuntarily.

Wraith A wraith is an incorporeal undead creature infused with negative energy and driven by a hatred of all life.

Weapon Traits

The bonuses from these weapons traits are included in creatures' statistics, but the traits appear because they're relevant for the clumsy and enfeebled conditions.

Brutal A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.

Finesse This melee attack is Dexterity based. Even if a weapon normally has the finesse trait, this trait is omitted in the Strike entry if the monster is applying its Strength.

Rituals

Some creatures from the Outer Planes can use special rituals to call their kin or transport themselves to another plane. These are the rituals used by various creatures in this book.

Abyssal Pact — Ritual 1

UNCOMMON CONJURATION

Cast 1 day

Primary Check Religion (expert; you must be a demon)

You call in a favor from another demon whose level is no more than double *Abyssal pact*'s spell level, two demons whose levels are each at least 2 less than double the spell level, or three demons whose levels are each at least 3 less than double the spell level.

Critical Success You conjure the demon or demons. They are eager to pursue the task, so they don't ask for a favor.

Success You conjure the demon or demons. They are not eager to pursue the task, so they require a favor in return.

Failure You don't conjure any demons.

Critical Failure The demon or demons are angry that you disturbed them. They appear before you, but they immediately attack you.

Angelic Messenger — Ritual 1

UNCOMMON CONJURATION

Cast 1 day

Primary Check Religion (expert; you must be an angel)

You transport yourself to either a celestial plane or a world on the Material Plane where worshippers of your patron can be found. You must be of no higher level than double *angelic messenger*'s spell level.

Critical Success As success, but if you've never visited that plane or world before, you appear right in front of the message's intended recipient.

Success You arrive on the target plane or world at the last location you visited on that plane or world, or to a random location within 10d10 miles of your message's intended recipient if you've never visited that plane or world before.

Failure You don't travel.

Critical Failure You accidentally travel to the wrong plane, possibly a dangerous plane.

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DAEMONIC PACT — RITUAL 1

UNCOMMON CONJURATION

Cast 1 day

Primary Check Religion (expert; you must be a daemon or an urdefhan)

You call upon the powers of Abaddon to grant you the assistance of a daemon. You call upon a daemon whose level can be no more than double *daemonic pact*'s spell level, two daemons whose levels are each at least 2 less than double the spell level, or three daemons whose levels are each at least 3 less than double the spell level.

Critical Success You conjure the daemon or daemons, and they require nothing in return for their service.

Success You conjure the daemon or daemons, who serve you willingly, but require a sacrifice in the form of spilled blood (either another creature's or your own).

Failure You don't conjure any daemons.

Critical Failure You don't conjure any daemons, and the self-sacrifice required to perform the ritual leaves you drained 1 (or drained 2 if the spell level is 5 or higher).

INFERNAL PACT — RITUAL 1

UNCOMMON CONJURATION

Cast 1 day

Primary Check Religion (expert; you must be a devil)

You make an appeal to a powerful devil, asking it to bind some of its subordinates to your service. If you succeed, the devil sends you its choice of one devil whose level is no more than double *infernal pact*'s level, two devils whose levels are each at least 2 less than double the spell level, or three devils whose levels are each at least 3 less than double the spell level.

Critical Success The devils are sent to you and serve you for 1d4 weeks.

Success The devils are sent to you and serve you for 1d4 days.

Failure Your request is denied.

Critical Failure Not only is your request denied, but the powerful devil sends word of its displeasure to your master.

Languages

Some creatures in this book speak languages not found on page 65 of the *Pathfinder Core Rulebook*. The languages are listed below.

TABLE: UNCOMMON LANGUAGES

Language	Speakers
Alghollthu	Alghollthus and some of their enemies
Arboreal	Plant creatures
Caligni	Calignis
Cyclops	Cyclopes and associated creatures
Daemonic	Daemons and their worshippers
Destrachan	Destrachans
D'ziriak	D'ziriaks
Grippli	Gripplis
Jistkan	Ancient constructs
Jyoti	Jyotis
Varisian	Regional human language, Sandpoint Devil
Utopian	Axiomites and inevitables

Creatures by Type

The following lists organize the creatures by their major types, subdivided by level. A superscript "U" indicates that a creature is uncommon, "R" that it's rare, and "Uq" that it's unique.

ABERRATION

Level 0 grindylow; **Level 1** akata[R]; **Level 2** bog strider[U], choker; **Level 3** d'ziriak, vampiric mist; **Level 6** lunar naga[U], skrik nettle, xill[U]; **Level 7** hound of Tindalos[R], sceaduinar[R]; **Level 8** denizen of Leng, destrachan, intellect devourer[U]; **Level 9** irnakurse, spirit naga[U]; **Level 10** ghonhatine; **Level 11** gosreg[U], isqulug[U], quoppopak; **Level 13** froghemoth[U], irlgaunt, Leng spider[U]; **Level 14** doprillu, worm that walks[U]; **Level 15** neothelid[U]; **Level 17** vaspercham

ANIMAL

Level –1 compsognathus, raven, snapping turtle; **Level 0** badger, blue-ringed octopus, bottlenose dolphin, dream spider, giant maggot, sea snake, spear frog, stingray, vampire squid; **Level 1** cave scorpion, giant cockroach, giant fly, giant frog, giant solifugid, giant tick, hippocampus, manta ray, reef octopus; **Level 2** black bear, blindheim, cave fisher, cockroach swarm, giant ant, giant badger, giant crab, giant leech, giant toad, hippogriff, shocker lizard, wolverine; **Level 3** fen mosquito swarm, giant chameleon, giant dragonfly nymph, giant whiptail centipede, pachycephalosaurus, raven swarm; **Level 4** brood leech swarm, giant dragonfly, giant wolverine, hadrosaurid, rhinoceros; **Level 5** army ant swarm, emperor cobra, hippopotamus, ogre spider, orca, polar bear; **Level 6** fire jellyfish swarm, giant mosquito, iguanodon, woolly rhinoceros; **Level 7** elasmosaurus, giant jellyfish, megalania, sportlebore swarm; **Level 8** anancus, giant hippocampus[u], giant slug; **Level 9** aurumvorax, giant snapping turtle, giant squid, mastodon, tick swarm, titan centipede; **Level 10** behemoth hippopotamus; **Level 11** spinosaurus; **Level 12** frost worm; **Level 15** black scorpion; **Level 18** duneshaker solifugid

BEAST

Level 1 carbuncle[R]; **Level 2** blink dog[U], wereboar; **Level 3** chupacabra, trollhound, yeth hound; **Level 4** peryton, weretiger; **Level 5** grodair, leucrotta; **Level 6** ahuizotl[U], hodag[U]; **Level 7** dweomercat[U], hellcat; **Level 8** behir, gorgon[U], Sandpoint Devil[Uq]; **Level 9** dracolisk[U]; **Level 10** bebilith, quetz couatl[U], water orm[R]; **Level 11** thunderbird[U]; **Level 12** catoblepas; **Level 15** umonlee[U]; **Level 17** leydroth[U], thrasfyr[R]

CELESTIAL

Level 4 hound archon; **Level 6** bralani; **Level 10** movanic deva; **Level 12** monadic deva; **Level 14** trumpet archon; **Level 16** planetar[U]; **Level 19** star archon; **Level 20** bastion archon[R], veranallia; **Level 23** solar[R]

CONSTRUCT

Level 3 necrophidius; **Level 4** carrion golem[U], scarecrow; **Level 5** dig-widget, ice golem[U]; **Level 6** wood golem[U]; **Level 8** glass golem[U]; **Level 11** spiral centurion; **Level 17** radiant warden[U]; **Level 18** aolaz[R]

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DRAGON

Level 2 shadow drake, tatzlwyrm; **Level 6** sea drake; **Level 7** young crystal dragon[U]; **Level 8** young brine dragon[U]; **Level 9** dracolisk[U], young magma dragon[U]; **Level 10** peluda, young cloud dragon[U]; **Level 11** adult crystal dragon[U], young umbral dragon[U]; **Level 12** adult brine dragon[U]; **Level 13** adult magma dragon[U]; **Level 14** adult cloud dragon[U], ravener husk[R]; **Level 15** adult umbral dragon[U], shoal linnorm[U]; **Level 16** ancient crystal dragon[R], fjord linnorm[U], zomok; **Level 17** ancient brine dragon[R]; **Level 18** ancient magma dragon[R], cairn linnorm[U]; **Level 19** ancient cloud dragon[R], taiga linnorm[U]; **Level 20** ancient umbral dragon[R]; **Level 21** ravener[R]; **Level 23** jabberwock[R]

DREAM

Level 8 animate dream[U], denizen of Leng; **Level 13** Leng spider[U]

ELEMENTAL

Level 1 dust mephit[U], ice mephit[U], ooze mephit[U], steam mephit[U]; **Level 2** ember fox, icicle snake, living boulder, mudwretch, spark bat; **Level 4** earthen destrier, filth fire, living thunderclap, mist stalker; **Level 6** belker, blizzardborn, sand sentry, striding fire; **Level 7** young crystal dragon[U]; **Level 8** granite glyptodont, magma scorpion, young brine dragon[U]; **Level 9** young magma dragon[U]; **Level 10** icewyrm, melody on the wind, young cloud dragon[U]; **Level 11** adult crystal dragon[U]; **Level 12** adult brine dragon[U]; **Level 13** adult magma dragon[U]; **Level 14** adult cloud dragon[U]; **Level 16** ancient crystal dragon[R]; **Level 17** ancient brine dragon[R]; **Level 18** ancient magma dragon[R]; **Level 19** ancient cloud dragon[R]; **Level 21** lerritan

ETHEREAL

Level 6 xill[U]

FEY

Level 1 brownie, nixie, vexgit; **Level 2** leprechaun, nuglub; **Level 3** quickling[U], twigjack; **Level 4** kelpie, korred[U]; **Level 5** grimstalker, grodair, lurker in light; **Level 6** baobhan sith[U], blodeuwedd[U]; **Level 7** culdewen, stygira; **Level 9** nuckelavee; **Level 10** nereid; **Level 12** rusalka; **Level 14** ankou; **Level 15** marrmora; **Level 20** norn[R]

FIEND

Level 1 augur, cythnigot[U]; **Level 3** yeth hound, zebub; **Level 5** ostiarius; **Level 6** babau, evangelist; **Level 7** hellcat, invidiak, shoggti[U], soul eater[U]; **Level 8** nabasu, onidoshi, Sandpoint Devil[Uq], sarglagon; **Level 9** osyluth; **Level 10** bebilith, nyogoth[U], piscodaemon, sacristan; **Level 11** hamatula, hezrou, meladaemon; **Level 12** chernobue[U], derghodaemon, interlocutor; **Level 13** ice yai, thanadaemon; **Level 14** augnagar[U], fire yai, gylou, nalfeshnee; **Level 16** cornugon; **Level 17** water yai; **Level 18** purrodaemon, thulgant[U]; **Level 19** vrolikai[U]; **Level 20** eremite, olethrodaemon

FUNGUS

Level 2 slime mold; **Level 3** violet fungus; **Level 5** basidirond; **Level 7** tendriculos

GIANT

Level 4 frost troll[U]; **Level 6** cavern troll[U], wood giant; **Level 8** marsh giant, onidoshi, two-headed troll[U]; **Level 12** athach, taiga giant; **Level 13** ice yai, shadow giant; **Level 14** fire yai; **Level 15** jotund troll[R]; **Level 17** water yai

HUMANOID

Level 1 fetchling scout; **Level 1** grippli scout, ifrit pyrochemist, oread guard, skulk, suli dune dancer, sylph sneak, undine hydromancer; **Level 2** morlock, triton, wereboar, zyss serpentfolk[U]; **Level 3** aapoph serpentfolk[U], caligni slayer[U], spriggan bully, urdefhan warrior; **Level 4** Coil spy[U], weretiger; **Level 5** urdefhan tormentor; **Level 6** witchwyrd[U], wood giant; **Level 7** spriggan warlord; **Level 8** bone prophet[U], marsh giant, onidoshi; **Level 9** jyoti; **Level 12** athach, taiga giant; **Level 13** ice yai, shadow giant; **Level 14** fire yai; **Level 17** water yai; **Level 19** Grendel[Uq]

MONITOR

Level 3 akizendri, esobok; **Level 5** azuretzi, catrina; **Level 7** theletos, vanth; **Level 9** zelekhut; **Level 10** imentesh; **Level 15** marut; **Level 16** bythos[U]; **Level 20** yamaraj[U]

NEGATIVE

Level 7 sceaduinar[R]

OOZE

Level 1 amoeba swarm, giant amoeba; **Level 2** slime mold; **Level 4** gray ooze; **Level 6** verdurous ooze; **Level 13** carnivorous blob

PETITIONER

Level 1 petitioner

PLANT

Level –1 yellow musk thrall; **Level 1** sunflower leshy; **Level 2** yellow musk brute, yellow musk creeper; **Level 3** assassin vine, twigjack; **Level 4** calathgar, flytrap leshy, mandragora; **Level 6** blodeuwedd[U], scythe tree; **Level 7** drainberry bush, tendriculos; **Level 8** moonflower[U]; **Level 13** viper vine; **Level 16** zomok; **Level 19** sard[R]

POSITIVE

Level 9 jyoti

SHADOW

Level 1 fetchling scout; **Level 2** shadow drake; **Level 3** d'ziriak; **Level 11** young umbral dragon[U]; **Level 13** shadow giant; **Level 15** adult umbral dragon[U]; **Level 20** ancient umbral dragon[R]

TIME

Level 7 hound of Tindalos[R]

UNDEAD

Level –1 crawling hand; **Level 1** void zombie[R]; **Level 2** draugr; **Level 4** attic whisperer, cairn wight[U]; **Level 5** bog mummy, giant crawling hand, skaveling; **Level 6** revenant, vrykolakas spawn; **Level 7** specter, totenmaske; **Level 8** bodak[U], mohrg; **Level 9** dread wraith, witchfire[U]; **Level 10** vrykolakas master; **Level 11** devourer[U]; **Level 13** vrykolakas ancient[U]; **Level 14** ravener husk[R]; **Level 21** ravener[R]

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Creatures by Level

The following tables present every single stat block in *Bestiary 2*, organized by level. Each entry also details the creature's category, showing under which entry it can be found and the general group it belongs to; its type traits, which are useful for summoning and some other abilities; its rarity; and page number.

Creature	Level	Category	Type Traits	Rarity	Page
Compsognathus	–1	Dinosaur	Animal	Common	80
Crawling hand	–1	Crawling hand	Undead	Common	56
Raven	–1	Raven	Animal	Common	221
Snapping turtle	–1	Turtle	Animal	Common	269
Yellow musk thrall	–1	Yellow musk creeper	Plant	Common	300
Badger	0	Badger	Animal	Common	32
Blue-ringed octopus	0	Octopus	Animal	Common	187
Bottlenose dolphin	0	Dolphin	Animal	Common	84
Dream spider	0	Spider	Animal	Common	249
Giant maggot	0	Fly	Animal	Common	120
Grindylow	0	Grindylow	Aberration	Common	138
Sea snake	0	Snake	Animal	Common	245
Spear frog	0	Frog	Animal	Common	121
Stingray	0	Ray	Animal	Common	226
Vampire squid	0	Squid	Animal	Common	254
Akata	1	Akata	Aberration	Rare	13
Amoeba swarm	1	Ooze	Ooze	Common	192
Augur	1	Velstrac	Fiend	Common	280
Brownie	1	Brownie	Fey	Common	44
Carbuncle	1	Carbuncle	Beast	Rare	47
Cave scorpion	1	Scorpion	Animal	Common	234
Cythnigot	1	Qlippoth	Fiend	Uncommon	212
Dust mephit	1	Elemental, mephit	Elemental	Uncommon	112
Fetchling scout	1	Fetchling	Humanoid, shadow	Common	117
Giant amoeba	1	Ooze	Ooze	Common	192
Giant cockroach	1	Cockroach	Animal	Common	53
Giant fly	1	Fly	Animal	Common	120
Giant frog	1	Frog	Animal	Common	121
Giant solifugid	1	Solifugid	Animal	Common	246
Giant tick	1	Tick	Animal	Common	260
Grippli scout	1	Grippli	Humanoid	Common	139
Hippocampus	1	Hippocampus	Animal	Common	142
Ice mephit	1	Elemental, mephit	Elemental	Uncommon	112
Ifrit pyrochemist	1	Planar scion, geniekin	Humanoid	Common	200
Manta ray	1	Ray	Animal	Common	226
Nixie	1	Nixie	Fey	Common	183
Ooze mephit	1	Elemental, mephit	Elemental	Uncommon	113
Oread guard	1	Planar scion, geniekin	Humanoid	Common	200
Petitioner	1	Petitioner	Petitioner	Common	198
Reef octopus	1	Octopus	Animal	Common	187
Skulk	1	Skulk	Humanoid	Common	243
Steam mephit	1	Elemental, mephit	Elemental	Uncommon	113
Suli dune danger	1	Planar scion, geniekin	Humanoid	Common	201
Sunflower leshy	1	Leshy	Plant	Common	160
Sylph sneak	1	Planar scion, geniekin	Humanoid	Common	202
Undine hydromancer	1	Planar scion, geniekin	Humanoid	Common	203
Vexgit	1	Gremlin	Fey	Common	134
Void zombie	1	Void zombie	Undead	Rare	288
Black bear	2	Bear	Animal	Common	36
Blindheim	2	Blindheim	Animal	Common	39
Blink dog	2	Blink dog	Beast	Uncommon	40

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Bog strider	2	Bog strider	Aberration	Uncommon	43
Cave fisher	2	Cave fisher	Animal	Common	49
Choker	2	Choker	Aberration	Common	51
Cockroach swarm	2	Cockroach	Animal	Common	53
Draugr	2	Draugr	Undead	Common	102
Ember fox	2	Elemental, fire	Elemental	Common	110
Giant ant	2	Ant	Animal	Common	20
Giant badger	2	Badger	Animal	Common	32
Giant crab	2	Crab	Animal	Common	55
Giant leech	2	Leech	Animal	Common	156
Giant toad	2	Toad	Animal	Common	261
Hippogriff	2	Hippogriff	Animal	Common	143
Icicle snake	2	Elemental, water	Elemental	Common	114
Leprechaun	2	Leprechaun	Fey	Common	158
Living boulder	2	Elemental, earth	Elemental	Common	108
Morlock	2	Morlock	Humanoid	Common	174
Mudwretch	2	Mudwretch	Elemental	Common	176
Nuglub	2	Gremlin	Fey	Common	135
Shadow drake	2	Drake	Dragon, shadow	Common	100
Shocker lizard	2	Shocker lizard	Animal	Common	240
Slime mold	2	Ooze	Fungus, ooze	Common	193
Spark bat	2	Elemental, air	Elemental	Common	106
Tatzlwyrm	2	Tatzlwyrm	Dragon	Common	256
Triton	2	Triton	Humanoid	Common	263
Wereboar	2	Werecreature	Beast, humanoid	Common	290
Wolverine	2	Wolverine	Animal	Common	295
Yellow musk brute	2	Yellow musk creeper	Plant	Common	301
Yellow musk creeper	2	Yellow musk creeper	Plant	Common	300
Zyss serpentfolk	2	Serpentfolk	Humanoid	Uncommon	237
Aapoph serpentfolk	3	Serpentfolk	Humanoid	Uncommon	237
Akizendri	3	Protean	Monitor	Common	204
Assassin vine	3	Assassin vine	Plant	Common	26
Caligni slayer	3	Caligni	Humanoid	Uncommon	46
Chupacabra	3	Chupacabra	Beast	Common	52
D'ziriak	3	D'ziriak	Aberration, shadow	Common	104
Esobok	3	Psychopomp	Monitor	Common	208
Fen mosquito swarm	3	Mosquito	Animal	Common	175
Giant chameleon	3	Lizard	Animal	Common	168
Giant dragonfly nymph	3	Dragonfly	Animal	Common	98
Giant whiptail centipede	3	Centipede	Animal	Common	50
Necrophidius	3	Necrophidius	Construct	Common	180
Pachycephalosaurus	3	Dinosaur	Animal	Common	80
Quickling	3	Quickling	Fey	Uncommon	218
Raven swarm	3	Raven	Animal	Common	221
Spriggan bully	3	Spriggan	Humanoid	Common	252
Trollhound	3	Trollhound	Beast	Common	268
Twigjack	3	Twigjack	Fey, plant	Common	270
Urdefhan warrior	3	Urdefhan	Humanoid	Common	272
Vampiric mist	3	Vampiric mist	Aberration	Common	278
Violet fungus	3	Violet fungus	Fungus	Common	286
Yeth hound	3	Yeth hound	Beast, fiend	Common	302
Zebub	3	Devil	Fiend	Common	72
Attic whisperer	4	Attic whisperer	Undead	Common	28
Brood leech swarm	4	Leech	Animal	Common	156
Cairn wight	4	Wight	Undead	Uncommon	292
Calathgar	4	Calathgar	Plant	Common	45
Carrion golem	4	Golem	Construct	Uncommon	128

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Coil spy	4	Serpentfolk	Humanoid	Uncommon	238
Earthen destrier	4	Elemental, earth	Elemental	Common	108
Filth fire	4	Elemental, fire	Elemental	Common	110
Flytrap leshy	4	Leshy	Plant	Common	161
Frost troll	4	Troll	Giant	Uncommon	264
Giant dragonfly	4	Dragonfly	Animal	Common	98
Giant wolverine	4	Wolverine	Animal	Common	295
Gray ooze	4	Ooze	Ooze	Common	193
Hadrosaurid	4	Dinosaur	Animal	Common	81
Hound archon	4	Archon	Celestial	Common	22
Kelpie	4	Kelpie	Fey	Common	154
Korred	4	Korred	Fey	Uncommon	155
Living thunderclap	4	Elemental, air	Elemental	Common	106
Mandragora	4	Mandragora	Plant	Common	170
Mist stalker	4	Elemental, water	Elemental	Common	114
Peryton	4	Peryton	Beast	Common	197
Rhinoceros	4	Rhinoceros	Animal	Common	228
Scarecrow	4	Scarecrow	Construct	Common	232
Weretiger	4	Werecreature	Beast, humanoid	Common	291
Army ant swarm	5	Ant	Animal	Common	20
Azuretzi	5	Protean	Monitor	Common	205
Basidirond	5	Basidirond	Fungus	Common	34
Bog mummy	5	Mummy	Undead	Common	177
Catrina	5	Psychopomp	Monitor	Common	209
Dig-widget	5	Dig-widget	Construct	Common	79
Emperor cobra	5	Snake	Animal	Common	245
Giant crawling hand	5	Crawling hand	Undead	Common	56
Grimstalker	5	Grimstalker	Fey	Common	137
Grodair	5	Grodair	Beast, fey	Common	140
Hippopotamus	5	Hippopotamus	Animal	Common	144
Ice golem	5	Golem	Construct	Uncommon	129
Leucrotta	5	Leucrotta	Beast	Common	162
Lurker in light	5	Lurker in light	Fey	Common	169
Ogre spider	5	Spider	Animal	Common	249
Orca	5	Dolphin	Animal	Common	84
Ostiarius	5	Velstrac	Fiend	Common	281
Polar bear	5	Bear	Animal	Common	36
Skaveling	5	Skaveling	Undead	Common	241
Urdefhan tormentor	5	Urdefhan	Humanoid	Common	273
Ahuizotl	6	Ahuizotl	Beast	Uncommon	12
Babau	6	Demon	Fiend	Common	64
Baobhan sith	6	Baobhan sith	Fey	Uncommon	33
Belker	6	Elemental, air	Elemental	Common	106
Blizzardborn	6	Elemental, water	Elemental	Common	114
Blodeuwedd	6	Blodeuwedd	Fey, plant	Uncommon	41
Bralani	6	Azata	Celestial	Common	30
Cavern troll	6	Troll	Giant	Uncommon	264
Evangelist	6	Velstrac	Fiend	Common	281
Fire jellyfish swarm	6	Jellyfish	Animal	Common	152
Giant mosquito	6	Mosquito	Animal	Common	175
Hodag	6	Hodag	Beast	Uncommon	145
Iguanodon	6	Dinosaur	Animal	Common	82
Lunar naga	6	Naga	Aberration	Uncommon	178
Revenant	6	Revenant	Undead	Common	227
Sand sentry	6	Elemental, earth	Elemental	Common	108
Scythe tree	6	Scythe tree	Plant	Common	235
Sea drake	6	Drake	Dragon	Common	101

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Skrik nettle	6	Skrik nettle	Aberration	Common	242
Striding fire	6	Elemental, fire	Elemental	Common	111
Verdurous ooze	6	Ooze	Ooze	Common	194
Vrykolakas spawn	6	Vampire	Undead	Common	276
Witchwyrd	6	Witchwyrd	Humanoid	Uncommon	294
Wood giant	6	Giant	Giant, humanoid	Common	124
Wood golem	6	Golem	Construct	Uncommon	130
Woolly rhinoceros	6	Rhinoceros	Animal	Common	228
Xill	6	Xill	Aberration, ethereal	Uncommon	299
Culdewen	7	Culdewen	Fey	Common	57
Drainberry bush	7	Drainberry bush	Plant	Common	99
Dweomercat	7	Dweomercat	Beast	Uncommon	103
Elasmosaurus	7	Elasmosaurus	Animal	Common	105
Giant jellyfish	7	Jellyfish	Animal	Common	152
Hellcat	7	Hellcat	Beast, fiend	Common	141
Hound of Tindalos	7	Hound of Tindalos	Aberration, time	Rare	146
Invidiak	7	Demon	Fiend	Common	65
Megalania	7	Lizard	Animal	Common	168
Sceaduinar	7	Sceaduinar	Aberration, negative	Rare	233
Shoggti	7	Qlippoth	Fiend	Uncommon	213
Soul eater	7	Soul eater	Fiend	Uncommon	247
Spectre	7	Spectre	Undead	Common	248
Sportlebore swarm	7	Sportlebore	Animal	Common	251
Spriggan warlord	7	Spriggan	Humanoid	Common	253
Stygira	7	Stygira	Fey	Common	255
Tendriculos	7	Tendriculos	Fungus, plant	Common	257
Theletos	7	Aeon	Monitor	Common	8
Totenmaske	7	Totenmaske	Undead	Common	262
Vanth	7	Psychopomp	Monitor	Common	210
Young crystal dragon	7	Dragon, primal	Dragon, elemental	Uncommon	91
Anancus	8	Elephant	Animal	Common	116
Animate dream	8	Animate dream	Dream	Uncommon	18
Behir	8	Behir	Beast	Common	38
Bodak	8	Bodak	Undead	Uncommon	42
Bone prophet	8	Serpentfolk	Humanoid	Uncommon	239
Denizen of Leng	8	Denizen of Leng	Aberration, dream	Common	70
Destrachan	8	Destrachan	Aberration	Common	71
Giant hippocampus	8	Hippocampus	Animal	Uncommon	142
Giant slug	8	Slug	Animal	Common	244
Glass golem	8	Golem	Construct	Uncommon	131
Gorgon	8	Gorgon	Beast	Uncommon	132
Granite glyptodont	8	Elemental, earth	Elemental	Common	109
Intellect devourer	8	Intellect devourer	Aberration	Uncommon	147
Magma scorpion	8	Elemental, fire	Elemental	Common	111
Marsh giant	8	Giant	Giant, humanoid	Common	125
Mohrg	8	Mohrg	Undead	Common	172
Moonflower	8	Moonflower	Plant	Uncommon	173
Nabasu	8	Demon	Fiend	Common	65
Onidoshi	8	Oni	Fiend, giant, humanoid	Common	188
Sandpoint Devil	8	Sandpoint Devil	Beast, fiend	Unique	230
Sarglagon	8	Devil	Fiend	Common	72
Two-headed troll	8	Troll	Giant	Uncommon	265
Young brine dragon	8	Dragon, primal	Dragon, elemental	Uncommon	87
Aurumvorax	9	Aurumvorax	Animal	Common	29
Dracolisk	9	Basilisk	Beast, dragon	Uncommon	35
Dread wraith	9	Wraith	Undead	Common	298
Giant snapping turtle	9	Turtle	Animal	Common	269

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Giant squid	9	Squid	Animal	Common	254
Irnakurse	9	Fleshwarp	Aberration	Common	118
Jyoti	9	Jyoti	Humanoid, positive	Common	153
Mastodon	9	Elephant	Animal	Common	116
Nuckelavee	9	Nuckelavee	Fey	Common	186
Osyluth	9	Devil	Fiend	Common	73
Spirit naga	9	Naga	Aberration	Uncommon	179
Tick swarm	9	Tick	Animal	Common	260
Titan centipede	9	Centipede	Animal	Common	50
Witchfire	9	Witchfire	Undead	Uncommon	293
Young magma dragon	9	Dragon, primal	Dragon, elemental	Uncommon	94
Zelekhut	9	Aeon	Monitor	Common	9
Bebilith	10	Bebilith	Beast, fiend	Common	37
Behemoth hippopotamus	10	Hippopotamus	Animal	Common	144
Ghonhatine	10	Fleshwarp	Aberration	Common	119
Icewyrm	10	Elemental, water	Elemental	Common	115
Imentesh	10	Protean	Monitor	Common	207
Melody on the wind	10	Elemental, air	Elemental	Common	107
Movanic deva	10	Angel	Celestial	Common	14
Nereid	10	Nereid	Fey	Common	182
Nyogoth	10	Qlippoth	Fiend	Uncommon	213
Peluda	10	Peluda	Dragon	Common	196
Piscodaemon	10	Daemon	Fiend	Common	58
Quetz couatl	10	Couatl	Beast	Uncommon	54
Sacristan	10	Velstrac	Fiend	Common	282
Vrykolakas master	10	Vampire	Undead	Common	276
Water orm	10	Water orm	Beast	Rare	289
Young cloud dragon	10	Dragon, primal	Dragon, elemental	Uncommon	89
Adult crystal dragon	11	Dragon, primal	Dragon, elemental	Uncommon	92
Devourer	11	Devourer	Undead	Uncommon	78
Gosreg	11	Gosreg	Aberration	Uncommon	133
Hamatula	11	Devil	Fiend	Common	74
Hezrou	11	Demon	Fiend	Common	66
Isqulug	11	Isqulug	Aberration	Uncommon	149
Meladaemon	11	Daemon	Fiend	Common	58
Quoppopak	11	Quoppopak	Aberration	Common	219
Spinosaurus	11	Dinosaur	Animal	Common	82
Spiral centurion	11	Spiral centurion	Construct	Common	250
Thunderbird	11	Thunderbird	Beast	Uncommon	259
Young umbral dragon	11	Dragon, primal	Dragon, shadow	Uncommon	96
Adult brine dragon	12	Dragon, primal	Dragon, elemental	Uncommon	87
Athach	12	Athach	Giant, humanoid	Common	27
Catoblepas	12	Catoblepas	Beast	Common	48
Chernobue	12	Qlippoth	Fiend	Uncommon	214
Derghodaemon	12	Daemon	Fiend	Common	59
Frost worm	12	Frost worm	Animal	Common	123
Interlocutor	12	Velstrac	Fiend	Common	283
Monadic deva	12	Angel	Celestial	Common	15
Rusalka	12	Rusalka	Fey	Common	229
Taiga giant	12	Giant	Giant, humanoid	Common	126
Adult magma dragon	13	Dragon, primal	Dragon, elemental	Uncommon	94
Carnivorous blob	13	Ooze	Ooze	Common	195
Froghemoth	13	Froghemoth	Aberration	Uncommon	122
Ice yai	13	Oni	Fiend, giant, humanoid	Common	189
Irlgaunt	13	Irlgaunt	Aberration	Common	148
Leng spider	13	Leng spider	Aberration, dream	Uncommon	157
Shadow giant	13	Giant	Giant, humanoid, shadow	Common	127

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Thanadaemon	13	Daemon	Fiend	Common	60
Viper vine	13	Viper vine	Plant	Common	287
Vrykolakas ancient	13	Vampire	Undead	Uncommon	277
Adult cloud dragon	14	Dragon, primal	Dragon, elemental	Uncommon	90
Ankou	14	Ankou	Fey	Common	19
Augnagar	14	Qlippoth	Fiend	Uncommon	215
Doprillu	14	Doprillu	Aberration	Common	85
Fire yai	14	Oni	Fiend, giant, humanoid	Common	190
Gylou	14	Devil	Fiend	Common	75
Nalfeshnee	14	Demon	Fiend	Common	67
Ravener husk	14	Ravener	Dragon, undead	Rare	224
Trumpet archon	14	Archon	Celestial	Common	23
Worm that walks cultist	14	Worm that walks	Aberration	Uncommon	297
Adult umbral dragon	15	Dragon, primal	Dragon, shadow	Uncommon	96
Black scorpion	15	Scorpion	Animal	Common	234
Jotund troll	15	Troll	Giant	Rare	267
Marrmora	15	Marrmora	Fey	Common	171
Marut	15	Aeon	Monitor	Common	10
Neothelid	15	Neothelid	Aberration	Uncommon	181
Shoal linnorm	15	Linnorm	Dragon	Uncommon	164
Umonlee	15	Umonlee	Beast	Uncommon	271
Ancient crystal dragon	16	Dragon, primal	Dragon, elemental	Rare	92
Bythos	16	Aeon	Monitor	Uncommon	11
Cornugon	16	Devil	Fiend	Common	76
Fjord linnorm	16	Linnorm	Dragon	Uncommon	165
Planetar	16	Angel	Celestial	Uncommon	15
Zomok	16	Zomok	Dragon, plant	Common	303
Ancient brine dragon	17	Dragon, primal	Dragon, elemental	Rare	88
Leydroth	17	Leydroth	Beast	Uncommon	163
Radiant warden	17	Radiant warden	Construct	Uncommon	220
Thrasfyr	17	Thrasfyr	Beast	Rare	258
Vaspercham	17	Vaspercham	Aberration	Common	279
Water yai	17	Oni	Fiend, giant, humanoid	Common	191
Ancient magma dragon	18	Dragon, primal	Dragon, elemental	Rare	95
Aolaz	18	Aolaz	Construct	Rare	21
Cairn linnorm	18	Linnorm	Dragon	Uncommon	166
Duneshaker solifugid	18	Solifugid	Animal	Common	246
Purrodaemon	18	Daemon	Fiend	Common	61
Thulgant	18	Qlippoth	Fiend	Uncommon	216
Ancient cloud dragon	19	Dragon, primal	Dragon, elemental	Rare	90
Grendel	19	Grendel	Humanoid	Unique	136
Sard	19	Sard	Plant	Rare	231
Star archon	19	Archon	Celestial	Common	23
Taiga linnorm	19	Linnorm	Dragon	Uncommon	167
Vrolikai	19	Demon	Fiend	Uncommon	68
Ancient umbral dragon	20	Dragon, primal	Dragon, shadow	Rare	97
Bastion archon	20	Archon	Celestial	Rare	24
Eremite	20	Velstrac	Fiend	Common	284
Norn	20	Norn	Fey	Rare	184
Olethrodaemon	20	Daemon	Fiend	Common	63
Veranallia	20	Azata	Celestial	Common	31
Yamaraj	20	Psychopomp	Monitor	Uncommon	211
Lerritan	21	Lerritan	Elemental	Common	159
Ravener	21	Ravener	Dragon, undead	Rare	224
Jabberwock	23	Jabberwock	Dragon	Rare	150
Solar	23	Angel	Celestial	Rare	16

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